

TEENAGE MUTANT NINJA

TURTLES[®]

**PINBALL
RULES**



Stern
pinball[®]

nickelodeon

© 2020 Viacom International Inc. All Rights Reserved. Nickelodeon, Teenage Mutant Ninja Turtles and all related titles logos and characters are trademarks of Viacom International Inc. © 2020 Viacom Overseas Holdings C.V. All Rights Reserved. Teenage Mutant Ninja Turtles, and all related titles, logos and characters are trademarks of Viacom Overseas Holdings C.V.

TEENAGE MUTANT NINJA TURTLES ROOLZ!

- **CHOOSE YOUR TURTLE** - At the start of the game you can choose which of the four turtles you want to play as. Each choice will give you different advantages during the game.



- **SKILL SHOT** - At the start of each ball, a shot with the name and color of your Turtle will blink for a few seconds. Shoot it before it times out to light Weapon.
- **TOP LANE SKILL SHOT** - **PRO ONLY** - Plunge the ball to the top left lane to receive extra points and bonus multipliers.
- **WEAPON** - When the ball rolls down the lit Weapon return-lane the first of two hurry-ups will start on the opposite orbit shot. Collecting the first hurry-up starts a second hurry-up on the center ramp.
- **FOOT 1-2-3 COMBO** - The Foot 1-2-3 Combo return lane is lit at the start of each ball. When the ball rolls down it you will need to make 3 shots in a row in this mini-mode.
- **EPISODES** - There are 8 episodes. Shoot the left and right ramp to light Start Episode. The playfield 2X target will randomly change the episode while between episodes.
 - Two of the episodes, which are a bit harder and score a bit more, need to be unlocked.
 - Each episode has two endings: a success and a fail.

- **TEAM-UP MULTIBALL** - This wizard mode starts after completing 4 episodes. You and your Team-up partner will attempt to rescue the other 3 turtles. Your Team-up partner will be:
 - Leonardo - Splinter
 - Donatello - Metalhead
 - Raphael - Casey Jones
 - Michelangelo - The Neutrinos

Each episode completed previously helps with the mode:

- #1 - **PIZZA-O-METER**
 - 2X Pizza Party
- #2 - **WINDOW SHOPPING**
 - Bebop takes out Rocksteady and vice versa
- #3 - **I WANT A BODY**
 - Rescue Any
- #4 - **NIGHT OF THE MOUSERS**
 - Return lanes spot bad guy
- #5 - **SEE YOU ON THE OTHER SIDE, RAY**
 - 2X Rescue
- #6 - **WELCOME TO THE CONCRETE JUNGLE**
 - +250K per bad guy
- #7 - **SUPER FLY**
 - 2X Shredder
- #8 - **THE WRATH OF KRANG**
 - One foot kills all

- **FINAL BATTLE MULTIBALL** - This wizard mode starts after completing all 8 episodes. Stop Shredder from taking over the world with the his army of foot soldiers.

- **TURTLE POWER MULTIBALL** - Shoot the right ramp when lit four times to start.

- **NINJA PIZZA MULTIBALL** - Lock 3 balls in the Pizza Parlor to start. Your pizza toppings will change the rules of the multiball:

- ICE CREAM - Jackpot starts lit
- PEPPERONI - +100K Jackpot Value
- MARSHMALLOWS - Jackpots series unlimited
- CHILI PEPPER - Super Jackpot starts lit
- PINEAPPLE - Parlour spots +1 Foot
- FUDGE - +1 Foot kills
- SAUSAGE - Foot kill worth +50K more
- GUMMY BEARS - +1 Ball
- OCTOPUS - Start Pizza Frenzy
- PEANUT BUTTER - +1 pizza slices eaten
- ANCHOVIES - +10K Slice Value
- MUSHROOMS - Lair is a time lock (**PREMIUM/LE ONLY**)



- **LAIR TARGET** - Hit the target 4 times to spell LAIR. Each letter will start to time out. If it does time out, you will have to start from the beginning. Complete LAIR for one of two awards:

- Light Training if it is not already lit.
- Light Playfield 2X.

After it is completed twice, LAIR will need to be re-enabled to receive the two awards again. Each time you start an episode you will re-enable LAIR.



- **TRAINING** - Your chosen Turtle starts at level one at the beginning of each game. Successful training will increase the level of your Turtle. Each level, including the first, has a unique perk that is active during gameplay.

	LEO	DON	RAPH	MIKE
ONE	TRAINING LIT	TURTLE POWER LIT	EPISODES LIT	BATTLE AGAIN LIT
TWO	+10 SECONDS	2X FOOT	2X KRANG	2X APRIL
THREE	2X WEAPON	+BALL SAVE	+1X PLAYFIELD MULTIPLAYER	2X PIZZA EATING CONTEST
FOUR	2X TEAM-UP	3X TURTLE POWER	3X EPISODES	3X NINJA PIZZA

- **GLIDER TOY / DIVERTER - PREMIUM/LE ONLY** - When the action button is purple, you can move the diverter left or right any time with the action button. When the Glider points left, a ball will return to the left flipper from the center or left ramps. When the Glider points right, a ball will return to the right flipper from the center or left ramps.



- **GLIDER FEATURE - PREMIUM/LE ONLY** - When available, move the diverter to the left to light Build Glider on the left ramp. Shoot the left ramp as much as you want to build the glider value. When you are ready to collect, move the Glider, pointing it left or pointing it right, and then shoot the right ramp before it times out. Each time the player moves the Glider with the button the timer will reset.

- **APRIL TARGET** - Hit the target 5 times to spell APRIL. Each letter will start to time out. If it does time out you will have to start from the beginning. Complete APRIL for one of two awards:
 - Battle Again if it is not already lit.
 - Start an April Hurry-Up.



After it is completed twice, it will need to be re-enabled to receive the two awards again. Each time you start an episode you will re-enable APRIL.

- **BATTLE AGAIN** - Saves a ball from draining and returns in back into play when lit. Only one lane can be lit at a time. Hitting the slings will change which lane is lit.

- **APRIL HURRY-UP** - The value of this Hurry-Up depends on what else is happening in the game at that time. The more going on, the higher the value of the Hurry-Up. Shoot the right ramp to collect it. Shoot the APRIL bank to add more time.

- **EXTRA BALL** - Completing Episodes and eating pizza will light Extra Ball.

- **KRANG KOMBO** - Each time you shoot an inner loop shot you will start the Krang Kombo timer. Shooting the inner loop again will build the value. At any time before the timer expires, shoot the center ramp to collect the Krang Kombo. It takes 3 inner loops to max the Krang Kombo value.



- **PIZZA EATING CONTEST** - When this starts, the player will have 6 seconds to hit the action button as fast as they can to eat slices of pizza.
 - Awards are given at thresholds of slices eaten.

- **PICT-O-POPS** - Each pop bumper hit changes $\frac{1}{3}$ of a picture. If two of the three pieces match, they will lock in and only the final piece will continue to change. When all three picture pieces match the player will receive the award in the picture.

- **PLAYFIELD MULTIPLIER** - When lit, hit to start the Playfield Multiplier which will begin blinking and timing out. While it is blinking all scores are worth 2X. Hit the target to extend the timer.

- **COWABUNGA MULTIBALL** - This wizard mode is the most challenging mode to reach in the game.

- **MAIN USER INTERFACE** - This is where the player can see player scores, other data, and story elements.
 - Top left is the current player's Turtle and their level.
 - Top center is your current ball in play and how many credits are on the game. Here you will also see a timer that pops down when needed to show you how much time is remaining for a feature in the game.
 - Top right are your 5 current pizza toppings and your 3 next pizza toppings. Each pizza combination will create a different multiball.
 - Under your toppings are how many slices of pizza you have eaten.
 - Down the right side is the status of your 8 episodes. They are grey if you have not played them yet, green if you have beaten them and red if you have not. Two episodes are locked until you play other episodes.
 - Across the screen near the bottom you may see what game mode you are playing. If you are playing Team Play you will also see the team scores.
 - Along the bottom are the scores for the 4 players.

- **GAMEPLAY MODES** - There are several gameplay modes. During game over you can hold in both flipper buttons to choose the gameplay mode you want to play in.
 - Standard - Normal play. Every player for themselves.
 - Cooperative - Share progress and scores with all other players.
 - Competitive - Randomness is removed.
 - Co-op + Competitive - Share progress and randomness is removed.
 - Team Play - Team with your friends against your frenemies
 - 2v2 - Players 1 and 3 versus players 2 and 4
 - 2v1 - Players 1 and 2 versus player 3
 - 3v1 - Players 1, 2 and 3 versus player 4

- **COOLEST RULE EVER!**
 - Present only in a Co-op Game.
 - If you make your skill shot you will light WEAPON for yourself.
 - BUT! You will also enable all the players to follow that ball to have your weapon lit for them too. All they need to do is make their skill shot.
 - Then they will not only get their pair of weapon hurry-ups they will get yours too.
 - Potentially player 4 could have 4 pairs of cascading hurry-ups in row. So choose carefully who your player 4 will be.

GOOD LUCK!

- The Design Team