

TEENAGE MUTANT NINJA TURTLES

KONAMI ARCADE 1988

BEATRICE DOMINGO & MARCUS JONES



PURPOSE

The goal is to create the ultimate four player experience that is challenging yet rewarding when all four turtles maximize their potential and work together to truly act like “brothers in arms.”

GAME HISTORY

Dec 1988

TMNT

May 1989

TMNT

Dec 1990

TMNT 2: The Arcade Game

Dec 1991

TMNT 3: The Manhattan Project

Dec 1991

Turtles in Time

Summer 1992

TMNT 4: Turtles in Time

IN MEDIA

1984

Began as a comic by Kevin Eastman and Peter Laird

1987

First animated series

Aug 1990

Concert tour at Radio City Music Hall

1990-1993

TMNT live action film trilogy

1996

Mutant Turtles: Choujin Densetsu-hen

1997

The Next Mutation

2003

Second animated series

2007

TMNT movie

2012

Third animated series

2014

TMNT movie reboot

MECHANICS & VISUAL DESIGN



Traditional side-scroller, “beat-em-up” game



Joystick & four buttons



Up to four players



2D design with 3D axial motion



Whole screen used as gameplay space



HP bar at top of screen



EXPERIENCE



Well-received critically



Fluid tactile response



Rapid pace challenge

ARGUMENT

Although the cabinet in the RetroTech Lab only allowed for one player, the side-scrolling mechanics and “beat-em-up” style of game contributed to a multiplayer-esque feel which has become the staple of the series in all media adaptations.

CHARACTERS & ELEMENTS



Donatello
The Nerd
Bo-Staff



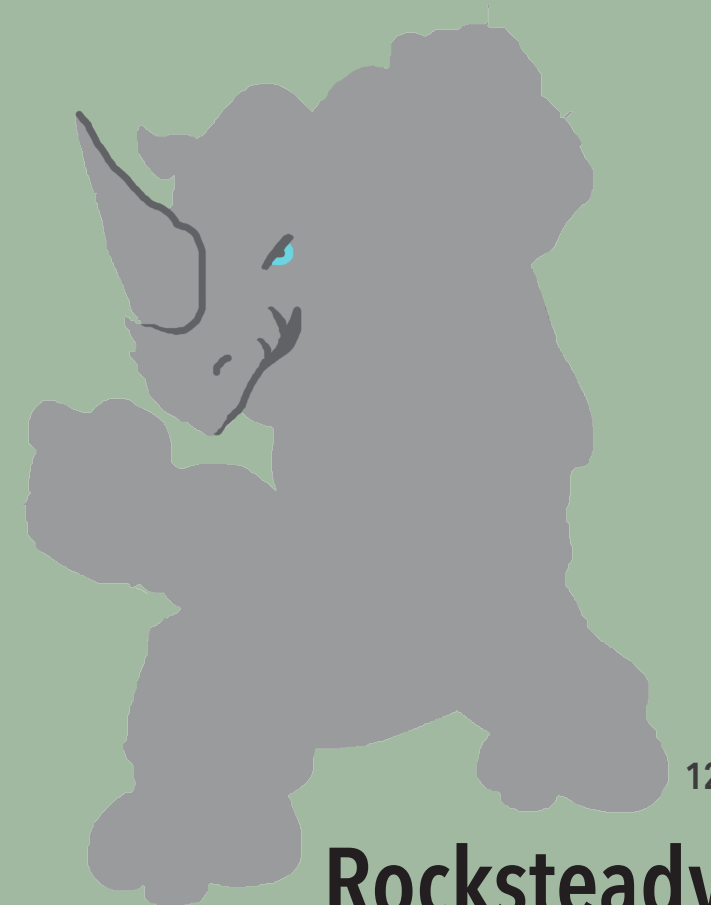
April O'Neil
Damsel in distress
Kidnapped by
Shredder



Miachaelangelo
The Goofball
Twin Nunchucks



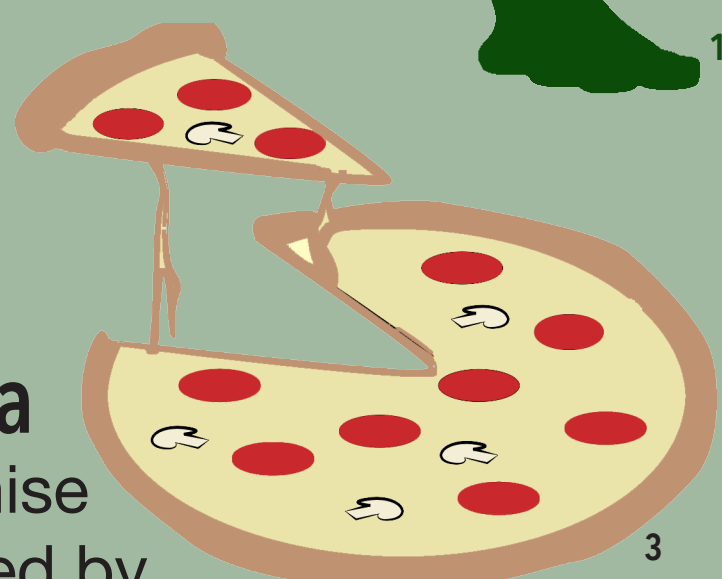
Raphael
The Hothead
Twin Sais



Rocksteady
First boss to overcome
Other bosses: Bebop, Baxter, Stockman,
Granitor, General Traag, Krang, Shredder



Leonardo
The Leader
Twin Katanas



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