This document is a snapshot of everything that is known about Nickelodeon's Teenage Mutant Ninja Turtles at a particular moment in time. It will be updated periodically to reflect ongoing content development, but as you develop original content, please work with Nickelodeon's Copy/Content group to ensure that your concept aligns with the most recent developments.

The art style used in the document is from the Nickelodeon series, but the core Turtles story world can be rendered in other art styles when the content or format calls for it.

As you develop content, please be aware of when episodes are airing in your territory and be sure to avoid any potential spoilers. For Season 1, these include:

- The Normans are actually the Kraang; an alien race (101/102 "Rise of the Turtles")
- The Kraang have the ability to travel to and from Earth via a portal (112 "Leatherhead")
- The Kraang headquarters are located at TCRI; a building in the middle of New York City (117 "TCRI")
- The Kraang are using mutagen to try and take over Earth (117 "TCRI")
- April will be trained as a kunoichi (female ninja) by Splinter (107 "Monkey Brains")
- Karai is Shredder's daughter (#113 "Girl's Night Out")

There is also information in this document that should never be revealed (at least until further notice):

- April has psychic abilities (an on-going theme first hinted in 107 "Monkey Brains")
- Karai is actually Miwa, Splinter's daughter (TBD)

Please refer to the Appendix of this document for a complete list of established characters that can be used in TMNT content (note that not all of these characters will appear on the Nickelodeon show).

nickelodeon™

TEENAGE MUTANT NINJA TURTLES™

PROPERTY UNIVERSE MYTHOLOGY

STARLIGHT RUNNER
entertainment

Special to Nickelodeon

© 2012 Viacom International Inc. All Rights Reserved. Nickelodeon, Teenage Mutant Ninja Turtles and all related titles, logos, and characters are trademarks of Viacom International Inc.

The Teenage Mutant Ninja Turtles mythology represents the ongoing creative work of Nickelodeon and its licensees in the development of the Teenage Mutant Ninja Turtles Universe. It is subject to change as new season scripts are written and approved by Nickelodeon.

nickelodeon TEENAGE MUTANT NINJA TURTLES

CREDITS

JEFF GOMEZ **MARK PENSAVALLE**	Transmedia Producers
FABIAN NICIEZA	Chief Innovation Officer
CAITLIN BURNS	Executive Editor
FABIAN NICIEZA **CAITLIN BURNS** **JEFF GOMEZ** **STEELE FILIPEK** **LAURA STERRITT** **SIMON PULMAN** **ADAM NASH**	Writers
CHRYSOULA ARTEMIS	Creative Director
DARREN SANCHEZ	Director of Production / Design Layout
DAVID ZEICHNER	Production Coordinator

SPECIAL THANKS: Jeff Ventimilia, Joshua Sternin, David Chustz, Anne Mullen, Rich Magallanes, Katrin van Dam, Ciro Nieli and Russell Hicks

TABLE OF CONTENTS

FRANCHISE LOGLINE - 6

CHAPTER I - 8
The World of Teenage Mutant Ninja Turtles

CHAPTER II - 11
Nickelodeon's Teenage Mutant Ninja Turtles Story Summary

CHAPTER III - 18
Main Characters – The Four Brothers

CHAPTER IV - 27
Allies & Enemies
- Allies – 28
- Enemies – 40
- Featured Characters – 59

CHAPTER V - 62
Weapons, Vehicles & Cultural References
- Favorite Weapons of the Main Characters – 63
- Other Weapons – 75
- Mechanical Inventions – 81
- Vehicles – 95
- Cultural References – 99

CHAPTER VI - 101
Locations
- Turtles' Lair – 102
- New York City – 110
- Other Locations – 138

CHAPTER VII - 139
Ninjutsu
Ninjutsu Glossary - 152

CHAPTER VIII - 154
Science & Technology
The difference between Slime and Ooze - 167

CHAPTER IX - 171
The Universe of the Teenage Mutant Ninja Turtles
The Central Theme - 176
Core Archetypes - 181
Aspirational Drivers - 188

CHAPTER X - 192
Epic Chronology

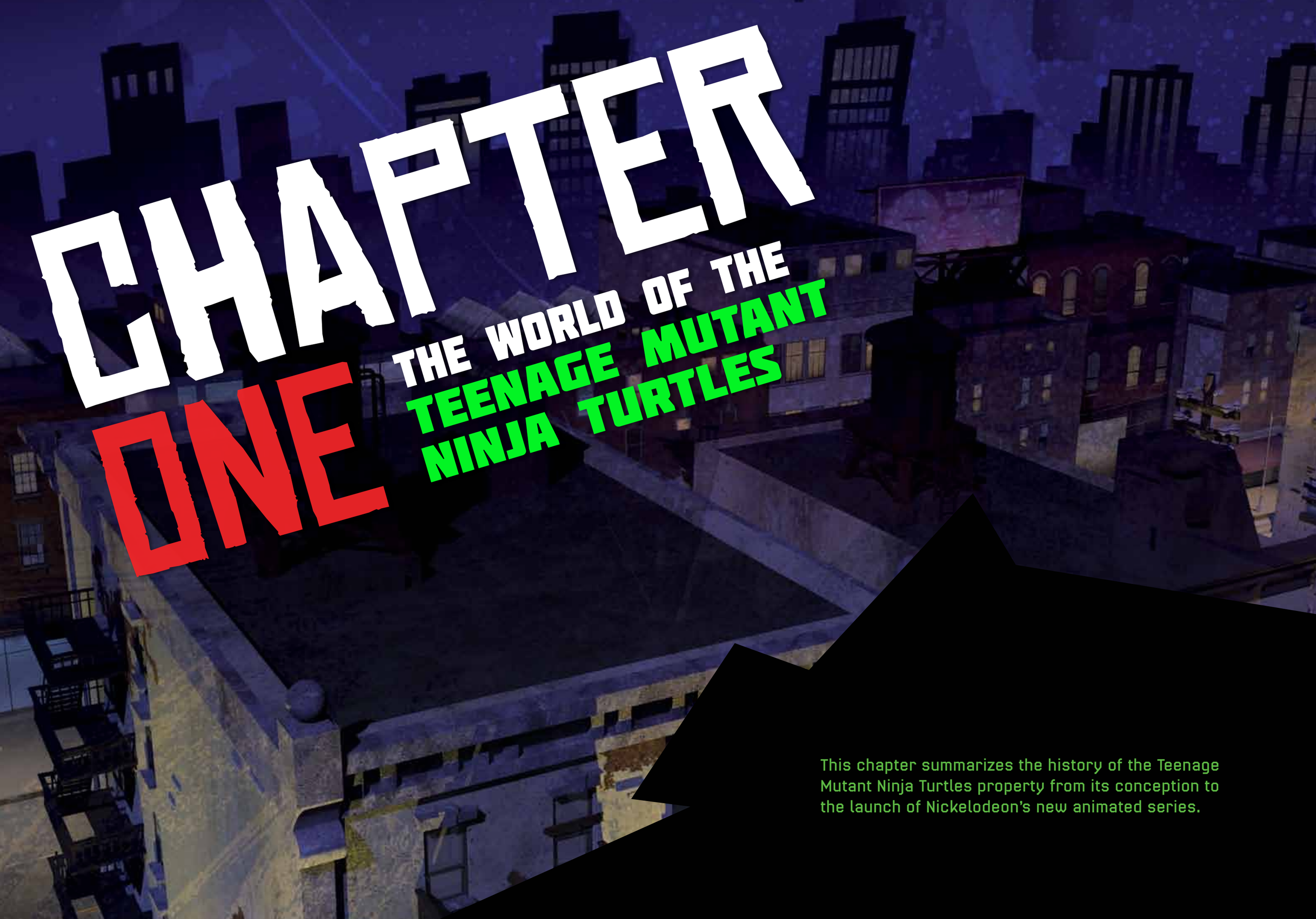
CHAPTER XI - 207
Distant Mountains

APPENDIX I - 222
Legal Boundaries on Historical Franchise Elements

APPENDIX II - 227
Reference Resources

FRANCHISE LOGLINE

Rising from the sewers, four fun-loving and hard-fighting brothers, the Teenage Mutant Ninja Turtles, strive to master the martial arts, build unlikely friendships, and protect their family, their city, and the world from ever-increasing threats.



CHAPTER ONE

THE WORLD OF THE TEENAGE MUTANT NINJA TURTLES

This chapter summarizes the history of the Teenage Mutant Ninja Turtles property from its conception to the launch of Nickelodeon's new animated series.

A SLICE OF HISTORY

Created by Kevin Eastman and Peter Laird in 1984 as a parody pastiche of several of the most popular comic books of the time, the Teenage Mutant Ninja Turtles went on to become a global phenomenon. The original one-shot black & white comic published by Eastman and Laird's Mirage Studios imprint didn't result in big sales, but it generated a viral word-of-mouth campaign that resonated so strongly with fans, that the pair began publishing adventures of Leonardo, Raphael, Donatello and Michelangelo, the four fun-loving, hard-fighting brothers, as an ongoing series.

TMNT remained a niche pleasure for a growing group of comic fans until licensing agent Mark Freedman and Mirage Studios made a deal with Playmates Toys in 1987 to turn the Turtles into action figures. The momentum led to the development of an animated series with Murakami-Wolf-Swenson, under the guidance of Executive Producer Fred Wolf and David Wise. The resulting cartoon miniseries aired three times before expanding to a full series in 1987. The series ran for an impressive 193 episodes and along with the escalating Playmates action figure line, which began release in 1987, proved an enormous success.

Fueled by its catchphrases, "Cowabunga!" and "Turtle Power!" Teenage Mutant Ninja Turtles became a children's pop culture phenomenon. In 1989, TMNT generated $69 million dollars at retail in the United States across a variety of consumer products. Aided by the release of New Line's live action movie, which grossed over $200M worldwide, the retail success of TMNT ballooned to $585 million in 1990. Turtle power, indeed.

In 1991, with the animated series still going strong, New Line released a second feature film. Teenage Mutant Ninja Turtles II: The Secret of the Ooze, grossed $78M worldwide and not even the cameo by rapper Vanilla Ice could prevent the film from propelling the franchise's overall U.S. retail merchandise gross to over $1.3 billion.

A third film followed in 1993, with the franchise again grossing over $500M at U.S. retail. Several more videogames, including the popular Turtles in Time, were released across the variety of platforms available at that time, including the Nintendo Entertainment System (NES), Commodore 64, Amiga, PC, Ataris ST and arcade games. The TMNT property posted solid financial results in 1993 and 1994, but the property was clearly on the wane.

After the tenth, and final, season of the original cartoon aired in 1996, TMNT was rebooted as a live action series, The Next Mutation in 1997. The Next Mutation ran for two seasons on Fox Kids but failed to spark fan enthusiasm or significantly buoy sales of consumer products.

A new cartoon, produced by 4Kids Entertainment, was launched in 2003, which was much closer to the original Mirage conception of the characters. The 4Kids show ran for 155 episodes, with later arcs sending the Turtles far into the future (Fast Forward) and then back again (Back to the Sewer). TMNT posted a healthy $230M in sales in 2005 and $108M in 2006. The 4Kids show wrapped its run in 2006 with the feature length Turtles Forever, which placed the 4Kids version of the Turtles into an unusual alternate timeline-adventure with their 1987 counterparts.

In 2007, the Turtles returned with a CG-animated theatrical movie simply titled TMNT. Released by The Weinstein Company and Warner Bros., TMNT was one of the darkest expressions of the franchise yet. Though the movie did not feature iconic Turtles villains, Kraang and Shredder, it grossed a solid $95M worldwide and generated $187M in consumer products sales.

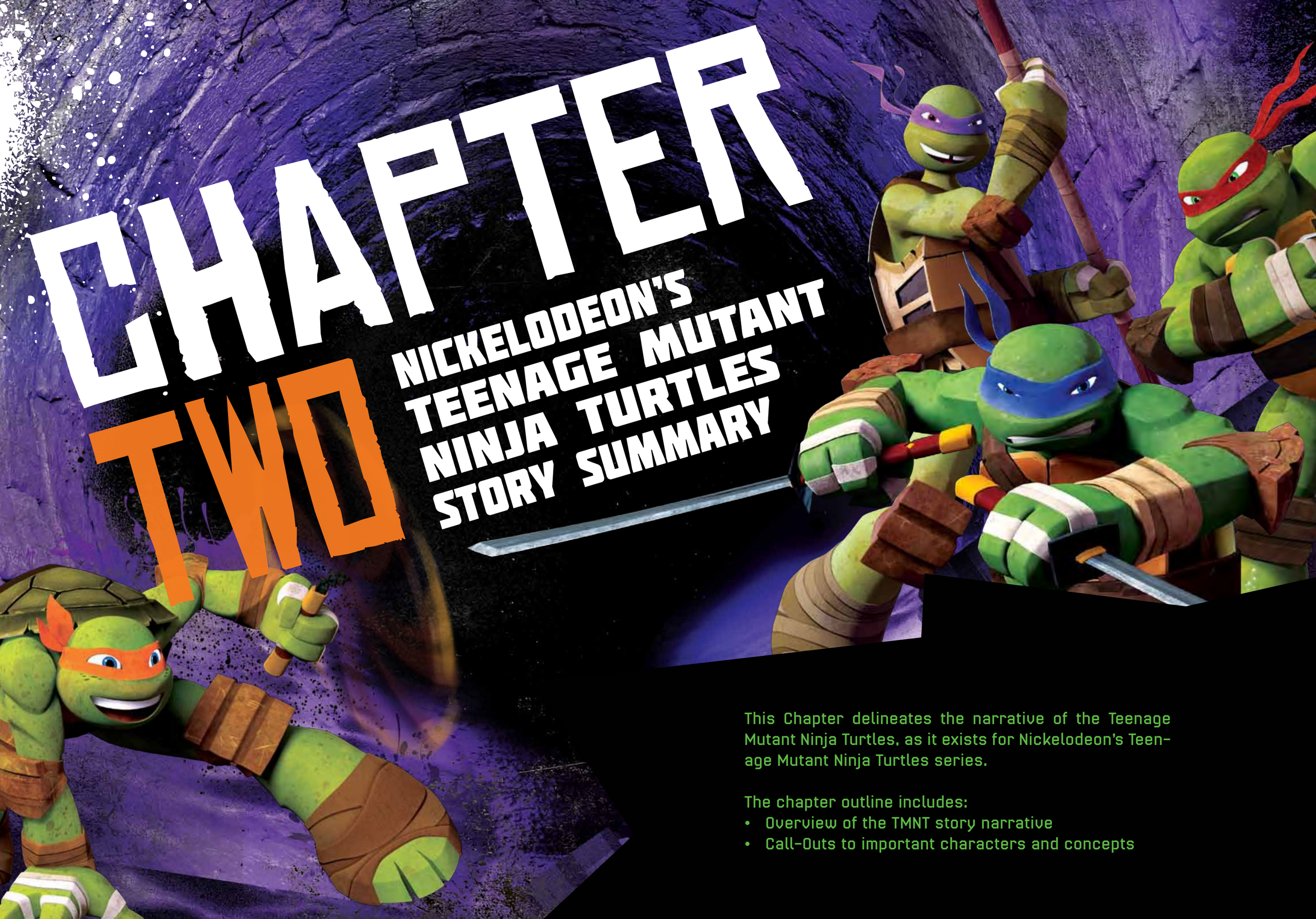
Viacom purchased the TMNT rights in 2009 and announced a new animated series for 2012. With a new comic book series released to critical acclaim by IDW in 2011 and a live-action feature film from Paramount announced for Holiday 2013, the Turtles are back in full force. With the resources of Nickelodeon behind a coordinated launch, the Teenage Mutant Ninja Turtles are poised to retake their throne as the kings of boys' intellectual property franchises.

HIGHLIGHTS

- Created by Kevin Eastman and Peter Laird as a comic book published in 1984
- 193 animated episodes in first series (1987-1996), 155 in second series (2003-2009)
- 4 feature films (Released in 1990, 1991, 1993 and 2007)
- Over 780 figures, vehicles and playsets released
- Billions in revenue

CHAPTER TWO

NICKELODEON'S TEENAGE MUTANT NINJA TURTLES STORY SUMMARY



This Chapter delineates the narrative of the Teenage Mutant Ninja Turtles, as it exists for Nickelodeon's Teenage Mutant Ninja Turtles series.

The chapter outline includes:

- Overview of the TMNT story narrative
- Call-Outs to important characters and concepts

PROLOGUE

New York. A rough and tumble kind of city, with graffiti covering the walls of skyscrapers and a pizza joint on every corner. Gangs roamed the alleyways, citizens protected themselves by any means necessary, and secrets spilled out of the sewer with every storm. New York was a city that needed heroes.

It got some turtles. Teenage Mutant Ninja Turtles.

An exiled Japanese immigrant named Hamato Yoshi bought four regular-sized box turtles from a pet store in Chinatown. He wanted pets. He got more than that when two human-looking things doused Yoshi and his turtles with strange Ooze. And this was no ordinary luminescent, unstable compound. It was mutagenic Ooze: a liquid from beyond that transformed the DNA of any living thing that it touched.

Having just come in contact with an alley-way rat, Yoshi grew a tail, a covering of thick fur, long teeth, and a gruff disposition (actually, that was there before). Yoshi was no longer Yoshi. He was now a mutated human/rat hybrid known as Splinter.

Through contact with Yoshi's DNA, his pet turtles grew to over five feet tall and developed a human skeletal form and increased intelligence. They were now more than human or turtle: they were mutants. With their shells and newfound muscles, they were stronger and tougher than almost any other animal on the planet.

Having been forced to flee Japan and the horrors of his past, Splinter feared the four turtles would never survive in the outside world. So he retreated to his den in the sewers and raised the boys as his own children. There, he taught the brothers the discipline, philosophy, and martial arts they would need to survive and thrive. Splinter was also preparing them to become some-thing greater—perhaps subconsciously realizing that the brothers' superior physical skills would need to be tempered with morality.

Splinter hid his sons from the outside world for a decade and a half. They had to learn to control not just their minds, but also their bodies. People up above would be scared of them, Splinter explained, and despite the temptations that filtered down with the sewage, the Turtles respected their master as they grew up, all four destined to become the greatest heroes the world has ever known.

THE TURTLES ARE:

- **LEONARDO** – A stand-up guy, even if he comes across as a bit of a do-gooder at times. He is a born leader, learning under Splinter how to inspire his brothers by example. Or, rather, Leo plays the "leader" and his brothers do whatever they want to do.

- **DONATELLO** – The brainiac. Donnie is as good a fighter as his brothers but his real strength is his mind. His "do-it-yourself" attitude leads to exploration of the sewers, finding and reconstructing garbage into computers, ninja-practice droids, and a TV with three whole channels. He even makes the sewer den livable!

- **MICHELANGELO** – Party animal, practical joker, nunchuks master: all of these words apply to Mikey. He is a master ninja but always feels overshadowed by his brothers. He makes up for it by trying to get them to laugh, either with him or (mostly) at him.

- **RAPHAEL** – The hotheaded warrior of the group, Raph knows his skills with the Sai are unmatched by anyone... so why can't his brothers acknowledge that and recognize him as the best? The only way to make them understand is to be the greatest, and that usually means kicking butt.

AND NOW...

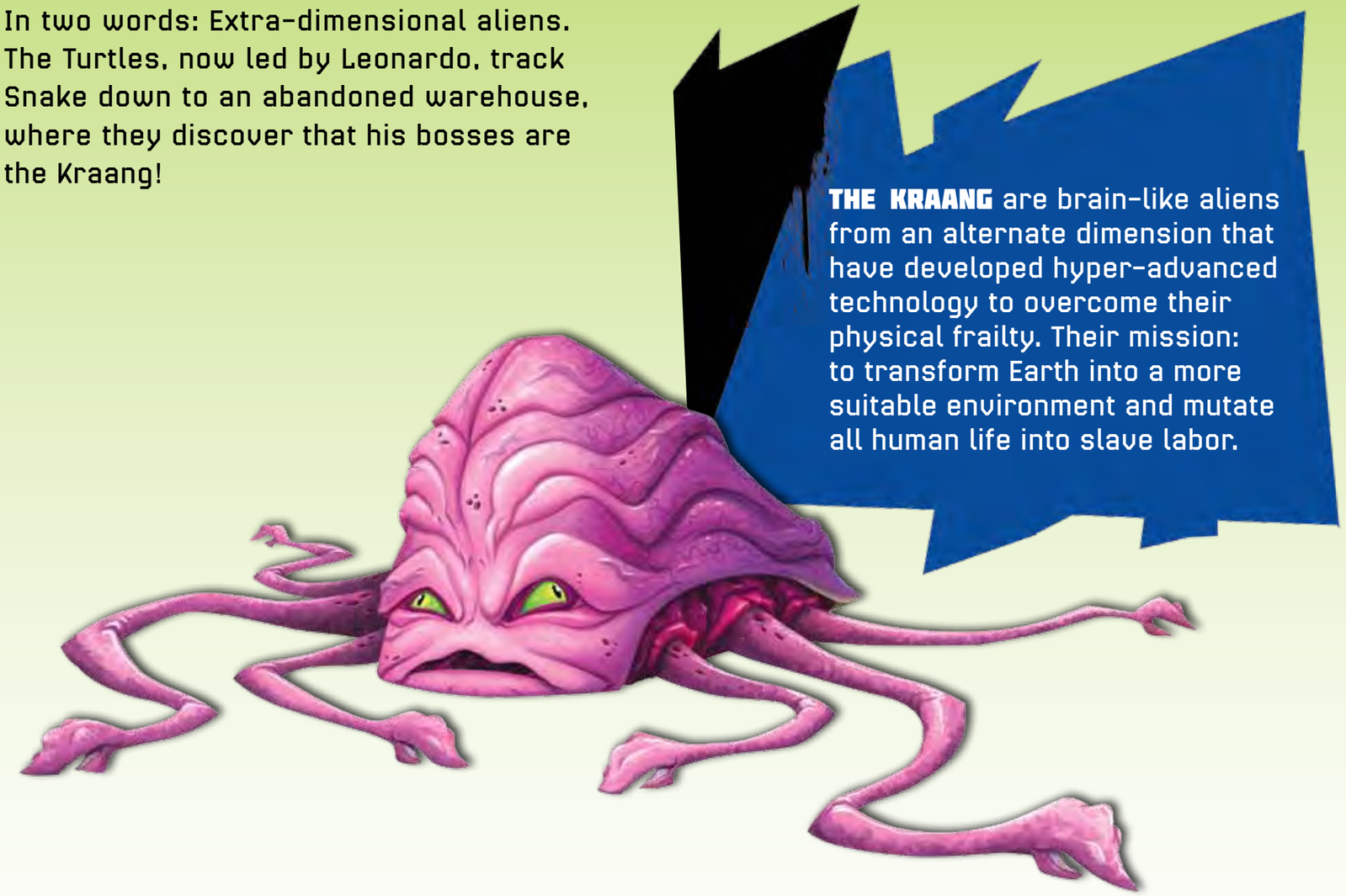
At last, the day arrives when the Turtles can't wait any longer. Splinter relents and allows them to travel to the surface.

At least at first, the Turtles are happy to swing from the rooftops, discover the wonders of pizza, and see the night sky for the first time. But having gotten a taste of the electric city streets, there is no going back. Especially when they witness a kidnapping in progress.

The Turtles leap to the rescue of a young woman and her father: April and Kirby O'Neil. It is their first battle...and their first defeat. The Turtles go after the thugs with more than their honor at stake. The thug leader, Snake, has dropped a canister that looks eerily similar to the one that held the original mutagenic Ooze.

What is the connection?

In two words: Extra-dimensional aliens. The Turtles, now led by Leonardo, track Snake down to an abandoned warehouse, where they discover that his bosses are the Kraang!



The Turtles attack again. They shut down the Kraang's operations, accidentally transform Snake into a weed/human hybrid known as Snakeweed, and rescue April. But not her father. The Kraang disappear with him in their clutches.

For a girl who is suddenly confronted with four talking reptilian mutants, April takes things in stride. Her father is in danger and these turtles could help her. What more is there to understand? They have to get cracking if there is any hope of saving him.

The Turtles are on the trail, but they are still trying to understand humanity and themselves. During their initial adventures, a New Yorker videotapes them on the streets: for his trouble, he is kidnapped and mutated by the Kraang into Spider Bytez.

Meanwhile, a celebrity martial arts master, Chris Bradford, almost snares Michelangelo in a social media sting. Donatello develops a crush on April and tries to woo her at every opportunity, while the other brothers have their own problems. Can Leo be a hero? Can Raph control his anger? Can Mikey ever figure out how to scratch that itch just beneath his shell?

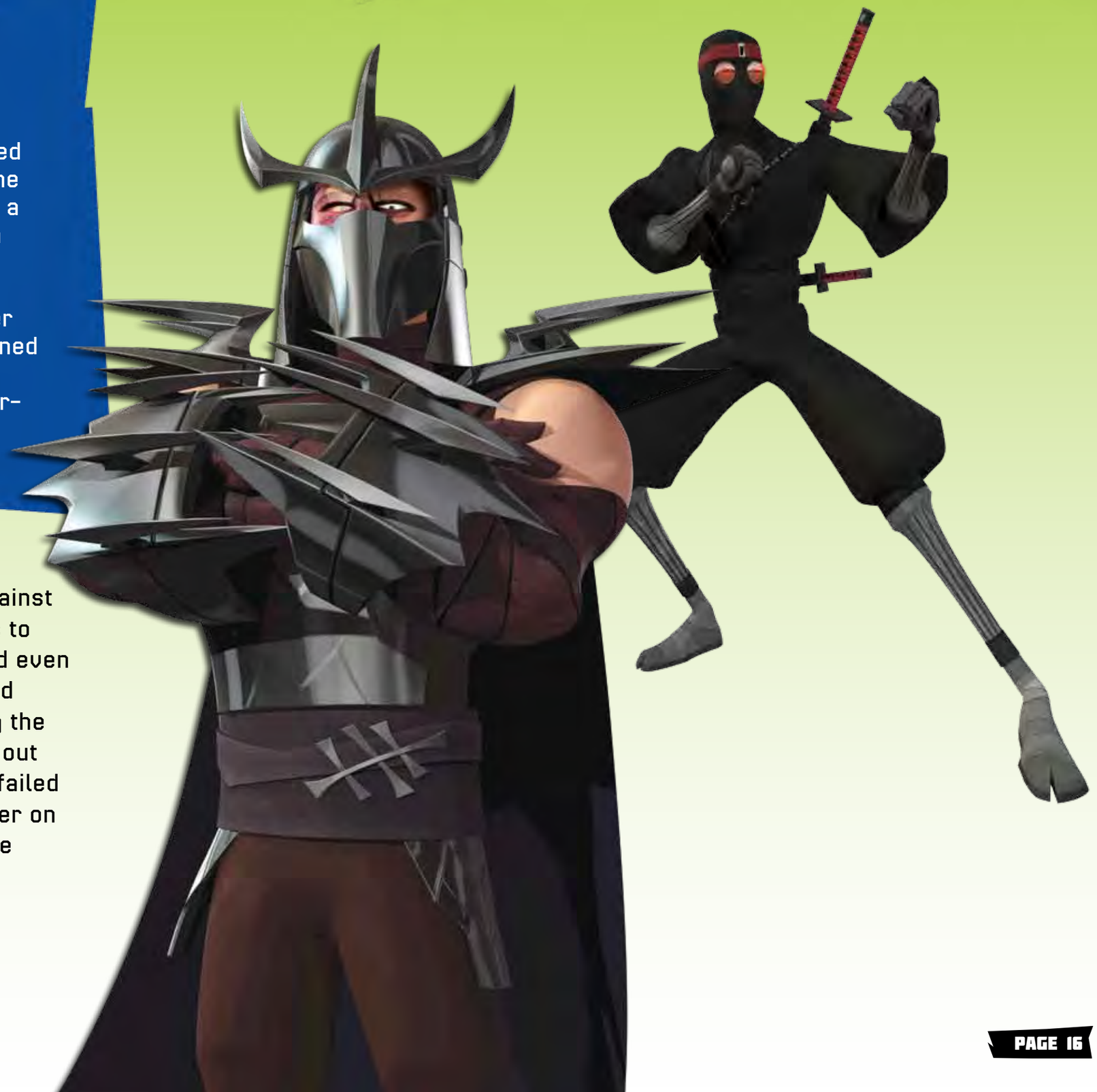
Each fight teaches the brothers a little more about themselves and with each training session, they improve their skills. Donatello's inventions-gone-wrong give them ample opportunities to practice. Donnie's tPod turns Baxter Stockman, a loser-scientist, into an armored super criminal. Soon after defeating Stockman, they confront Metalhead, a Kraangdroid-turned-drone who almost obliterates the brothers.

The brothers learn that by relying on Splinter, April, and each other, they can get past nearly any obstacle thrown their way.

All the while, a shadowy ninja clan is moving closer and closer to the Turtles. Bradford is an agent for them, recruiting and training top fighters to serve his boss, a mysterious, armored warlord known only as Shredder.

SHREDDER is a criminal overlord who wears a mask and a suit of armor covered in blades to intimidate his rivals. He is one of the most feared kingpins in Japan and a grandmaster of ninjutsu who controls an army of loyal underlings.

THE FOOT are the ninja clan that Shredder took control of as a younger man. He turned them into an almost invincible horde of thieves. They control the Japanese underworld with swift, silent attacks.



Shredder launches a massive attack against the Turtles. He uses his underworld ties to bring every gang against them. Bradford even puts aside his hatred of Shredder's hired thug, Xever, and works with him to bring the brothers down. When that doesn't work out so well (being turned into mutants by a failed Kraang mutagenic bomb can put a damper on a team-up), Shredder himself attacks the Turtles and forces them to retreat.

Why is Shredder so intent on defeating the Turtles? Splinter has not told his sons the entire truth. He has known Shredder since his youth in Japan....

The two were born to rival ninja clans. Splinter, who was then still Hamato Yoshi, grew up to be a noble and stoic young man. Oroku Saki, who would become Shredder, was ambitious and ruthless. The two rivals competed in everything they did in life, but never as fiercely as for the love of one woman, Tang Shen.

Yoshi's nobility eventually won Shen's heart. Saki, driven blind with rage, turned inward. He quickly climbed the ranks of his clan, the Foot, to become the leader at a young age. He could have done anything with his power, but he chose to exact revenge on Yoshi.

The Foot attacked Yoshi's family and showed no mercy. Shen died protecting Karai, while the entire family complex burned around them. Thinking his wife and daughter dead, Yoshi fled in disgrace.

Now known as Shredder for his bloody reputation, Saki pushed his clan to the forefront of Japan's criminal underworld.

Eventually, he learned that Yoshi was hiding in Manhattan and he determined to bring the Foot's criminal activities to the Big Apple in search of his former foe.

The Turtles are in a rough spot. Shredder will stop at nothing until he has eliminated them and their father. The Kraang continue trying to kidnap April: the aliens want her (NOT her father) for undiscovered abilities that she has begun to manifest. The Turtles cannot ask for help from anybody. It is up to them to save the day.

First up: the Kraang. The Turtles locate and infiltrate the aliens' cover operation, the science/research conglomerate known as TCRI. They trash the corporation's headquarters in midtown Manhattan. They destroy the Kraang's interdimensional portal. They rescue Kirby O'Neil. They save the city and humanity. There is no stopping them...

Except for the fact that Shredder is still at large.

The Turtles cannot defeat Splinter's archenemy alone. Thankfully, April has been learning the ways of ninjutsu herself. With her help, the brothers take down the Foot Clan's New York base. The Shredder is forced to retreat and regroup. For the time being, the Foot has been stopped.

But that is just the beginning.

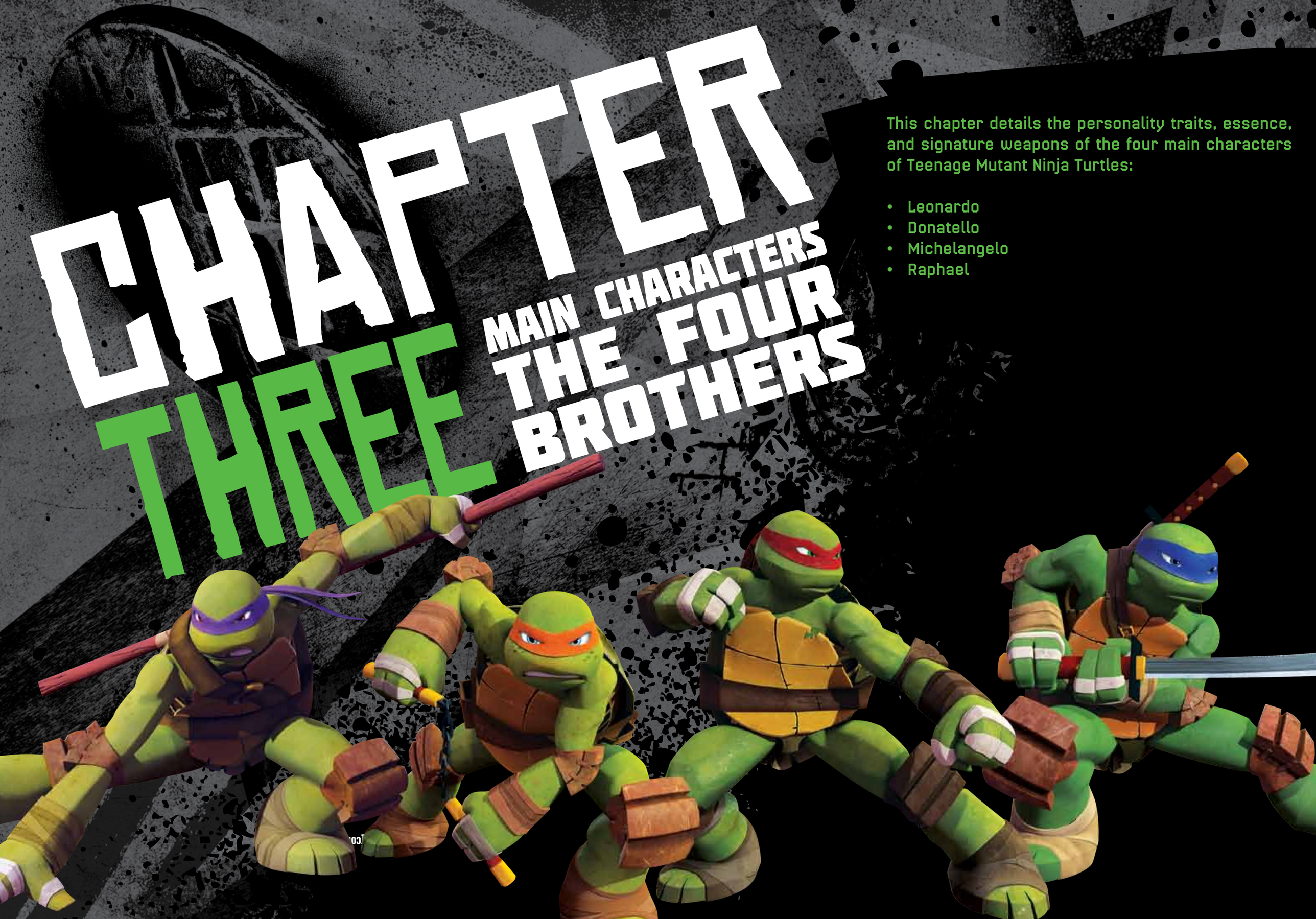
The Kraang and Shredder will soon join forces to attack the Turtles, outing them to the public and driving them to rural New York in disgrace. The Turtles have to become even better fighters. But will they be able to defeat an extra-dimensional alien army, a host of mutated ninja warriors, the best martial artist on the planet, and still sway public opinion to their side?

CHAPTER THREE

MAIN CHARACTERS
THE FOUR BROTHERS

This chapter details the personality traits, essence, and signature weapons of the four main characters of Teenage Mutant Ninja Turtles:

- Leonardo
- Donatello
- Michelangelo
- Raphael



THE FOUR BROTHERS

LEONARDO

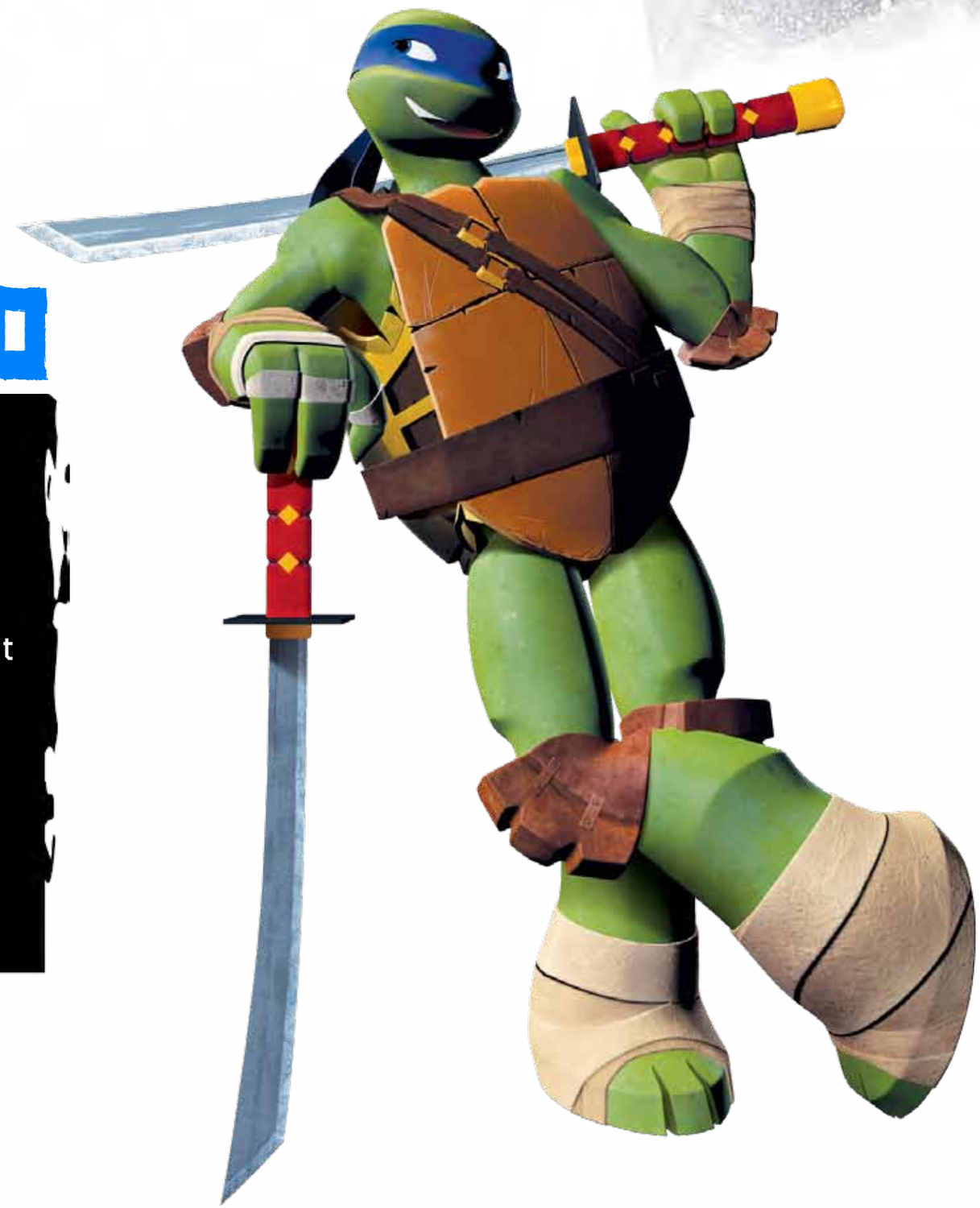
SPECIES: Turtle/Human Hybrid

OCCUPATION: Ninja, Teenager

PERSONALITY: Optimistic, Hardworking, Driven, Self-confident

PRIMARY CHARACTER ARCHETYPE: Everyman

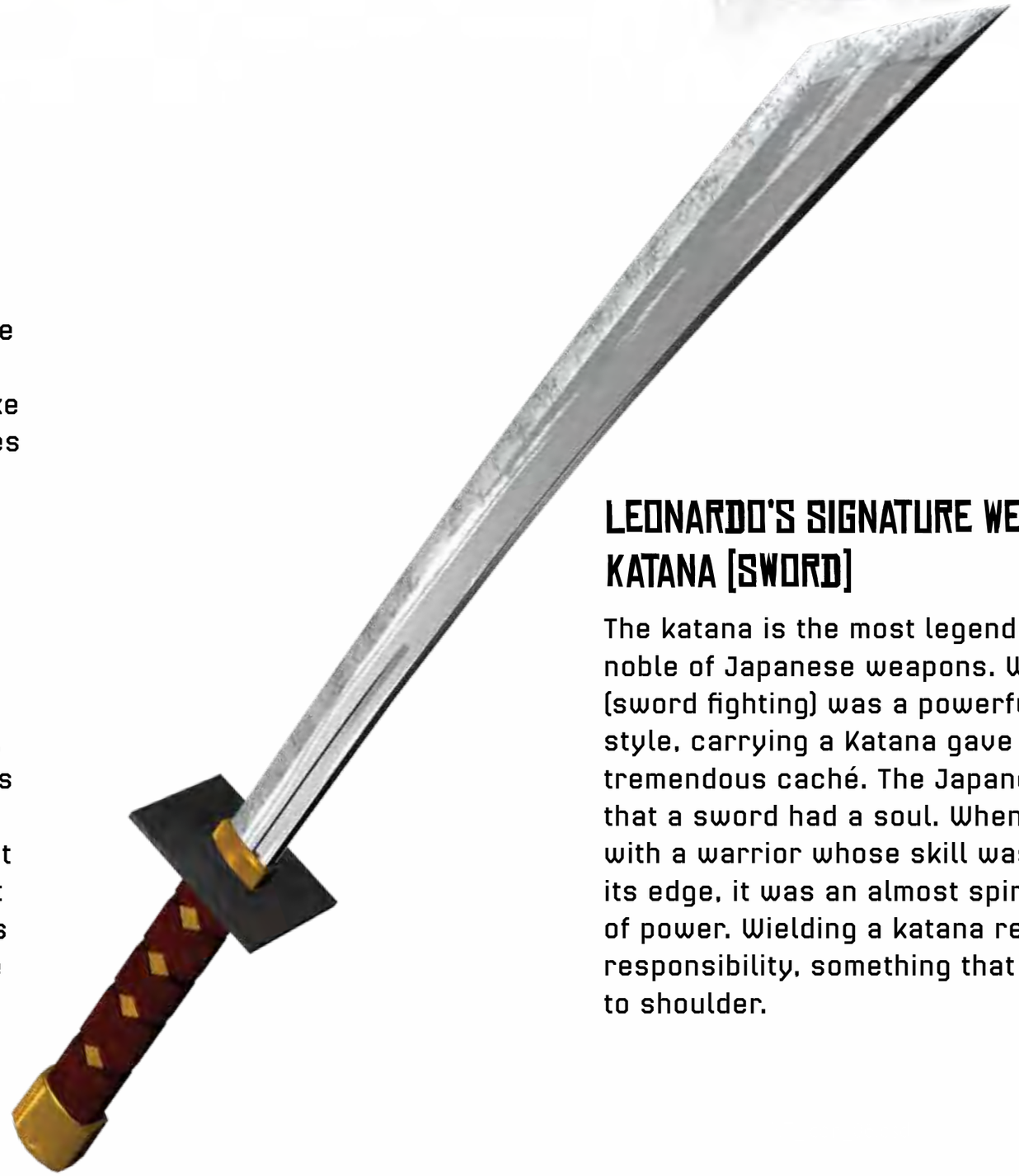
SECONDARY CHARACTER ARCHETYPE: Leader



THE FOUR BROTHERS

Every group has a person its members look up to. For the brothers, that Turtle is Leonardo—at least in his own mind. This Turtle wants so desperately to be a leader that he takes every opportunity to show off his skills. He has to live up to Splinter's trust in him to take care of his brothers. Leonardo knows that he can seem like a do-gooder, but he practices what he preaches and hopes that his example will inspire the others to follow him.

Leo expects and accepts the responsibility of leadership because he cares deeply about his brothers. This explains why he is so driven to become the most skilled—if not the strongest—of the Turtles. He refuses to let anybody down. More often than not, this pressure overburdens him, yet somehow Leo manages to work things out in the end. His upbeat attitude helps him act like a hero even during the darkest of hours. It looks like watching the Space Heroes TV series for inspiration really DOES teach him how to be a leader after all.



LEONARDO'S SIGNATURE WEAPON – KATANA [SWORD]

The katana is the most legendary and noble of Japanese weapons. While Kendo (sword fighting) was a powerful fighting style, carrying a Katana gave its owner tremendous caché. The Japanese believed that a sword had a soul. When matched with a warrior whose skill was equal to its edge, it was an almost spiritual token of power. Wielding a katana requires much responsibility, something that Leo aspires to shoulder.

DONATELLO

SPECIES: Turtle/Human Hybrid

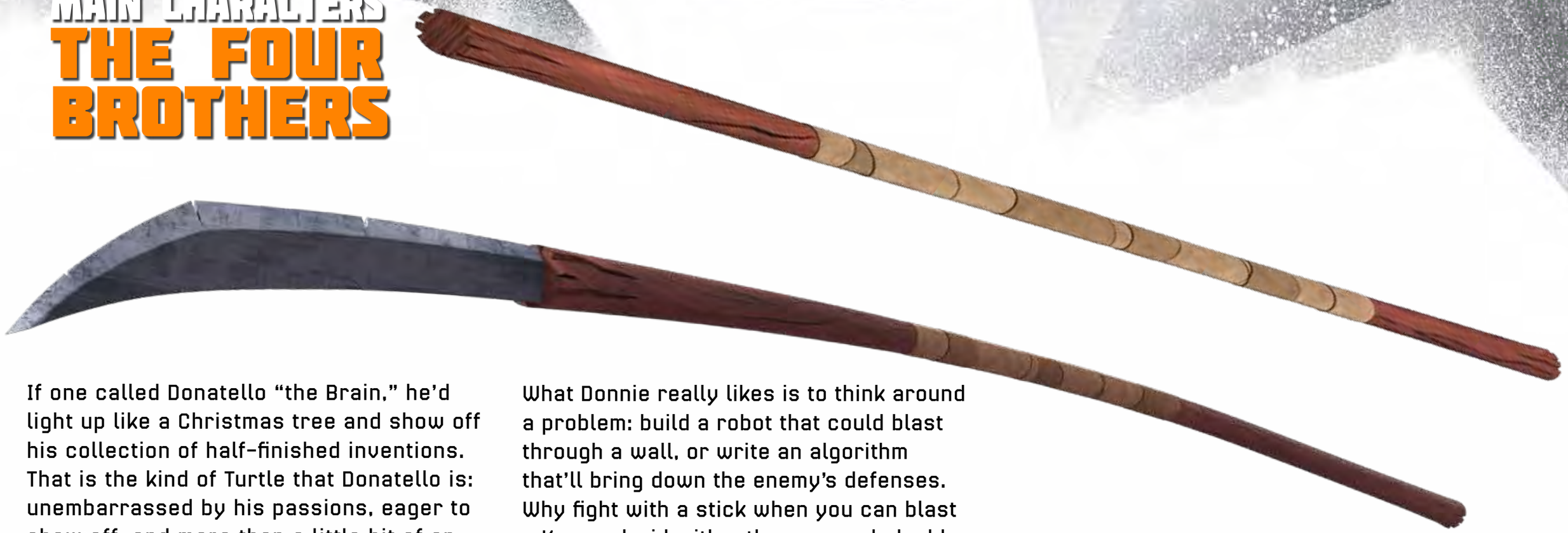
OCCUPATION: Ninja, Teenager

PERSONALITY: Intelligent, Scatterbrained, Romantic, Strategic

PRIMARY CHARACTER ARCHETYPE: Everyman

SECONDARY CHARACTER ARCHETYPE: Creator

THE FOUR BROTHERS



If one called Donatello "the Brain," he'd light up like a Christmas tree and show off his collection of half-finished inventions. That is the kind of Turtle that Donatello is: unembarrassed by his passions, eager to show off, and more than a little bit of an egghead. Sure, his brothers mock him for the unintended effects (read: explosions) that result from his latest invention, but Donatello always heads back to the workbench to whip up yet another contraption that will surely pummel Shredder and the Kraang into submission.

That's not to say that Donatello can't kick butt. He is a master of the Bo and numerous other weapons. He can crack skulls with the best of 'em, always keeping the enemy (and allies) at a distance with the end of his staff.

What Donnie really likes is to think around a problem: build a robot that could blast through a wall, or write an algorithm that'll bring down the enemy's defenses. Why fight with a stick when you can blast a Kraangdroid with a three-speed, double-barreled rocket launcher that also functions as a pizza microwave capable of producing tasty, in-battle snacks?

His exuberance has gotten Donnie into trouble at times. From the tPod to Metalhead, Donnie's inventions don't always work out like they are supposed to, but Donnie never backs down. He wants to impress his brothers, Splinter, and April (especially April). He wants to be a ninja, a brain, a Turtle. Most of all, he wants the outside world to eventually recognize his genius.

DONATELLO'S SIGNATURE WEAPON – BO (STAFF)

Donatello likes to think around problems, a very traditional form of the ninja. His Bo, a long staff, allows him to keep his opponents at a distance while he determines how best to take advantage of the weapon's unmatched versatility: attacking, defending, pummeling, or even vaulting over an enemy to escape.

THE FOUR BROTHERS

MICHELANGELO

SPECIES:	Turtle/Human Hybrid
OCCUPATION:	Ninja, Teenager
PERSONALITY:	Goofy, Devil-may-care, Extreme, Lovable
PRIMARY CHARACTER ARCHETYPE:	Everyman
SECONDARY CHARACTER ARCHETYPE:	Jester

THE FOUR BROTHERS

Who would make a cake out of worms and algae? Or make an omelet out of a ninja smoke bomb? Or defeat an enemy by throwing hot cheese in their face?

Mikey is the goofball of the group. He is the exuberant "little" brother, in terms of both height and maturity. "Life's no fun without a good laugh," according to this Turtle, and he never lets his brothers forget it, even during the heat of battle.

His surfer, party-boy attitude is partially an act. Mikey desperately seeks the attention of his brothers, and often feels overshadowed despite his mammoth skills with the nunchuks (arguably the most difficult of the weapons the brothers use). He is still searching for his true identity and, like many teenagers, leans toward humor to make people like him. His brothers love him, of course, but they could do without the whoopee cushions around the dinner table.

MICHELANGELO'S SIGNATURE WEAPON – NUNCHUKS

Michelangelo is a bit of an exhibitionist, and he excels at tricks and acrobatics. Unlike other weapons, nunchuks are good for striking and locks (trapping an opponent's weapon or limbs), but they are also terrific for using speed and misdirection to distract one's enemies from their own strikes and defense. So despite his seemingly goofy demeanor, Michelangelo has become a master of some of the most important aspects of ninjutsu, thanks in no small part to his skills with nunchuks.

THE FOUR BROTHERS

RAPHAEL

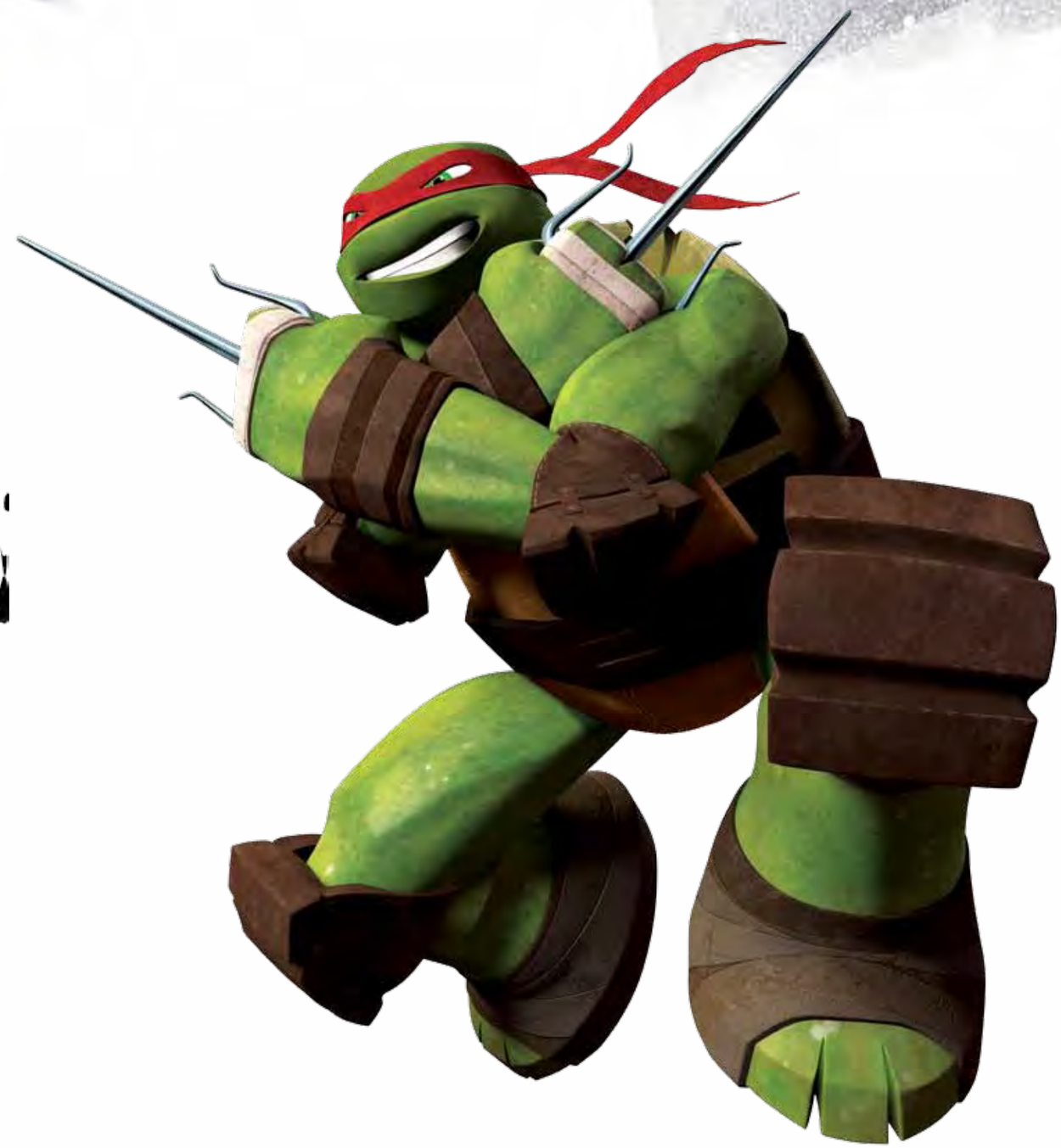
SPECIES: Turtle/Human Hybrid

OCCUPATION: Ninja, Teenager

PERSONALITY: Grim, Dry, Easily Riled, Overly Self-Confident

PRIMARY CHARACTER ARCHETYPE: Everyman

SECONDARY CHARACTER ARCHETYPE: Outlaw



THE FOUR BROTHERS

Raphael overcompensates for everything with a brusque, indifferent demeanor. He'll eat the last slice of pizza, whether it is his or not. He'll rise to every challenge with a sneer and a quip. He relentlessly mocks his brothers even as he beats them in training. He is not the smartest, funniest, or most charming of the four brothers, but he is the ultimate warrior of the group, ready to barrel through a horde of Foot ninjas on a moment's notice.

Unlike his brothers, it doesn't seem as if Raphael cares if he is liked or not. He is a rough-and-tumble, strike-first kind of guy. While Leo equivocates over the best course of action, Raphael is already on the ground running, his knuckles cracked and his Sai poised to strike. He has his own plan, his own style, his own pet turtle, and that's just the way he likes it.

Raphael's clever pet turtle, Spike, is the only being in the entire world that he can open up to. For all his bravado, Raphael wants to be accepted, he just doesn't know how. So he puts on a show, acts tough and lets his anger burn through him, fueling his fighting spirit. Unless he gets in over his head and has to be rescued, which only leads Raph to overcompensate even more for his failure.

RAPHAEL'S SIGNATURE WEAPON – SAI

Raphael is a bruiser. He loves getting in and getting physical with his opponents, despite Splinter's admonitions. He is aggressive and relentless, and his Sai allow him to attack, trap, and block his opponents. Sai are great for striking and stabbing, but solid defensively as well, unmatched in close combat.

CHAPTER FOUR

ALLIES & ENEMIES

This chapter introduces the characters that make up the universe of the Teenage Mutant Ninja Turtles.

The entries have been separated into Allies, Enemies and Featured. They are alphabetized by first name within those categories for easy reference.

The chapter outline includes:

- Character Entries
- "Stat Box" Summaries
- Brief History Summaries

ALLIES

APRIL O'NEIL

PLACE OF BIRTH:	New York, NY
SPECIES:	Human
OCCUPATION:	Teenager
PERSONALITY:	Witty, Bold, Steady
PRIMARY CHARACTER ARCHETYPE:	Explorer
SECONDARY CHARACTER ARCHETYPE:	Sage

ALLIES

April

April easily befriends the Turtles because whereas others fear (or hate) the Turtles, April is curious. She quickly finds a lot of common ground with the brothers. Even as they help her search for her father, who has been captured by the Kraang, April keeps the mood light. She is confident that the abilities and uniqueness that her father fostered in her will also serve to rescue him. But the Kraang are interested in April's special abilities also, and though she doesn't know it, when they kidnapped her father, April was actually the intended target!

April's secret gifts destine her to become, under Splinter's guidance, a kunoichi, a female ninja. But that is for the future.

CASEY JONES

PLACE OF BIRTH:	Brooklyn, NY
SPECIES:	Human
OCCUPATION:	Vigilante, Graffiti Artist
PERSONALITY:	Intense, Determined, Confused, Charismatic
PRIMARY CHARACTER ARCHETYPE:	Caretaker
SECONDARY CHARACTER ARCHETYPE:	Sage

Casey Jones is a teenaged vigilante friend of the Teenage Mutant Ninja Turtles. A skilled (though untrained) martial artist, and an occasional hothead, he makes the perfect "Older Brother" for the Turtles. He connects with them on a level that few others can, slinging insults, sharing pieces of pop culture, and truly accepting them as equals.

Casey is closest to Raphael. The two share more than a temper, including a strong sense of justice and an eagerness to impress with their skills. When Casey arrives on the scene, Raphael feels like he has found a kindred spirit. Leonardo feels challenged, while Michelangelo feels desperate to please, and Donatello feels jealous (over April's initial attraction to Casey).

Over the years, the bond between Jones and the Turtles will grow as they go through adolescence together. Casey considers the brothers his closest friends.

CASEY JONES does not appear in Season One of *Nickelodeon's Teenage Mutant Ninja Turtles Animated Series*, but his graffiti tag is visible in some of the backgrounds, foreshadowing his appearance in the future.

KIRBY O'NEIL

PLACE OF BIRTH:	USA
SPECIES:	Human
OCCUPATION:	Scientist
PERSONALITY:	Loving, Earnest
PRIMARY CHARACTER ARCHETYPE:	Sage
SECONDARY CHARACTER ARCHETYPE:	Creator

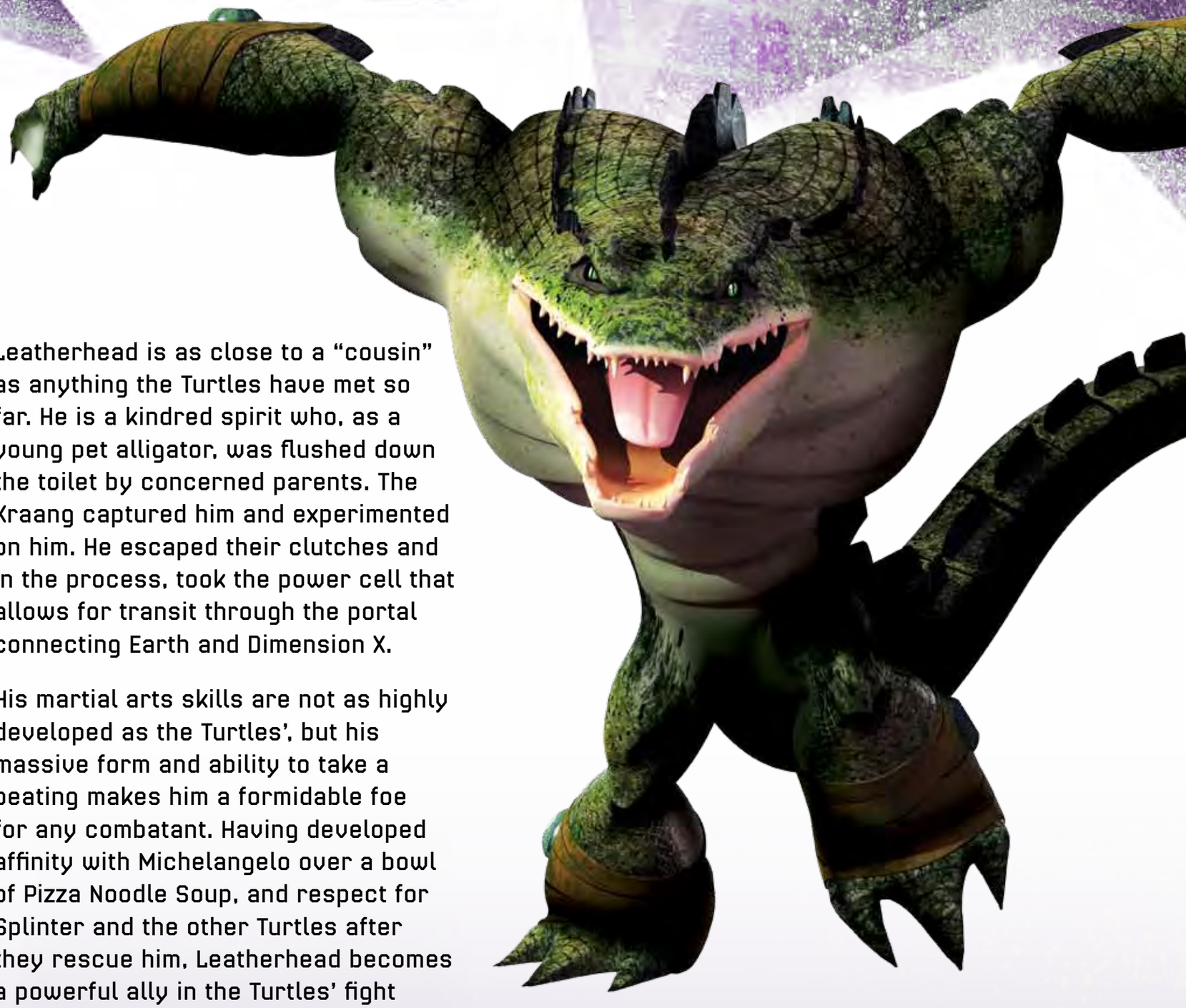
Kirby is a devoted parent, a brilliant scientist, and an upstanding human being. He is leading a cutting edge research team when the Kraang kidnap him and his daughter April. The Ninja Turtles rescue April, but the Kraang imprison Kirby. He later tries to contact April, but seemingly sacrifices himself to allow the Turtles to save New York from a mutagen bomb. His fate remains unknown.

LEATHERHEAD

PLACE OF BIRTH:	New York City Sewers
SPECIES:	Mutated Alligator
OCCUPATION:	Hermit
PERSONALITY:	Distant, Intense, Grim
PRIMARY CHARACTER ARCHETYPE:	Innocent
SECONDARY CHARACTER ARCHETYPE:	Explorer

Leatherhead is as close to a "cousin" as anything the Turtles have met so far. He is a kindred spirit who, as a young pet alligator, was flushed down the toilet by concerned parents. The Kraang captured him and experimented on him. He escaped their clutches and in the process, took the power cell that allows for transit through the portal connecting Earth and Dimension X.

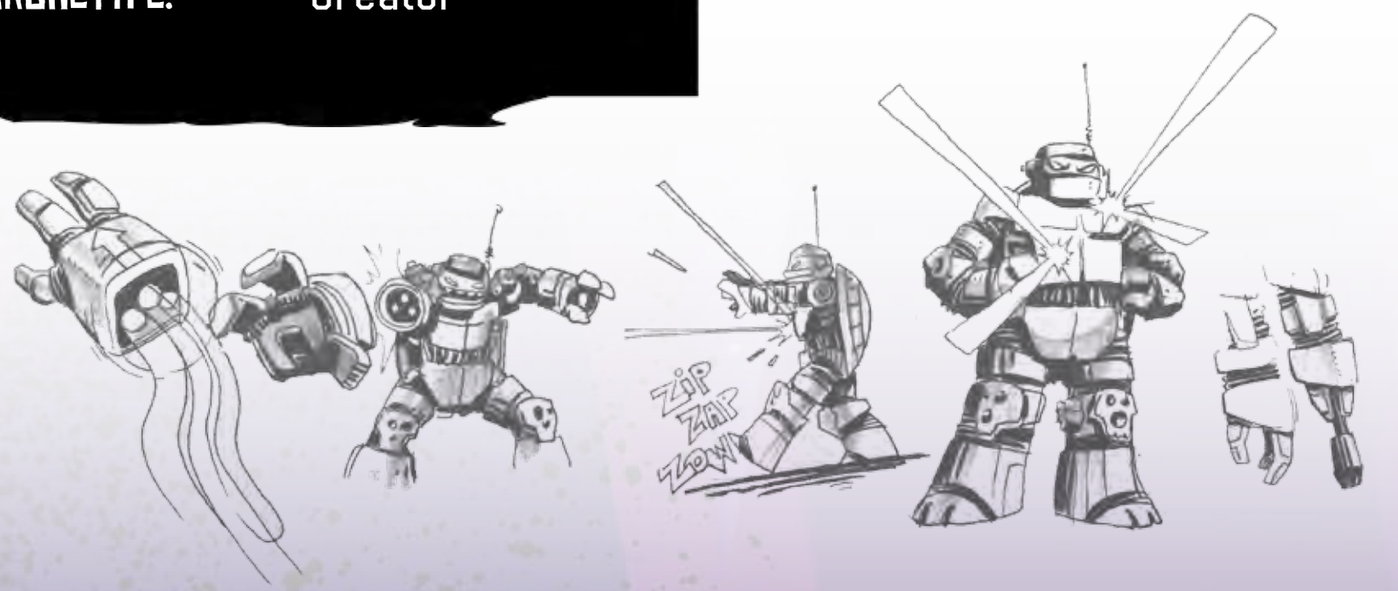
His martial arts skills are not as highly developed as the Turtles', but his massive form and ability to take a beating makes him a formidable foe for any combatant. Having developed affinity with Michelangelo over a bowl of Pizza Noodle Soup, and respect for Splinter and the other Turtles after they rescue him, Leatherhead becomes a powerful ally in the Turtles' fight against the Kraang.

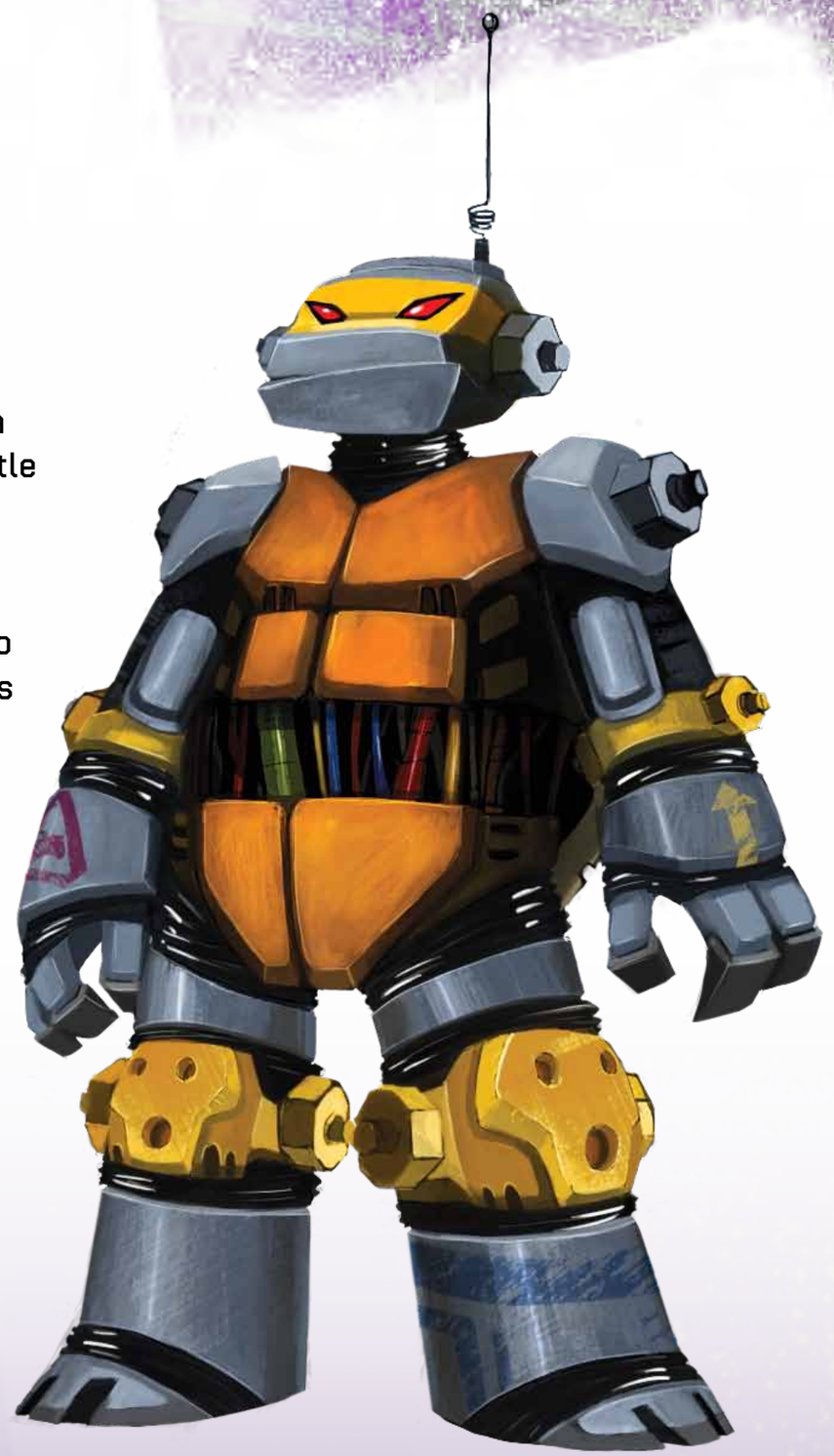


METALHEAD

PLACE OF BIRTH:	Turtles' Lair
SPECIES:	Robotic Construct
PERSONALITY:	Cold, Willful
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Creator

Donatello designs a metal turtle out of a confiscated Kraangdroid to act as a battle surrogate against the armored Kraang. The construct goes berserk soon after being infiltrated and reprogrammed by a Kraang brain. Donatello is unable to control the robot. As a result, he and his brothers are forced to take it down.





MR. MURAKAMI

PLACE OF BIRTH:	Japan
SPECIES:	Human
OCCUPATION:	Noodle Shop Owner/Chef
PERSONALITY:	Sagacious, Earnest
PRIMARY CHARACTER ARCHETYPE:	Creator
SECONDARY CHARACTER ARCHETYPE:	Sage

Murakami has run a noodle shop in Manhattan for a number of years. This is made more impressive by the fact that he is completely blind. He comes to know many of his regulars well, particularly four turtle mutants who save him from Shredder's minions. April introduces Mr. Murakami to the Turtles and he takes a shine to the rowdy, but nice "boys." Mr. Murakami continues to dole out sage advice to the adventurers, along with his wide array of noodle dishes.

PETE THE PIGEON MAN

PLACE OF BIRTH:	New York
SPECIES:	Pigeon/Human Hybrid
OCCUPATION:	Lab Animal
PERSONALITY:	Excitable, Independent, Devoted
PRIMARY CHARACTER ARCHETYPE:	Hero
SECONDARY CHARACTER ARCHETYPE:	Caregiver

In developing their mutagen, the Kraang experiment on dozens of animals and humans. "Pete," a trained pigeon, is one such experimentation. His DNA is mixed with that of a human and he is turned into a large, flying mutant with the ability to speak. Pete still retains the excitability and lack-of-attention that he had exhibited in his original form.

ALLIES

SPLINTER

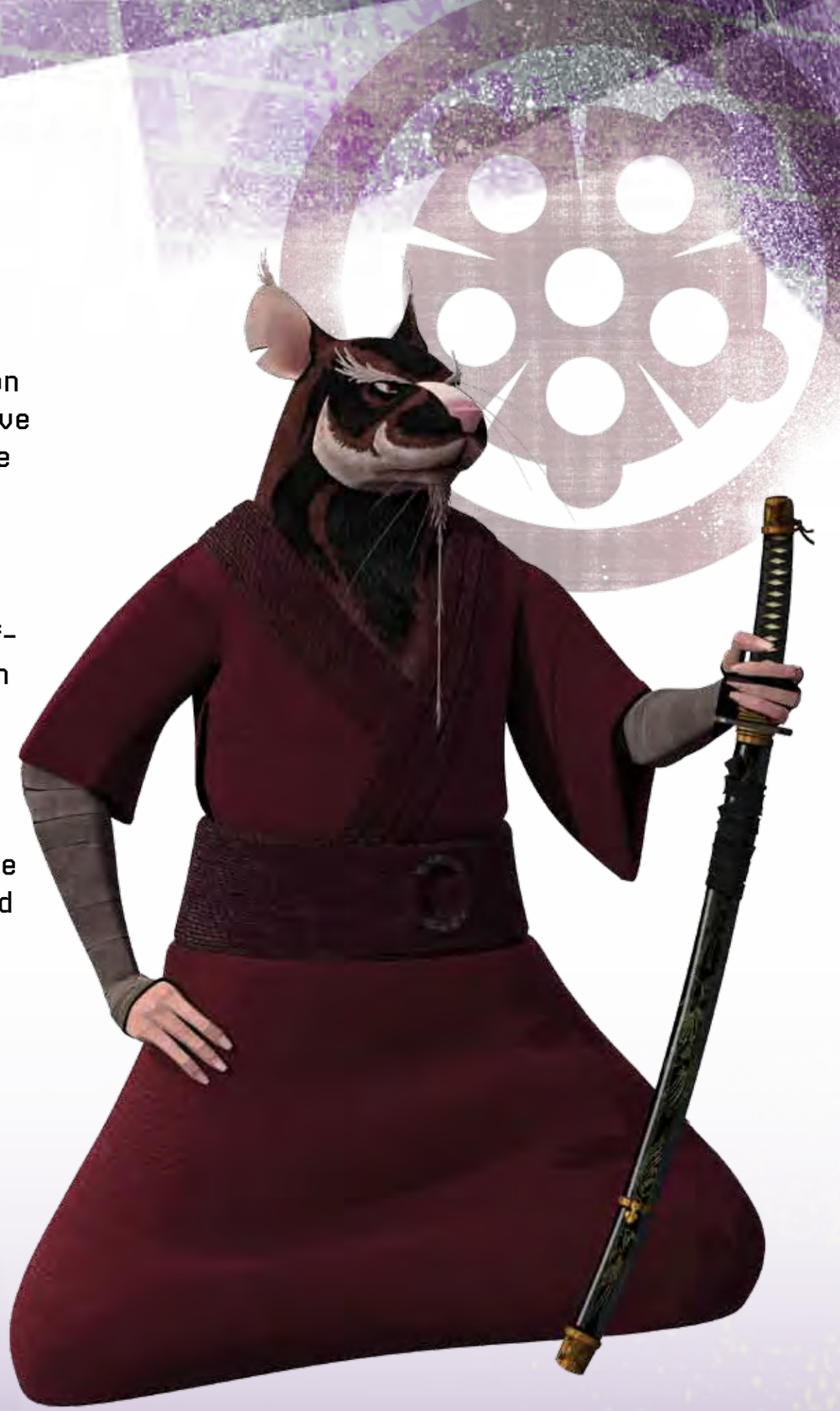
FULL NAME:	Hamato Yoshi
PLACE OF BIRTH:	Japan
SPECIES:	Human/Rat Mutant
MUTANT IDENTITY:	Splinter
OCCUPATION:	Parent, Teacher, Sensei
PERSONALITY:	Stoic, Wise, Caring, Devoted, No-nonsense
PRIMARY CHARACTER ARCHETYPE:	Caretaker
SECONDARY CHARACTER ARCHETYPE:	Sage

ALLIES

The mutated rat known as Splinter once had a human life. Hamato Yoshi had a wife, a daughter, and was the head of a ninja clan in Japan. That was before Oroku Saki killed Yoshi's family, dismantled his clan, and forced Yoshi to flee to America. There, Yoshi lived in exile, until he was doused in mutagenic Ooze and transformed into the human/rodent hybrid known as Splinter. It was during that same incident that Yoshi's four pet turtles also mutated. Splinter raised the boys as his own, eventually training them to become masters of ninjutsu.

The brothers are always a little unruly, but Splinter is devoted to teaching them the skills they need in order to survive in the world. Wisdom, inner calm, patience, and the martial arts; Splinter imparts them all to his children. He is entirely focused on teaching the brothers to adapt and thrive in order to ensure that he does not lose another family.

Splinter is, first and foremost, a father to the four Turtles: caring, compassionate (if not always affectionate), protective, and delighting in their success. He is also their Sensei. He trains them to protect themselves by strengthening them mentally and physically. He cannot watch over them forever, but his stern methods teach the brothers how to rely on themselves and each other.



SPIKE

PLACE OF BIRTH:	New York Sewers
SPECIES:	*Terrapene carolina* (common box turtle)
OCCUPATION:	Pet
PERSONALITY:	Quiet, Slow Good Listener
PRIMARY CHARACTER ARCHETYPE:	Lover
SECONDARY CHARACTER ARCHETYPE:	Regular Guy

Raphael's pet turtle, Spike, is the only being around which Raphael feels comfortable enough to share his true feelings. Raph goes to great lengths to hide this from his brothers.

TANG SHEN

PLACE OF BIRTH:	Japan
SPECIES:	Human
OCCUPATION:	Housewife
PERSONALITY:	Loving, Prudent Compassionate
PRIMARY CHARACTER ARCHETYPE:	Lover
SECONDARY CHARACTER ARCHETYPE:	Caretaker

Years ago in Japan, Hamato Yoshi and Oroku Saki fought against each other for the hand of Tang Shen. In the end, Yoshi's compassion won Tang Shen's heart over Saki's driving ambition. Spurned by the woman he loved, Saki turned his attentions to his growing criminal empire.

Tang Shen wed Yoshi and they had a child. During an escalation of violence by Saki's criminal organization, Tang Shen lost her life. Thinking he had lost his wife and daughter, Yoshi fled to America, broken.

Yoshi, who later becomes Splinter, refuses to talk about Tang Shen. The heartache is too deep. The Turtles thus know little about her or their surrogate father's tragic past.

ENEMIES

BAXTER STOCKMAN

SPECIES:	Human
OCCUPATION:	Scientist
PERSONALITY:	Vengeful, Intelligent Foolish, Crazed
PRIMARY CHARACTER ARCHETYPE:	Creator
SECONDARY CHARACTER ARCHETYPE:	Ruler

ENEMIES

Stockman is a driven but largely incapable engineer for a high-tech firm based out of Brooklyn. Fired from his job, he designs a robotic suit that he plans to use to take revenge on his former employers. The Turtles easily defeat him, but Stockman utilizes a piece of tech he scavenges during the battle to supercharge his suit. For a time, it seems like he has become an unstoppable juggernaut of machinery. The Turtles eventually learn of his weakness (the piece of tech, housed within the center of the suit) and use teamwork to take Stockman down.

Stockman is arrested shortly after the incident, but later escapes to the streets. He is then captured by Shredder, and works with him before escaping again. He proves to be an annoying, if not exceedingly dangerous adversary for the Turtles.

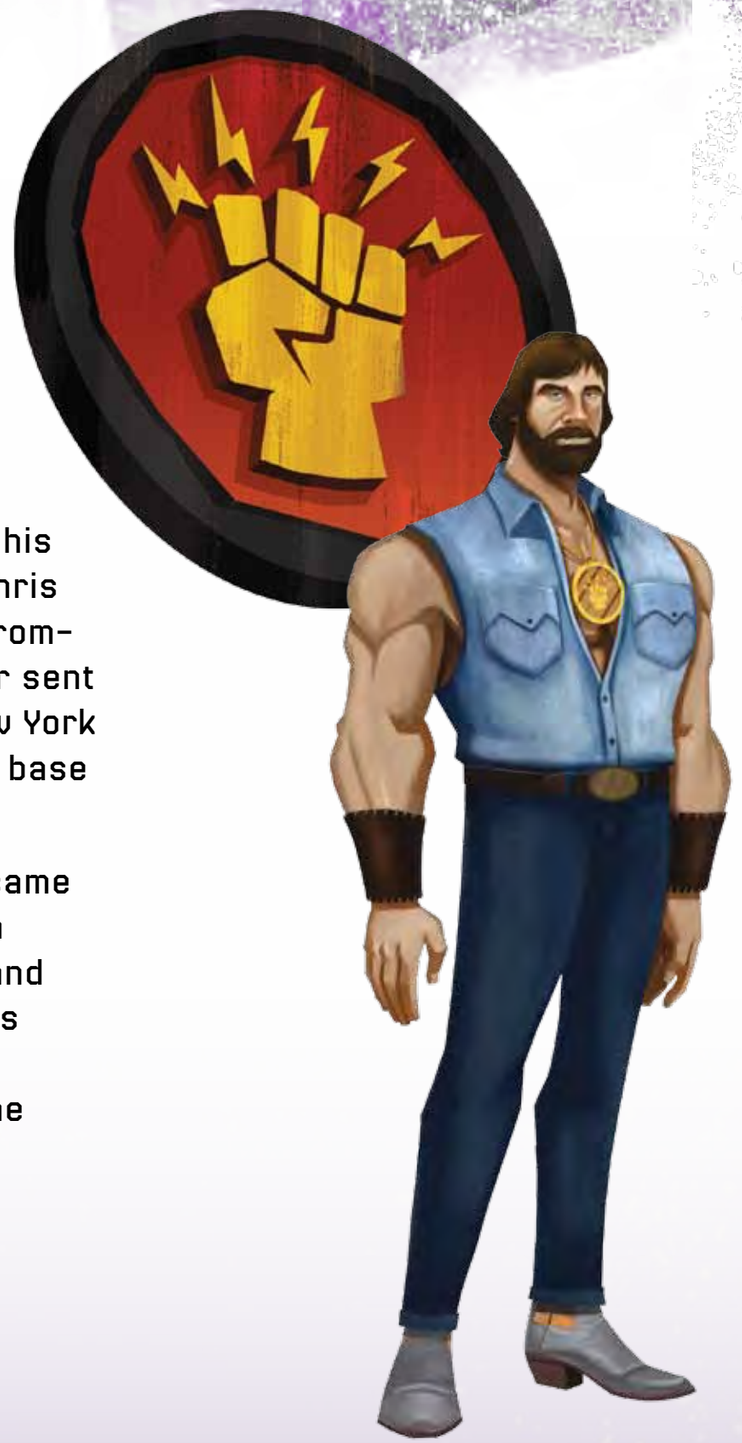
DOGPOUND

AKA CHRIS BRADFORD

SPECIES:	Human, Human/Dog Hybrid
MUTANT IDENTITY:	Dogpound
OCCUPATION:	Martial Arts Star, Trained Assassin
PERSONALITY:	Dedicated, Callous, Arrogant
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Creator

The Shredder trains many pupils in his style of dark ninjutsu. Years ago, Chris Bradford became one of his most promising students. Eventually, Shredder sent the American-born ninja back to New York to secretly establish an operations base for the Foot Clan.

Bradford did more than that: he became a Chuck Norris-style celebrity, with product endorsements, TV shows, and a massive fanbase. He cultivated his followers with a franchise of dojos where his most prized pupils had the opportunity to join the Foot Clan.



ENEMIES

Bradford is egomaniacal, but he is also gifted and charismatic. He even manages to convince Michelangelo that they are friends, before the Turtles rescue their brother from Bradford's trap.

After being exposed to the Kraang's mutagen bomb, Bradford transforms into the mutant, Dogpound.

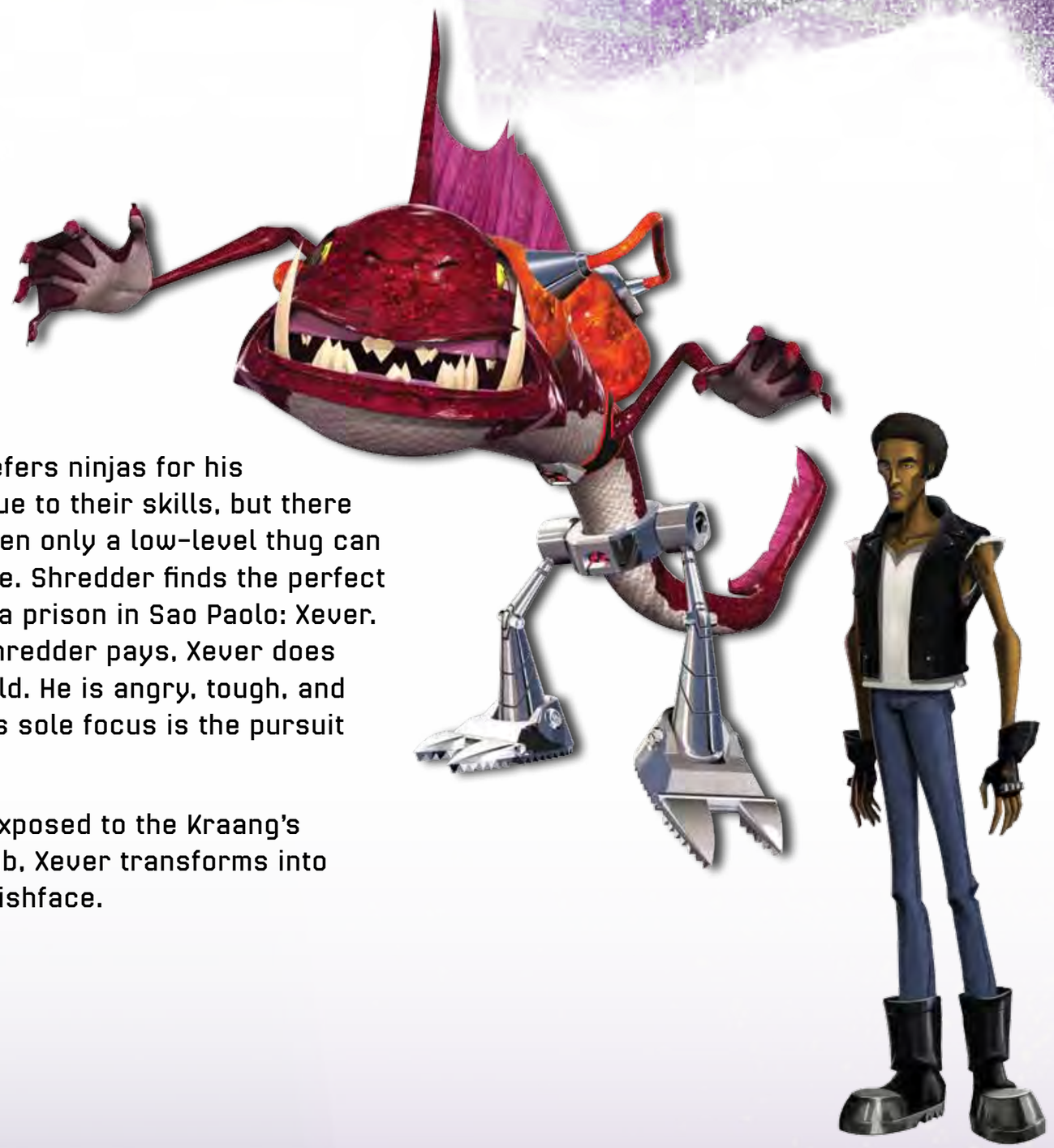
FISHFACE

AKA XEVER

SPECIES:	Human, Human/ Fish Hybrid
OCCUPATION:	Hired Thug
PERSONALITY:	Slimy, Smarmy, Cruel
PRIMARY ARCHETYPE:	Outlaw
SECONDARY ARCHETYPE:	Jester

Shredder prefers ninjas for his operations due to their skills, but there are times when only a low-level thug can get a job done. Shredder finds the perfect candidate in a prison in Sao Paolo: Xever. As long as Shredder pays, Xever does what he is told. He is angry, tough, and cruel, and his sole focus is the pursuit of money.

After being exposed to the Kraang's mutagen bomb, Xever transforms into the mutant, Fishface.

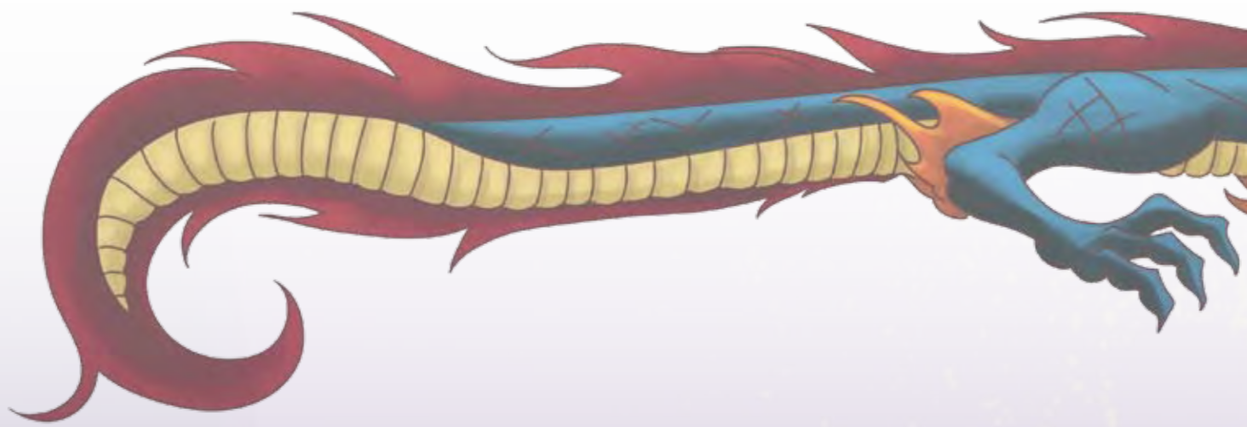


FONG

SPECIES:	Human
OCCUPATION:	Gang Leader, Purple Dragon Gang
PERSONALITY:	Dirty, Nasty
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Outlaw

Fong leads the Purple Dragons, as much as anybody can "lead" that unruly, undisciplined gang. He is a dirty, angry kid, but also proves to be loyal.

When Leonardo shows Fong mercy, he later helps the Turtles defeat Bradford, Xever, and the Kraang.



THE FOOT CLAN

SPECIES:	Human (later, Mutants and Robots)
OCCUPATION:	Ninjas
PRIMARY CHARACTER ARCHETYPE:	Rulers
SECONDARY CHARACTER ARCHETYPE:	Explorers

The ninja clan that would become known as The Foot was founded in medieval Japan. Its exact origins were never fully revealed (its members practiced ninjutsu, after all—they protected their secrets with deadly force).

Oroku Saki took over the Clan in the late 20th century, shifting the Foot's focus from assassination to organized crime. They swept across the Eastern Coast of Japan in a wave of thievery that left the authorities dumbfounded. The Foot followed their leader, who by that point was known as the Shredder, to America in his quest for revenge against Splinter.

ENEMIES

The Foot Clan eventually evolves into an organization comprised of humans, mutants, and robots once Shredder allies with the Kraang. A few clan members fight against this transition. Most follow their leader's every word even as he changes them into ninja monsters.

HACHIKO

PLACE OF BIRTH:	Japan
SPECIES:	Dog (Akita)
OCCUPATION:	Pet
PERSONALITY:	Grim, Loyal, Bloodthirsty
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Caregiver

Shredder owns a loyal Akita named, Hachiko. Though the dog does not like most human beings (particularly Bradford), it is devoted to its master.

KARAI

PLACE OF BIRTH:	Japan
SPECIES:	Human
OCCUPATION:	Ninja Assassin
PERSONALITY:	Impetuous, Rebellious, Confident
PRIMARY CHARACTER ARCHETYPE:	Outlaw
SECONDARY CHARACTER ARCHETYPE:	Innocent

Like many teenagers, Karai is rebellious, anti-authoritarian, and driven. Shredder raised Karai as his daughter and trained her to become one of the toughest female ninjas (aka kunoichi) in Japan, but Karai has her own ideas about ninjutsu.

To her, the Shredder is overbearing and shortsighted. Karai is young, brazen, and capable, isn't she? Why does the Shredder only use her for certain missions when Karai always succeeds?

In reality, Karai is NOT Shredder's daughter. She is the child of Hamato Yoshi and Tang Shen, adopted by Shredder and hidden from her true father. Shredder loves Karai for many reasons, not least of which is as a symbol of his lost love. Ultimately, he is unable to rein in her defiant nature. Karai turns from him when she discovers the truth of her birth.

She shares a special affinity with Leonardo, seeing the heroic leader underneath the shell.

THE KRAANG

PLACE OF BIRTH:	Dimension X
SPECIES:	Kraang
OCCUPATION:	Conquerers of the Cosmos
PERSONALITY:	United, Merciless, Cold
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Explorer

A number of alien races exist in the Turtles' universe. The most prominent of these, from the Turtles' perspective, are the Kraang. These brain-like, tentacled creatures used their incredible intellect to bridge the gulf between their realm and Earth, which had a wealth of resources, but was completely unsuitable to their physiologies. Because their homeworld was in danger of becoming uninhabitable, the Kraang initiated a long-term plan to terraform Earth and transform the planet into a suitable environment for them to occupy.

ENEMIES

The Kraang created a mutagen, (aka "Ooze") which they hope to use to mutate Earth. However, when Hamato Yoshi and his pet turtles came into contact and were transformed, the Ninja Turtles and Splinter were born, and due to their love of humanity, they will now stop at nothing to prevent the Kraang from taking over the world.

The Kraang are the deadly antithesis to the Turtles. Whereas the Turtles are heroes who hide in order to protect humanity, the Kraang are villains who hide in order to destroy it. In their own minds, however, the Kraang are heroes and explorers, seeking to conquer a new world to ensure the survival and glory of their species.

The Kraang have assimilated into human society, their gelatinous brain forms encased within android shells called Kraangdroids. Their base of operations is the multinational corporate monolith, TCRI, whose main headquarters is in Manhattan.

M.O.U.S.E.R.S.

MOBILE OFFENSIVE UNDERGROUND SEARCH EXCAVATION AND RETRIEVAL SENTRIES

PLACE OF BIRTH:	Baxter Stockman's Lair
SPECIES:	Robotic Constructs
OCCUPATION:	Rat/Mutant Killers
PERSONALITY:	Mindless, Merciless
PRIMARY CHARACTER ARCHETYPE:	Innocent
SECONDARY CHARACTER ARCHETYPE:	Explorer

Baxter Stockman designs these robotic mice, the Mobile Offensive Underground Search Excavation and Retrieval Sentries to infiltrate the sewers. Their small size makes them ideal for finding hidden passageways in and out of banks, power stations, and other secure areas. Stockman controls them with a pheromone spray. He hopes to increase his wealth and power by terrorizing New York with the mousers, but the Ninja Turtles make short work of them.

THE PURPLE DRAGON GANG

SPECIES:	Human
OCCUPATION:	Hired Thugs
PRIMARY CHARACTER ARCHETYPE:	Outlaws
SECONDARY CHARACTER ARCHETYPE:	Creators

The Purple Dragons are just one of many gangs operating in New York. The police track them by their distinctive graffiti tags but do not worry overly much about the group. They seem to be just another small gang of punks that aren't worth much effort.

In reality, the Purple Dragon gang operates as a base-level front for the Foot Clan. Shredder's agents "convince" the group to help them gather intelligence and scope out potential targets. Some of the more promising members even became members of the Foot.

Their leader is Fong; other notable members include Sid and Tsoi.

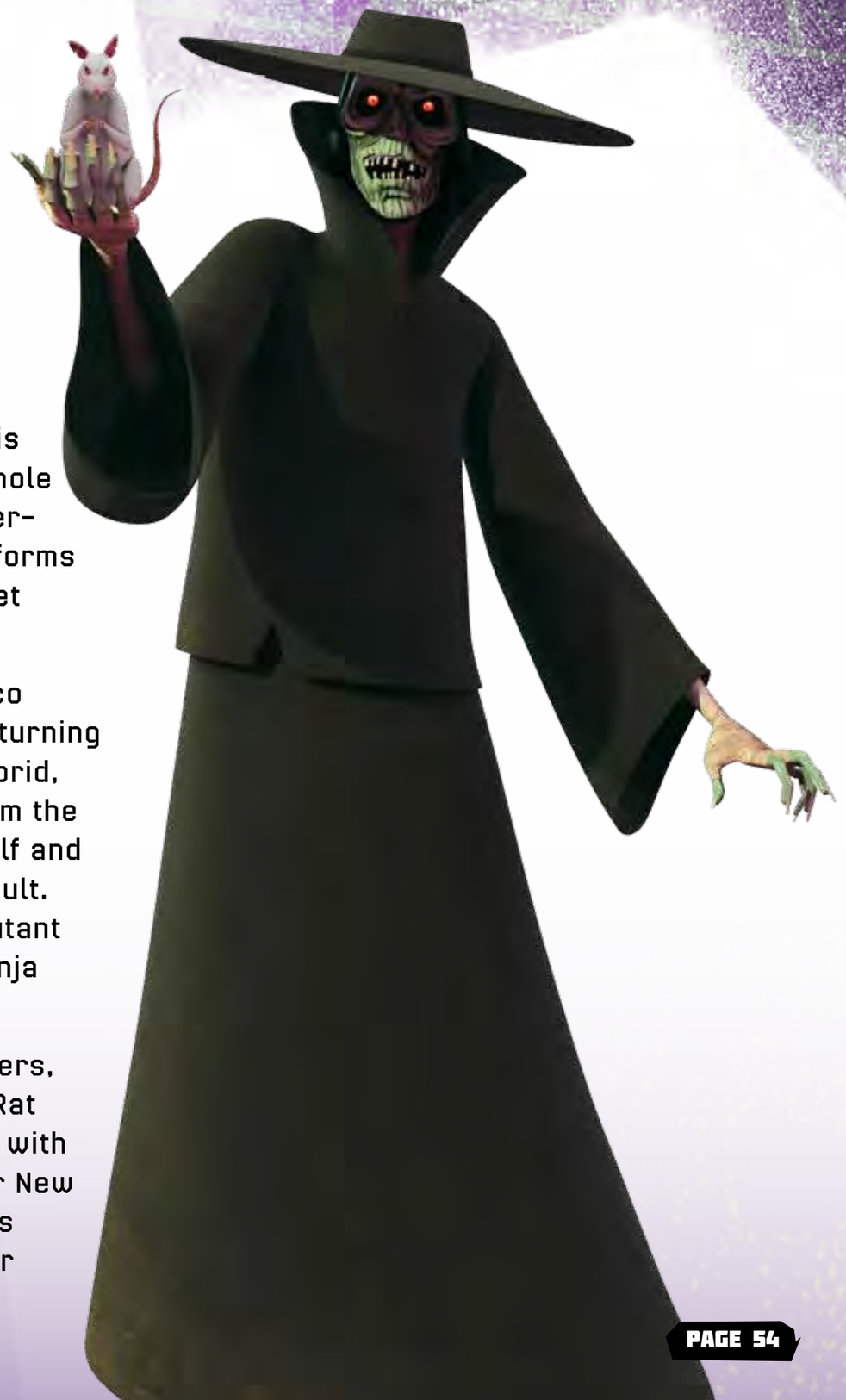
THE RAT KING
AKA DR. VICTOR FALCO

SPECIES:	Human, Mutated Human
OCCUPATION:	Scientist
PERSONALITY:	Cold-blooded, Deceitful
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Explorer

Dr. Falco is Dr. Rockwell's partner. He is almost as bright as Rockwell, but a whole lot more ruthless. Falco hopes to understand the nature of telepathy and performs many experiments that he keeps secret from his partner.

When the Kraang offer him a deal, Falco takes it. He experiments on Rockwell, turning the scientist into a monkey/human hybrid, and develops a psychic ingredient from the being's DNA. Falco injects it into himself and manifests powerful telepathy as a result. He can read human minds, but also mutant minds (specifically, of the teenaged ninja turtle variety).

Continuing his experiments in the sewers, he transforms himself into a Psychic Rat Hybrid, with the power to control rats with his mind. After attempting to take over New York City, and take control of Splinter's mind, he is defeated, but maybe not for long.



ENEMIES

SHREDDER

FULL NAME:	Oroku Saki
PLACE OF BIRTH:	Japan
SPECIES:	Human
OCCUPATION:	Crime Lord
PERSONALITY:	Sinister, Dark Singe-Minded
PRIMARY CHARACTER ARCHETYPE:	Ruler
SECONDARY CHARACTER ARCHETYPE:	Outlaw

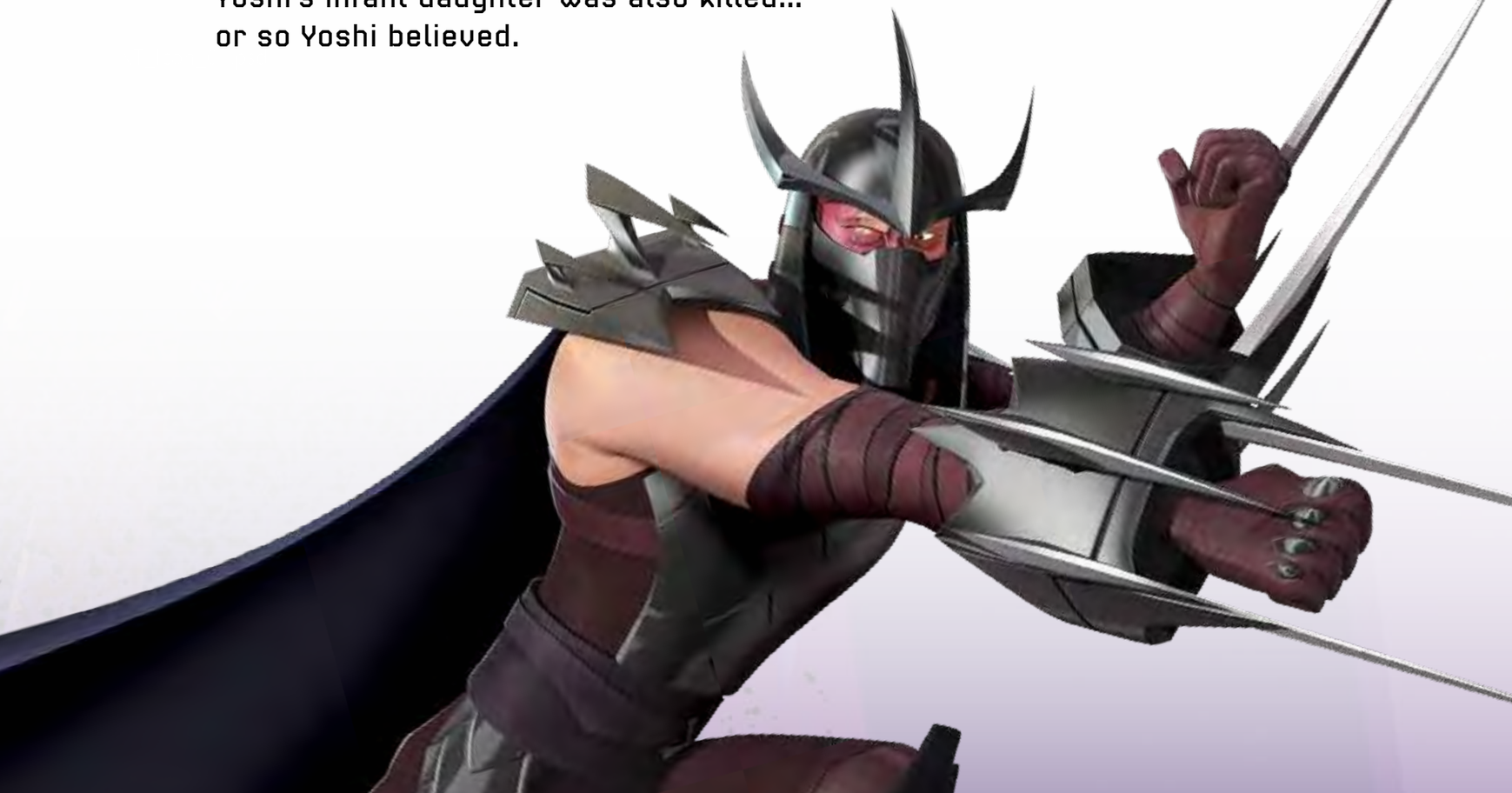
In the beginning of the 21st century, Japan's criminal underworld came under the control of a single man. Hidden behind an imposing armor made of metal and blades, Shredder led the Foot Clan on an escalating underworld and white-collar crime wave that made him one of the most powerful and rich individuals in Asia. But for Shredder, this was not enough. He is driven more by his demons than his ambitions.

ENEMIES

Shredder was once known as Oroku Saki. During his rise to power within the Foot Clan, he clashed with Hamato Yoshi over a woman, Tang Shen. Tang Shen ultimately chose Yoshi, driving Saki into a murderous rampage. In a fit of jealously, he inadvertently killed Tang Shen. Worse, Yoshi's infant daughter was also killed... or so Yoshi believed.

Saki had never intended to kill Yoshi's wife. She was a casualty of war, which further angered Saki because he blamed Yoshi for her death. Meanwhile, Yoshi, overwhelmed by sadness, fled to the U.S.A., not realizing he was leaving behind his daughter, Miwa.

Saki took Miwa as the only piece of Tang he had left. Saki raised Yoshi's surviving infant daughter as his own, naming her Karai and training her in the arts of the assassin. Upon learning that Yoshi had survived and lived in exile in the United States, Shredder expanded his operations to New York in order to find him. Once there, his forces come into conflict with the Ninja Turtles and Shredder learns that Yoshi is now living as the mutant named Splinter.



SNAKEWEED

AKA SNAKE

PLACE OF BIRTH:	Hoboken, NJ
SPECIES:	Human, Human/ Plant Hybrid
MUTATION IDENTITY:	Snakeweed
OCCUPATION:	Hired Thug
PERSONALITY:	Cruel, Petty, Irritable
PRIMARY ARCHETYPE:	Outlaw
SECONDARY ARCHETYPE:	Innocent

The Kraang hire Snake to be a human go-between on missions that require someone with knowledge of Earth society. It is unclear whether Snake knows the true identities of his employers, but it is doubtful he does. He is not smart. Before his transformation, he was a thug who did what he was told so long as he could bash things into a pulp.

During a battle between the Kraang and the Turtles, Snake is transformed into the mutant Snakeweed, a human/plant hybrid. The Turtles defeat Snakeweed without much trouble at first, but he grows tougher in every future fight.

After he started kidnapping humans for fertilizer, The Turtles froze and shattered Snakeweed atop the Byerly Building. But Snakeweed's hybrid form couldn't be killed so simply. Eventually he re-forms to bedevil the Turtles once again.

SPIDER-BYTEZ

AKA VIC

FULL NAME:	Victor (last name unknown)
PLACE OF BIRTH:	New York City Sewers
SPECIES:	Human, Human/ Spider Mutant
OCCUPATION:	Waste Removal Technician
PERSONALITY:	Rude, Sarcastic, Combative
PRIMARY ARCHETYPE:	Regular Guy
SECONDARY ARCHETYPE:	Ruler

Vic is a typical New Yorker for most of his life: surly, rude, and pushy. When he catches the Turtles on camera, he plans to sell the photos to the highest bidder, but is captured by the Kraang, who "request" the pictures for their own purposes. The Turtles show up to prevent the pictures from being publicized. A canister of Ooze accidentally douses Vic in the ensuing fight.

Suddenly, Vic isn't Vic anymore. He is a human/spider hybrid, Spider Bytez. With increased strength and powerful webbing, he almost takes the Turtles down before Raphael is able to unite his brothers and defeat him. Spider Bytez flees, but as a result of losing out on his big payday and becoming transformed, he holds a grudge against the Turtles forever after.

FEATURED CHARACTERS

FEATURED CHARACTERS exist in the *Teenage Mutant Ninja Turtle Universe* but have an unexplored past, present and future. They may someday prove to be allies or enemies though that has yet to be determined.

CARLOS CHANG O'BRIEN N!GAMBE

SPECIES:	Human
OCCUPATION:	On the Street Reporter for Channel 6
PERSONALITY:	Firm, Sincere
PRIMARY CHARACTER ARCHETYPE:	Caretaker
SECONDARY CHARACTER ARCHETYPE:	Sage

The multi-racial N!gambe is the perfect reporter for the New York news scene: no-nonsense, "just-the-facts," and very "visible." He can report on a mutant brawl as easily as a dog show, though he very much prefers poodles to mutants. He is the hard-charging On-The-Scene reporter for Channel 6 News.

FEATURED CHARACTERS

JOAN GRODY

SPECIES:	Human
OCCUPATION:	Tabloid Reporter for Channel 6
PERSONALITY:	Passionate, Inquisitive
PRIMARY CHARACTER ARCHETYPE:	Magician
SECONDARY CHARACTER ARCHETYPE:	Warrior

Joan Grody is a reporter for Channel 6 who specializes in sensational, lurid stories most often reserved for supermarket tabloids. Her stories are meant to manipulate emotion, conjure fear and even panic among her viewers as her means of riling the masses. Her stories always end with her tagline, "Grody... to the Max!"

FEATURED CHARACTERS

DR. TYLER ROCKWELL

SPECIES:	Human, Human/ Monkey Mutant
OCCUPATION:	Scientist
PERSONALITY:	Edgy, Impulsive, Driven
PRIMARY CHARACTER ARCHETYPE:	Explorer
SECONDARY CHARACTER ARCHETYPE:	Regular Guy

Dr. Tyler Rockwell is a brilliant scientist until his partner, Dr. Victor Falco, throws him in a cage, douses him with mutagen, and turns him into a monkey/human hybrid. Rockwell retains much of his intelligence, but heightened empathy causes his emotions to become affected by those around him. Rockwell helps the Ninja Turtles defeat Falco. After the battle, the Turtles release the monkey/Rockwell. He escapes into the New York City night and hasn't been seen since.

CHAPTER FIVE

WEAPONS, VEHICLES & CULTURAL REFERENCES

This chapter discusses the various artifacts–everything from weapons and vehicles to androids and tools—that exist in the Turtles' world.

The chapter outline includes four categories:

- Favorite Weapons of the
- Main Characters
- Mechanical Inventions
- Vehicles
- Cultural References

FAVORITE WEAPONS OF THE MAIN CHARACTERS

TURTLE ACTION

The ethos of the Nickelodeon show is action and confrontation balanced with humor. The Turtles always strive to be heroic, although being teenagers, they often fall short of that ideal in their daily interactions with one another. But while they may get into brotherly quarrels, when they are fighting in earnest, they are always fighting for the greater good.

Although each Turtle wields a weapon that could be used in a deadly fashion, their action is not intended to cause bodily harm, but to prevent evil from getting the upper hand. Their ninja training teaches them not to go looking for trouble, and they do not menace or behave in a sinister fashion. But when they encounter trouble, they're prepared to stop it.

The action can get intense, but the Turtles will never draw blood or deliberately seek to wound their opponent. However, there is an important distinction drawn between biological/sentient and mechanical threats. When fighting a robot/droid or machine of some type, the Turtles can destroy, bash, puncture, etc.—the intensity of the action can increase when the opponent is not a living being that can be wounded or killed.

LEONARDO'S KATANAS

TYPE OF ITEM:	Weapon, Bladed
ORIGIN:	Japan
USES:	Offense
USED BY:	Leonardo
HISTORY:	Leonardo was given these blades by Splinter, but he is always looking for Katanas with heroic pasts.
SEEN IN:	All

Every European and Asian culture developed bladed weapons that suited its environment, and the Japanese katana was no exception. It is not a heavy-handed, double-sided broadsword meant for hacking. Blacksmiths created a curved, long blade meant for slicing and parrying attacks. By folding the metal onto itself over and over again, craftsmen created some of the strongest steel on the planet.

Leonardo knows all that. His swords are his life. He regularly polishes them to a fine finish before and after practice (and, when he wants to show off, during training as well). He also utilizes them in a number of non-lethal ways to showcase his skill, such as slicing a pepperoni tossed into the air into thin slivers of meaty heaven, or making the best-chopped salad known to man.

WEAPONS

DONATELLO'S BO

TYPE OF ITEM: Weapon, Blunt

ORIGIN: Japan

USES: Defense
Offense (secondary)

USED BY: Donatello

HISTORY: Donatello fashioned this weapon from a discarded wooden beam.

SEEN IN: All

Bo (from ishibo) staffs are an ancient weapon from Japan that are similar to western quarter-staffs. They look like little more than long, thin branches of wood, but careful carving make them as strong as iron without the debilitating weight. A fighter can train to sweep the feet out from under an opponent, block the attack from any weapon, strike out from a distance, or retrieve objects (such as pizza slices) from the grip of any combatant.

Splinter began teaching Donatello the use of the bo at an early age. Donatello likes that it keeps his enemies at a distance, and it doesn't hurt that it keeps his brothers away, too. He later modifies it to include a blade hidden in the shaft. A flick of the wrist releases the spearhead out from the top of the bo, turning the staff into a naginata.

WEAPONS

RAPHAEL'S SAI

TYPE OF ITEM:	Weapon, Bladed
ORIGIN:	Okinawa
USES:	Defense Offense (secondary)
USED BY:	Raphael
HISTORY:	Splinter gave these weapons to Raphael in order to teach him discipline.
SEEN IN:	All

Sai are bladed weapons from traditional Okinawan martial arts with two prongs that curve around a single needle blade, which extends out from the hilt. A master can use these to disarm a foe, bludgeon them with the shaft of the sai, pierce through armor, or throw them like a knife, but amateurs have a hard time learning to use the weapon.

Raphael is very attached to his sai. Their length, width, and heft are ideal for his fighting style. In addition, the weapons allow the Turtle to disarm his brothers in a way that looks easy. Taunting usually follows, along with a "lesson" in humility from Splinter's staff.

WEAPONS

MICHELANGELO'S NUNCHUKS

TYPE OF ITEM:	Weapon, Blunted
ORIGIN:	Okinawa
USES:	Offense
USED BY:	Michelangelo
HISTORY:	Michelangelo found numerous nunchuks in the garbage bins of New York, discarded by generations of failed martial arts students.
SEEN IN:	All

Okinawans developed nunchuks in the 17th Century, when the Satsuma Daimyo ordered that no citizen could use a bladed weapon. Citizens got around this edict by using blunted threshers: wooden sticks tied together by rope or metal rings. Since their creation, the whirling, disorienting weapons have needed little improvement.

Michelangelo's nunchuks have a unique, non-traditional feature: the chain that connects them can be extended to allow a blade to pop out of one end.

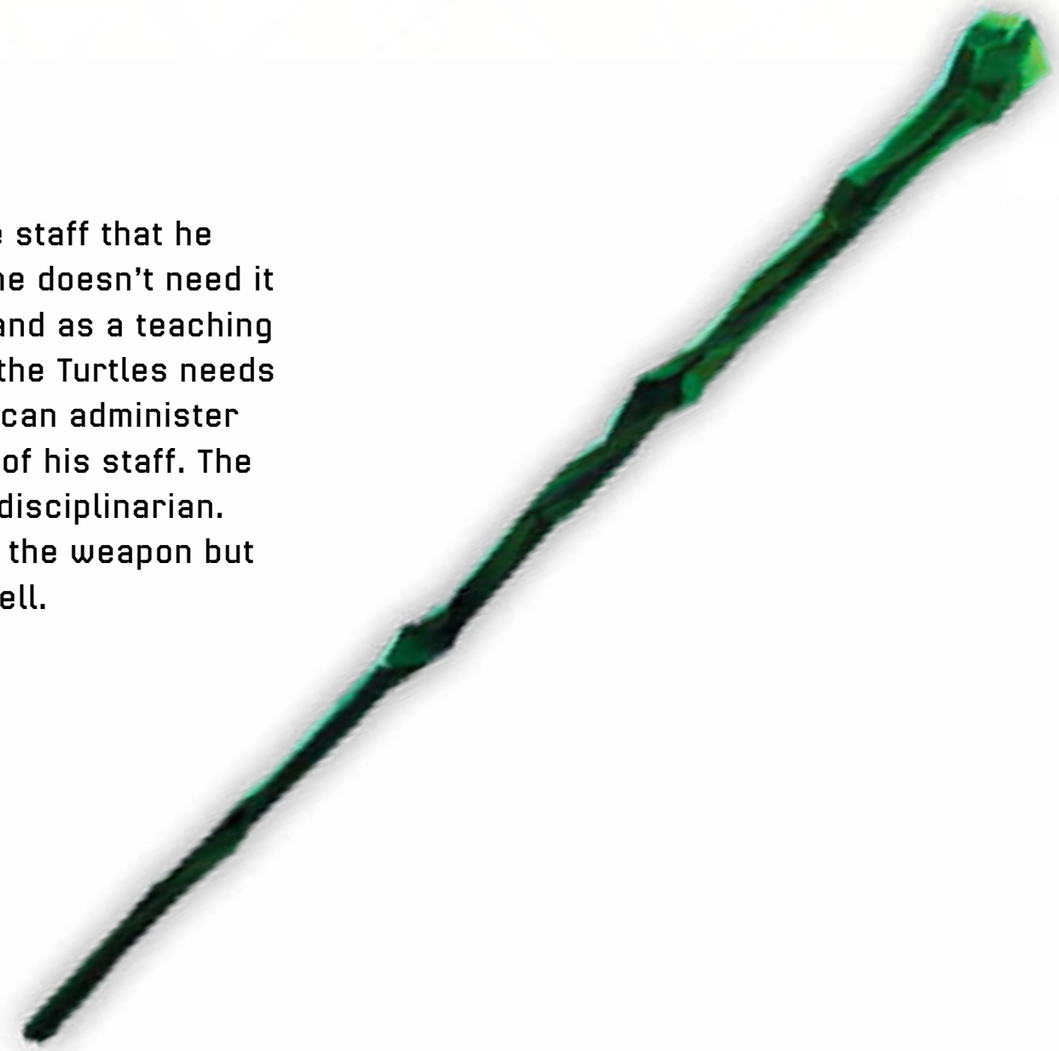
Michelangelo owns many nunchuks over the course of his training. He loses a few, breaks even more, and has to hand dozens over to Splinter as punishment for losing focus. Despite this, he becomes a master in the form, dancing and striking enemies at will with a double blinding flash of ferocious fury.

WEAPONS

SPLINTER'S STAFF

TYPE OF ITEM:	Tool/Weapon, Blunted
ORIGIN:	Global
USES:	Assistance, Offense (Secondary)
USED BY:	Splinter
HISTORY:	Splinter brought his staff from Japan. It is one of the few articles he retained from his former life as Hamato Yoshi.
SEEN IN:	All

Splinter carries a simple staff that he uses as a cane, though he doesn't need it for walking or balance, and as a teaching implement. When one of the Turtles needs to be "trained," Splinter can administer a "lecture" with the end of his staff. The staff is a strict, but fair disciplinarian. The Turtles come to fear the weapon but learn its lessons very well.



WEAPONS

OTHER WEAPONS

USED BY THE TURTLES OR THE FOOT CLAN

WEAPONS

BEEHIVES

TYPE OF ITEM:	Organic, Unexpected Weapon
ORIGIN:	Global (Japan)
USES:	Offense
USED BY:	Teenage Mutant Ninja Turtles
HISTORY:	Beehives were used by Ninjas as an ad-hoc weapon during unorthodox situations.
SEEN IN:	Nick

Beehives aren't traditional weapons in ninjutsu, but the ways of the ninja teach that one has to use everything and anything in the environment as a potential aid. As proof of that, the Turtles use a beehive to help take down Baxter Stockman.

DAGGERS

TYPE OF ITEM:	Weapon, Bladed
ORIGIN:	Global
USES:	Multi-Use
USED BY:	Teenage Mutant Ninja Turtles, Foot Clan, Shredder
HISTORY:	Martial artists, soldiers, and warriors have wielded daggers since time immemorial.
SEEN IN:	All

Small blades can slide inside a fighter's armor, cut through bonds, slice open rations, or be used for thousands of small needs.

The Turtles have their own set of blades. These include throwing knives, practice knives, pinning knives, and knives used as secondary weapons (in case of the loss of their preferred weapon).

After all, there are many circumstances, from battling one hundred Foot ninjas, to slicing up a hard-crusted deep dish, where a handheld blade is more practical than a bo or sai.

WEAPONS

GRAPPLES

TYPE OF ITEM:	Tool
ORIGIN:	Japan, France
USES:	Climbing
USED BY:	Teenage Mutant Ninja Turtles, Foot Clan, Karai, Bradford
HISTORY:	Several cultures developed grapples as a way to scale walls in wartime.
SEEN IN:	Comics, FW, 4K, Nick, TMNT 1, TMNT 2, Game 1, Game 2, Game 3

Ninjas used clawed hooks attached to lines to help them scale walls. In a pinch, a grapple could be used as a weighted weapon in a fight.

The Turtles make frequent use of them when climbing around New York City's rooftops.

ROPES

TYPE OF ITEM:	Tool
ORIGIN:	Global
USES:	Binding, Climbing, Traps
USED BY:	Teenage Mutant Ninja Turtles, Foot Clan, April, Karai, Splinter, Shredder
HISTORY:	Universal tool used for binding and setting traps.
SEEN IN:	Comic, Nick, FW, 4K, TMNT III, Game 1, Game 2

The Turtles use ropes as any other ninja clan would: for tying a target down, hoisting themselves over walls, setting traps, and playing practical jokes. They can also abandon such a cheap tool if they need to flee a scene in a hurry.

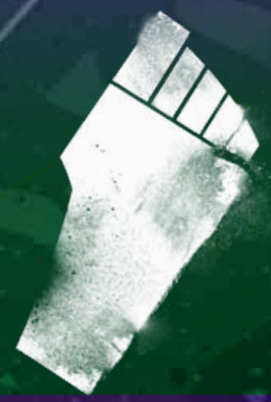
WEAPONS

SHURIKEN-
THROWING STARS

TYPE OF ITEM:	Long-Range Weapon, Bladed
ORIGIN:	Japan
USES:	Offense
USED BY:	Teenage Mutant Ninja Turtles, Foot Clan
HISTORY:	Throwing stars (*shuriken*, meaning "sword hidden in the hand") are traditional concealed weapons of Japan.
SEEN IN:	Comic, FW, 4K, Nick, TMNT III, Game 1, Game 2, Game 3, Game 4

The Turtles and their opponents in the Foot Clan both use the most popular versions of these weapons: those that look like pointed stars. The lightweight, bladed edges allow the weapons to be thrown with great accuracy and distance.

SYMBOLS OF CLANS AND GRAFFITI



Long before the age of photography (or widespread and realistic portraiture), individuals needed to identify themselves in easy ways. Europeans used heraldry. Persians used intricate battle flags. The Japanese used mon (also monsho and kamon).

The clans of both Hamato Yoshi and Oroku Saki used symbols in the traditional ways:

- To identify individuals within the clan for matters of honor or shame
- To identify the clan as a whole to the world for the same reasons
- To unite actions, individuals, and factions within a clan under one banner

These symbols were terribly important. One could not advance in the Foot Clan without taking certain actions that showed devotion. The Clan itself had to establish a method by which people would know their deeds. Finally, despite infighting, the clan always had to show a united front to the world.

Interestingly, similar methods crop up in North American graffiti. Gangs need to mark territory; artists need to let people know of their feats. Individuals and groups have to "own" their identity through artwork. Or, in the case of Casey Jones, warn people not to mess with him.

WEAPONS

SMOKE BOMBS

TYPE OF ITEM:	Tool
ORIGIN:	China
USES:	Escape
USED BY:	Teenage Mutant Ninja Turtles, Foot Clan, Splinter, Shredder, Karai
HISTORY:	The Chinese developed smoke bombs out of fireworks in the 17th century.
SEEN IN:	Comics, FW, 4K, Nick, TMNT 1, TMNT 2

Ninjas (including the mutant turtle variety) frequently need to make a quick escape without being seen. For this, they use smoke bombs: walnut-sized pellets that explode on impact, filling a room with thick smoke. They prove very useful for distracting an opponent, enabling an escape, or just keeping five-foot tall, reptilian ninja from being seen. Michelangelo creates the smoke bombs the Turtles use from eggshells.

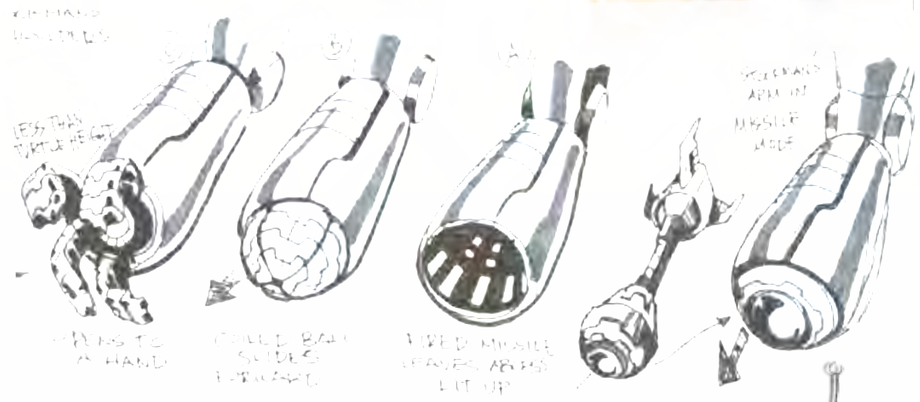
WEAPONS

SUCTION PADS

TYPE OF ITEM:	Tool
ORIGIN:	South America
USES:	Climbing
USED BY:	Teenage Mutant Ninja Turtles
HISTORY:	Developed in South America after the advent of rubber, suction pads were later used for climbing the sides of buildings.
SEEN IN:	Comic, Nick, FW, 4K

The Turtles use suction pads to climb walls that they can't vault over. The pads work on basic principles of suction, though only Donatello understands the physics behind it. The other brothers know that the palm-sized devices stick to walls and for them, that's enough.

MECHANICAL INVENTIONS



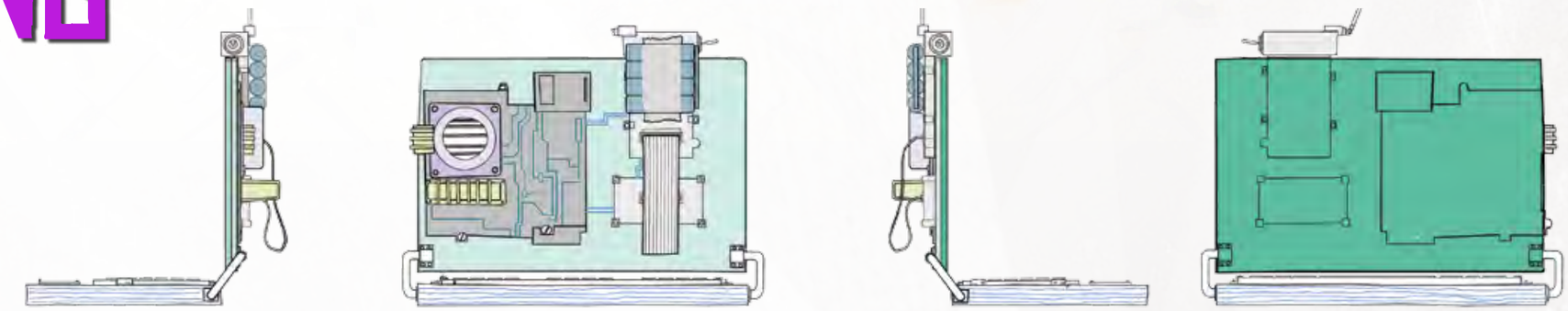
BAXTER STOCKMAN'S ARMOR

TYPE OF ITEM:	Battle Suit
ORIGIN:	Baxter Stockman
USES:	Offense, Defense
USED BY:	Baxter Stockman
HISTORY:	Developed by Baxter for revenge, transformed by the tPod.
SEEN IN:	Nick

After Baxter Stockman's employers unceremoniously throw him out the door, the scientist builds a heavy-duty battle suit to help him exact revenge. It is an utter failure: despite his intellect, the Turtles manage to make short work of the suit.

It is only when the brothers accidentally leave their tPod behind that Stockman's suit becomes a real threat. The tPod latches onto Stockman's armor and rapidly transforms it into an ever-evolving, pseudo-sentient walking tank. Baxter goes on a rampage, which the Turtles are able to stop only by working together in the true arts of ninjutsu.

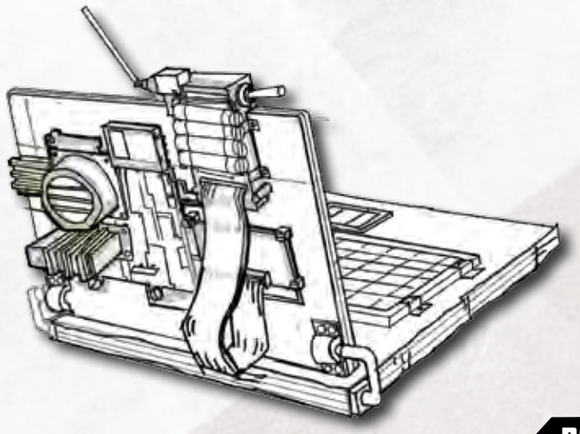
MECHANICAL INVENTIONS



DONATELLO'S COMPUTERS

TYPE OF ITEM:	Tool
ORIGIN:	Teenage Mutant Ninja Turtles
USES:	Programming, Design
USED BY:	Donatello
HISTORY:	Salvaged from the sewers and turned into a mammoth CPU
SEEN IN:	FW, TMNT, Nick, CGI

Donatello has been known to upgrade a number of computers that were dumped onto the trash heaps of Brooklyn. Much of this equipment has been obsolete since the 80s, but by the time Donnie is done with them, their interconnected CPUs turn the structure into a super terminal. Donatello tries to be modest about it, but he doesn't need to be: the Turtles seem to be oblivious to the fact that their brother has built a mini Deep Blue in their Lair.

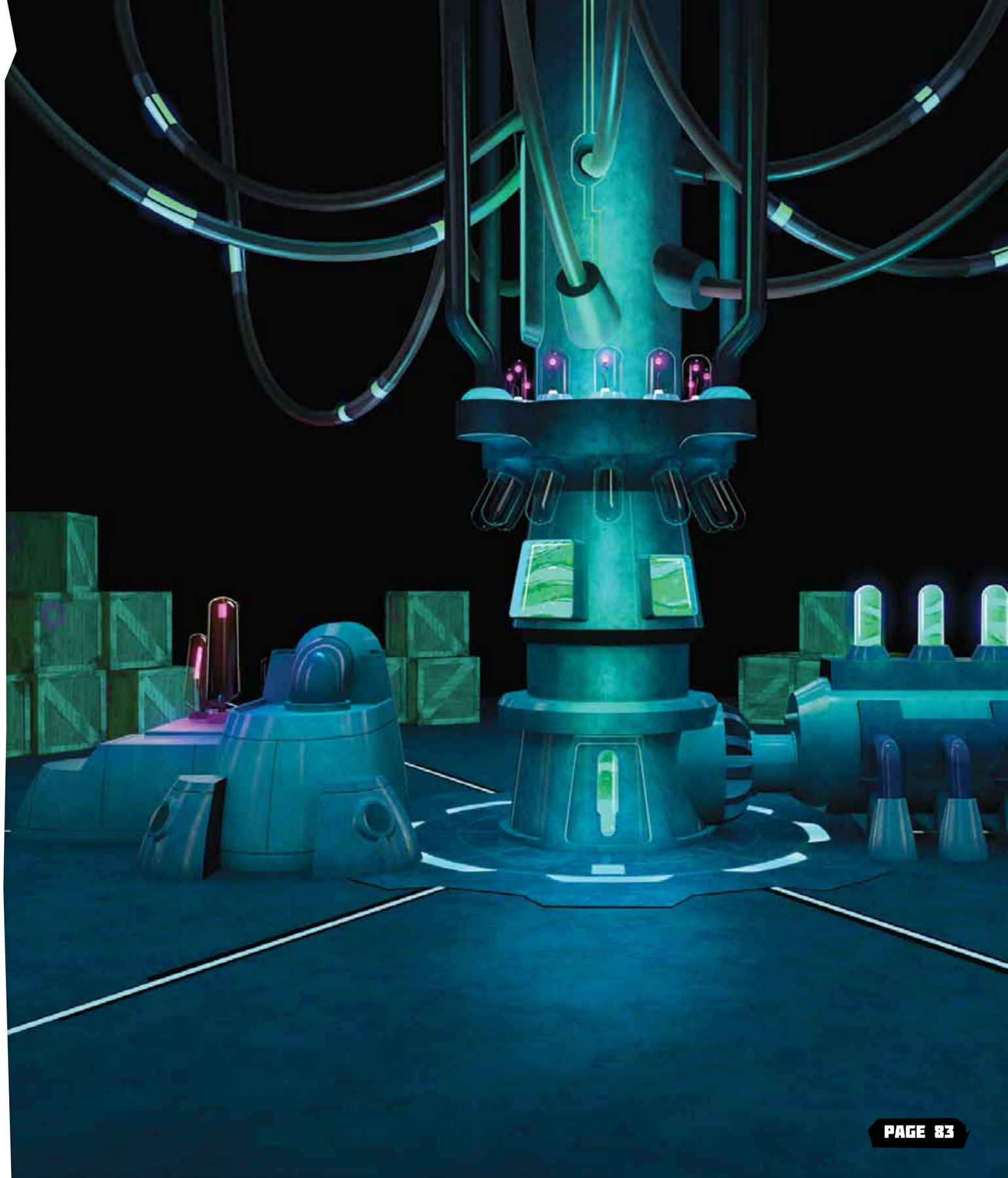


MECHANICAL INVENTIONS

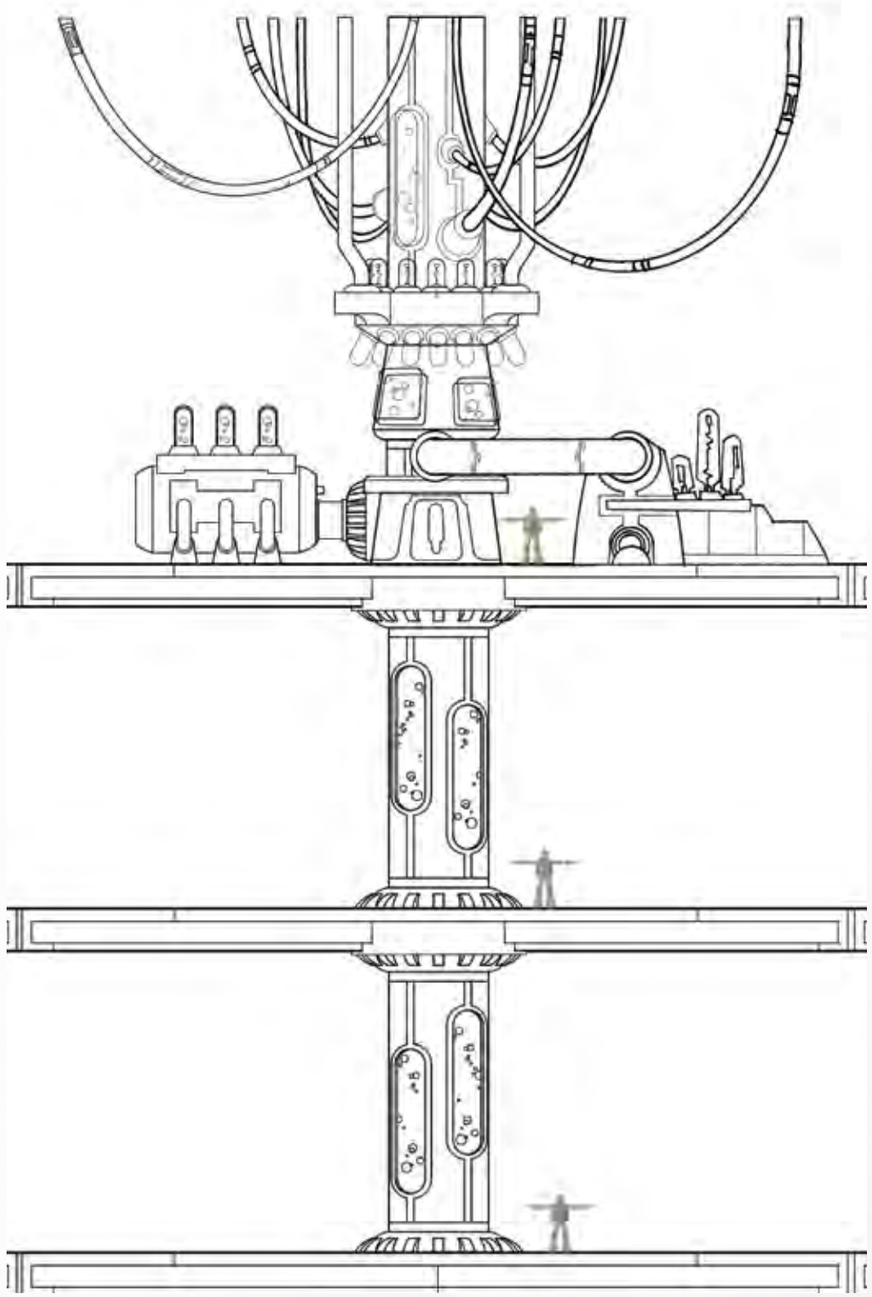
FUSION REACTOR

TYPE OF ITEM:	Power Plant
ORIGIN:	Kraang
USES:	Energy Production
USED BY:	The Kraang
HISTORY:	Built by the Kraang upon first landing on Earth.
SEEN IN:	Nick

The Kraang utilize this fusion reactor to power most of their devices on Earth. It has a near-limitless potential output, but it is difficult to hide its power signature, even with the Kraang's superior technology. Early on in their battles with the aliens, the Turtles destroy one facet of the fusion reactor.



MECHANICAL INVENTIONS

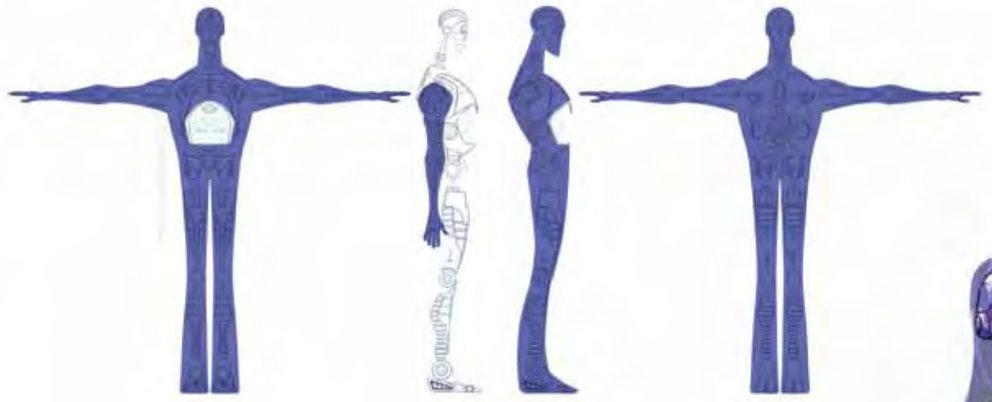


KRAANG COMMUNICATORS

TYPE OF ITEM:	Tool
ORIGIN:	Kraang
USES:	Communications
USED BY:	Kraang, Shredder, Foot Clan
HISTORY:	Kraang-designed method of communication across space and realities.
SEEN IN:	FW, Nick

The Kraang design communicators so that they can stay in touch with every member of their race on Earth and in their own dimension. They later give them to the Shredder and the Foot Clan but they are used as much to keep track of the ninjas as to talk with them.

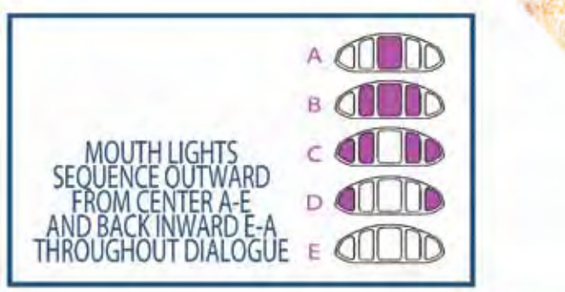
MECHANICAL INVENTIONS

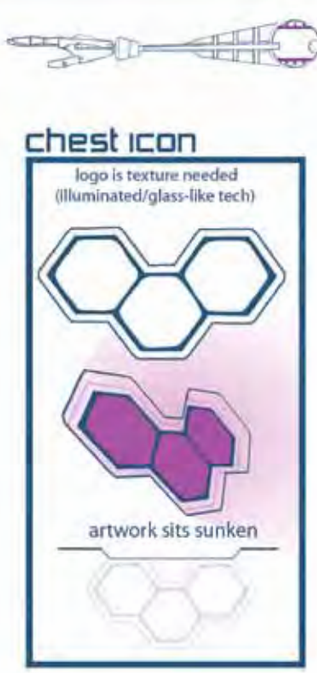


KRAANGDROID

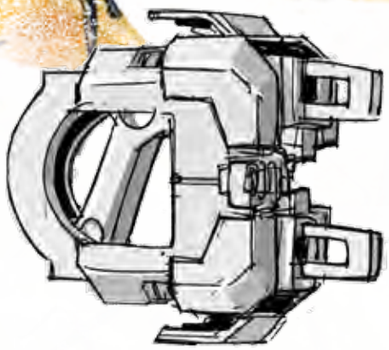
TYPE OF ITEM:	Suit/Vehicle
ORIGIN:	Kraang
USES:	Transportation, Infiltration
USED BY:	Kraang
HISTORY:	Developed by the Kraang to help them infiltrate/ assault Earth.
SEEN IN:	FW, Game 1, Game 3, Game 4, Nick

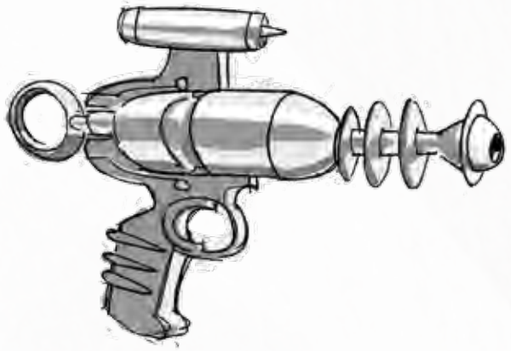
The Kraang develop a number of androids and robots. Their primary mechanical constructs, the Kraangdroids, serve as camouflage for their true form. A Kraang can rest inside the "stomach" of the construct, manipulating the humanoid body with dozens of controls.





MECHANICAL INVENTIONS

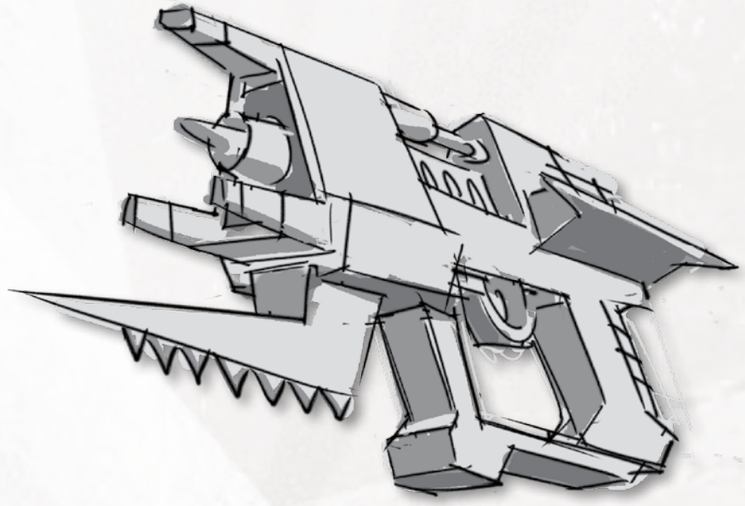


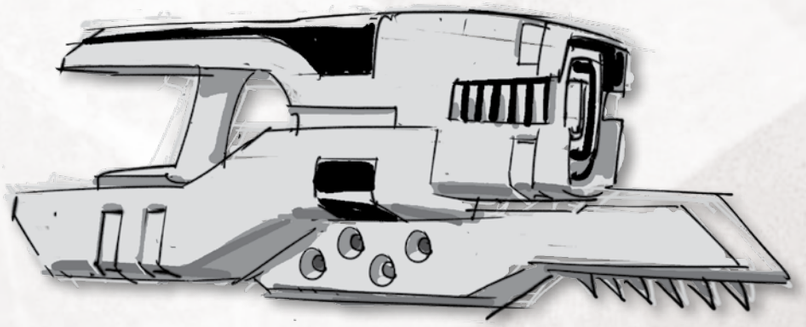


KRAANG WEAPONRY

TYPE OF ITEM:	Various Weapons/ Weaponized Techno;ogy
ORIGIN:	Kraang
USES:	Offense, Defense
USED BY:	Kraang, Thugs, Foot Clan
HISTORY:	Developed by the Kraang to help them conquer the universe.
SEEN IN:	FW, Game 1, Game 3, Game 4, Nick

Advanced technology is the main reason that the Kraang have proven to be so dangerous to humanity. As little more than ambulatory brains, the Kraang had to construct advanced weaponry as a means of protecting themselves (and conquering other planets). Their creation of lasers, portals, heavy-light shields, and other technological wonders easily outpace the production of Earth's top scientists. The irony of their struggle to defeat the Turtles, who use ancient weapons, is not lost on the Kraang, or on the Turtles for that matter.





MECHANICAL INVENTIONS

MUTAGEN BOMB

TYPE OF ITEM:	Weapon, Explosive
ORIGIN:	The Kraang
USES:	Mass Mutation
USED BY:	The Kraang
HISTORY:	Developed by the Kraang to jumpstart their invasion plans against Earth.
SEEN IN:	Nick

The Kraang grow impatient with their progress toward transforming the Earth to their liking (or, "renovating" it, in their terms). The Ninja Turtles, in particular, hamper their plans. The top minds among the collective put their brain-bodies together and design a Mutagen Bomb that would mutate all of New York.

The plan is simple, but the execution is not. The Turtles foil the plans, but not before the bomb mutates Shredder's henchmen, Bradford and Xever, turning both into greater threats to the Turtles than they had been.

MECHANICAL INVENTIONS

MUTAGEN CANISTERS

TYPE OF ITEM:	Tool
ORIGIN:	Kraang
USES:	Transportation of Mutagen
USED BY:	Kraang, Splinter
HISTORY:	Created by the Kraang in their early forays onto Earth.
SEEN IN:	All

Since mutagen couldn't be handled without special protection, the Kraang created special canisters to transport the Ooze. "Nearly" became an important factor in that equation after one of the canisters broke and transformed Hamato Yoshi and his four pet reptiles into Splinter and the Teenage Mutant Ninja Turtles.

Splinter kept the canister for many, many years so that when the time came, he could properly give his sons the "talk" about where they came from. After learning the truth of their birth, Michelangelo refers to the canister as "Mom."

MECHANICAL INVENTIONS

THE MUTATION MACHINE

TYPE OF ITEM:	Machine
ORIGIN:	Kraang
USES:	Mutation
USED BY:	Kraang, Mutants
HISTORY:	Designed by the Kraang to help produce a steady stream of mutated thugs.
SEEN IN:	Nick

The Kraang's first priority is to transform Earth so they can more easily conquer the planet. They design the mutagen to do just that, but its interesting side effect—the ability to radically mutate living things into hybrid monsters—proves to be an effective tool as well. Upon learning of the mutagen's additional abilities, the Kraang construct a machine to speed up and control the process.

The result is the Mutation Machine. Put a cop and a rhinoceros in at one end, press the button, and voila—a hideous Coperoceros (or Rhinocop) pops out.

This process, though nearly perfected by the Kraang, remains a very expensive proposition for them, so their experiments are very specific in order to maximize their knowledge.

MECHANICAL INVENTIONS

SECURITY CAMERAS

TYPE OF ITEM:	Tool
ORIGIN:	Teenage Mutant Ninja Turtles
USES:	Surveillance
USED BY:	Teenage Mutant Ninja Turtles
HISTORY:	Put into place to protect the Lair from enemies and unwanted discovery or intrusion.
SEEN IN:	Nick

One of the first things that Donatello installs in the Lair (once he has the know-how) is a series of security cameras. They serve as an early warning system for possible intruders.

MECHANICAL INVENTIONS

SHREDDER'S ARMOR

TYPE OF ITEM:	Armor
ORIGIN:	Shredder/Japan
USES:	Defense, Intimidation
USED BY:	Shredder
HISTORY:	Created by Shredder as a psychologically intimidating piece of hardware, as well as protective coating.
SEEN IN:	Comic, FW, 4K, Game 1, Game 2, Game 4, TMNT 1, TMNT 2, Nick

Shredder based his armor on that of medieval Samurai. He added dozens of blades to his shoulders, helmet, arm guards, and particularly his gauntlets until he could look like a terrifying vision of death. Or, in the Turtles' minds, more like a walking can-opener.

MECHANICAL INVENTIONS

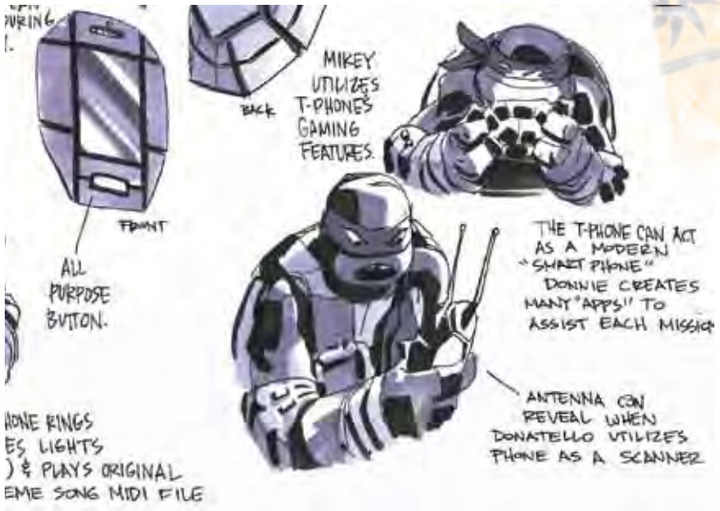
SMART PHONES

TYPE OF ITEM:	Tool
ORIGIN:	Global
USES:	Communications
USED BY:	April O'Neil, Bradford, Vic
HISTORY:	Developed as a telecommunications device so consumers could be in contact with the Internet all the time.
SEEN IN:	4K, Nick, TMNT CGI

Smart phones are the bane of the Turtles' existence. Anybody with a cell phone camera can snap their picture and post it to the web in seconds ... or sell it to the highest bidder.

A New Yorker named Vic tries to do just that, but the Kraang disrupt his efforts to divulge the Turtles' secret. The Kraang kidnap Vic and transform him into Spider Bytez.

MECHANICAL INVENTIONS



TPHONE

TYPE OF ITEM:	Tool
ORIGIN:	Donatello
USES:	Communication, Navigation
USED BY:	Teenage Mutant Ninja Turtles
HISTORY:	Developed by Donatello to help communicate with his brothers.
SEEN IN:	Nick

The Ninja Turtles use these phone-like devices to communicate with each other and the outside world. Donatello's design allows them to hitch a signal on any carrier.

MECHANICAL INVENTIONS

THE tPOD

TYPE OF ITEM: Tool

ORIGIN: U.S. Army, Donatello

USES: Entertainment

USED BY: Teenage Mutant Ninja Turtles (named by Mikey)

HISTORY: Donatello salvaged the tech for the tPod from US Army designs, but it later self-evolved past its original purpose as a handheld computer.

SEEN IN: Nick

Working off of technology "appropriated" from the US Armed Forces, Donatello creates a handheld mini-computer for the Turtles to use. It originally is used to play music, videos, and has a limited CPU that can handle a few programs, but Donatello adapts it so that it manifests artificial intelligence to the point where it can recognize and incorporate outside devices to its own. Donatello is proud of this improvement until the tPod melds with Baxter Stockman's armor to turn him into a walking tank.

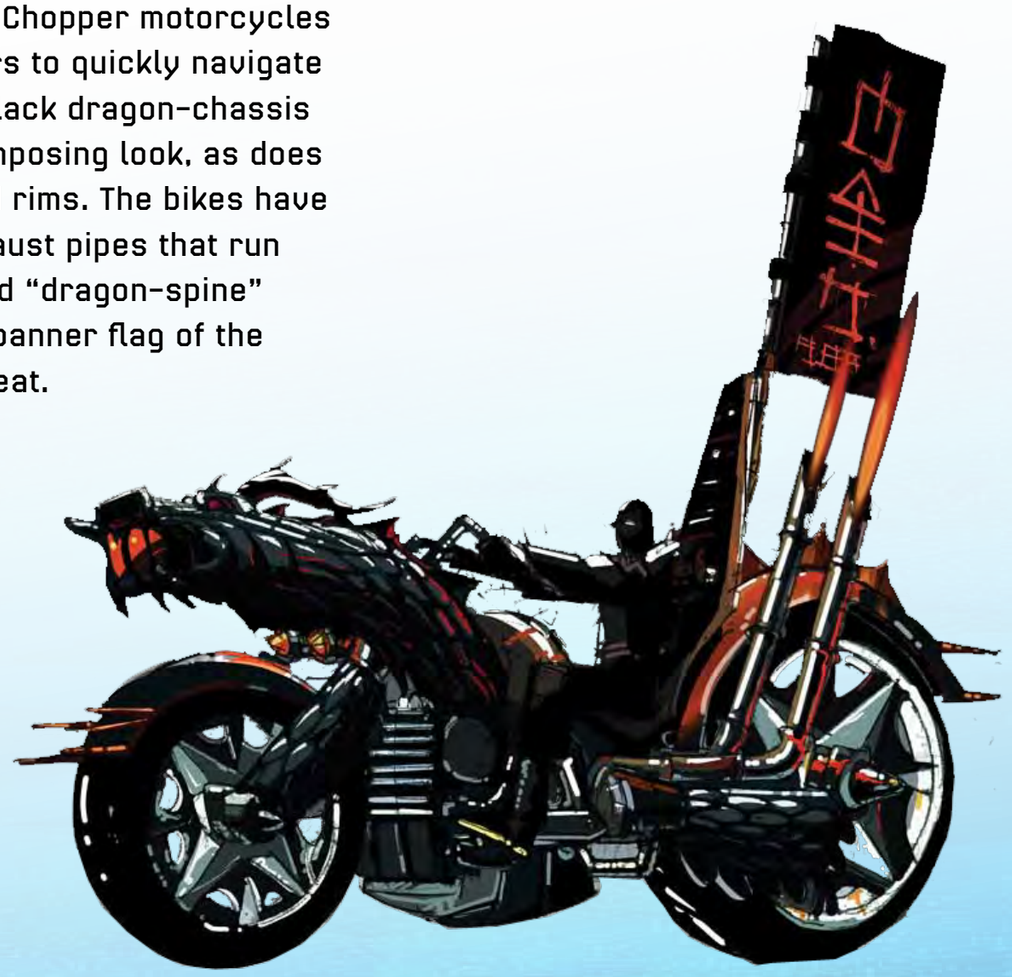
After a hard-fought battle, the Turtles destroy the device (and Baxter's armor). Donatello endures taunts and insults from his brothers for his little mistake. He refrains from tinkering with dangerous machines for a record time: a whole week.

VEHICLES

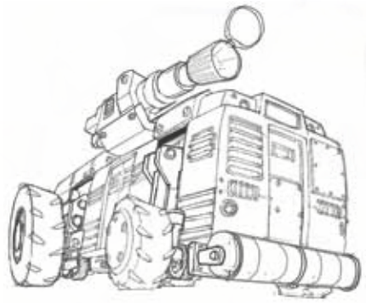
FOOT CLAN DRAG-ON CHOPPERS

TYPE OF ITEM:	Vehicle
ORIGIN:	Japan
USES:	Transportation, Extreme Sports
USED BY:	Foot Clan
HISTORY:	Japan-built motorcycles used for single/double-person transport.
SEEN IN:	Nick

The Foot Clan Drag-on Chopper motorcycles allow the clan members to quickly navigate the city streets. The black dragon-chassis gives the vehicle an imposing look, as does the flame red-wheeled rims. The bikes have two large chrome exhaust pipes that run behind the high-backed "dragon-spine" seats. They wave the banner flag of the Foot Clan behind the seat.



VEHICLES



SHELLRAISER

TYPE OF ITEM: Vehicle

ORIGIN: Donatello/USA

USES: Transportation, Offense

USED BY: Teenage Mutant Ninja Turtles, Splinter, April

HISTORY: Crafted out of an old subway car into a freight train of destruction.

SEEN IN: Nick (in this form); FW, 4K, Game I, TMNT CGI

Donatello finds an abandoned subway car in the depths of the subway. It becomes his pet project as he steadily adds piece after piece of machinery to the train, eventually morphing it into a tank-like van that can run across city streets, through sewers, or on the rail.

THE SHELLRAISER

has two modes of travel:

Wheels Lowered (or Party Wagon) Mode – allows them to ride through city streets.

Wheels Up Mode – allows them to ride on subway tracks.

The front of the vehicle can accommodate the arrival or deployment of a Stealth Cycle, which docks to a port-accessway built into the floor of the subway car.

The Shellraiser has several on board weapons systems, including:

Catapult – rear deployment

Cannon – deploys from an access port in the front of the vehicle

Spinning Drums of Doom – metallic drum canisters with carved "teeth" that deploy from the front of the vehicle (above the Stealth Cycle port and below the Cannon port) spin rapidly and can eat through obstacles.

VEHICLES

SKATEBOARDS

TYPE OF ITEM: Vehicle

ORIGIN: U.S.A.

USES: Transportation, Extreme Sports

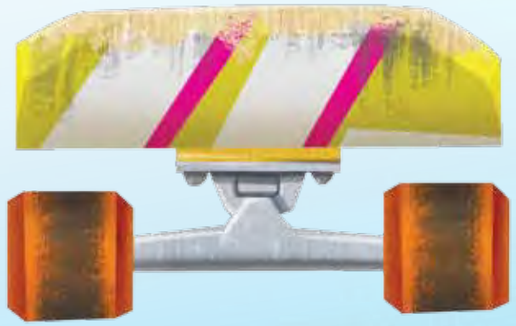
USED BY: Teenage Mutant Ninja Turtles

HISTORY: Created by U.S. toy manufacturers in the 1900s.

SEEN IN: All

After watching extreme sports during their formative years, the Ninja Turtles developed a love for all things counter-culture. There was surfing, slang, zombie movies, and, of course, skateboarding.

The boys quickly became masters of the art. They rebuilt discarded boards and began to skateboard through the abandoned tunnels of New York City's underground.



VEHICLES

STEALTH CYCLE

TYPE OF ITEM:	Vehicle
ORIGIN:	Donatello/U.S.A.
USES:	Transportation
USED BY:	Teenage Mutant Ninja Turtles
HISTORY:	Donatello constructed these choppers from abandoned parts found throughout the city.
SEEN IN:	Nick

Donatello builds four chopper motorcycles for his brothers to ride. Low-slung, but fast and well protected by an armored canopy that surrounds the driver from both sides and the top, causing the bike to look like a rip-roaring turtle shell, the vehicles are perfectly suited for late-night runs through the city.

CULTURAL REFERENCES

Before Michelangelo discovers pizza (and tries to keep it for himself), the Turtles survived on a diet of worms and algae. For them, trying their first slice of pizza is like discovering a beautiful new world. Pizza is their first "human" food and it cements their love of the surface world forever afterward.

The Teenage Mutant Ninja Turtles love pizza like nothing else. They love deep dish, Sicilian, New York Style, and Neapolitan. They love pepperoni, sausage, green peppers, onions, olives, and even anchovies!

After their discovery of pizza, the Turtles learn to appreciate all kinds of New York food, from popcorn and ice cream to ramen.

But at the end of a hard day of training, the brothers always come back to Pizza, their true comfort food. Like the ninjas they are, when a fresh pie is delivered, they dutifully leave no evidence of its existence.

CULTURAL REFERENCES

SPACE HEROES

TYPE OF ITEM:	Intellectual Property, Television Show, Movie Series, etc...
ORIGIN:	American Production
USES:	Entertainment
USED BY:	Teenage Mutant Ninja Turtles
SEEN IN:	Nick

Space Heroes is a television series starring characters Captain Ryan and Crankshaw, two heroic space farers who explore the universe at large. It bears a parody resemblance to Star Trek. Superfans of Space Heroes are referred to as Spacenicks.

Leonardo is an especially avid fan and patterns his behavior on how to be a hero based on the actions and ethics of the characters from the show.

SEEN AS:

- Space Heroes: The Television Series
- Space Heroes III: Another New Beginning`
- Space Heroes: The Game

CHAPTER SIX LOCATIONS

This chapter contains the various locales found throughout New York City and elsewhere, as they appear in the Ninja Turtle literature.

The chapter outline includes entries that are organized by alphabetical order within three main categories:

- The Turtles' Lair New York City Locations
- Sidebar: Manhattan Design Sensibility TMNT

Note that everything appearing in the Mythology emerges directly out of the Turtles' story world. All locations are customized and stylized and not necessarily reflective of real buildings or locations in New York City.

TURTLES' LAIR

DESCRIPTION: Subterranean, Dark, Dank, Roomy

MAJOR SETTINGS: Splinter's Dojo, The Common Area, Bedrooms, Donnie's Workshop, Sewer Entrance, Periscope and Stairs, Kitchen

MAJOR PERSONALITIES: Splinter, Michelangelo, Donatello, Leonardo, Raphael

SURPRISES: Entrances to the subway, surface, sewer, and water system of New York

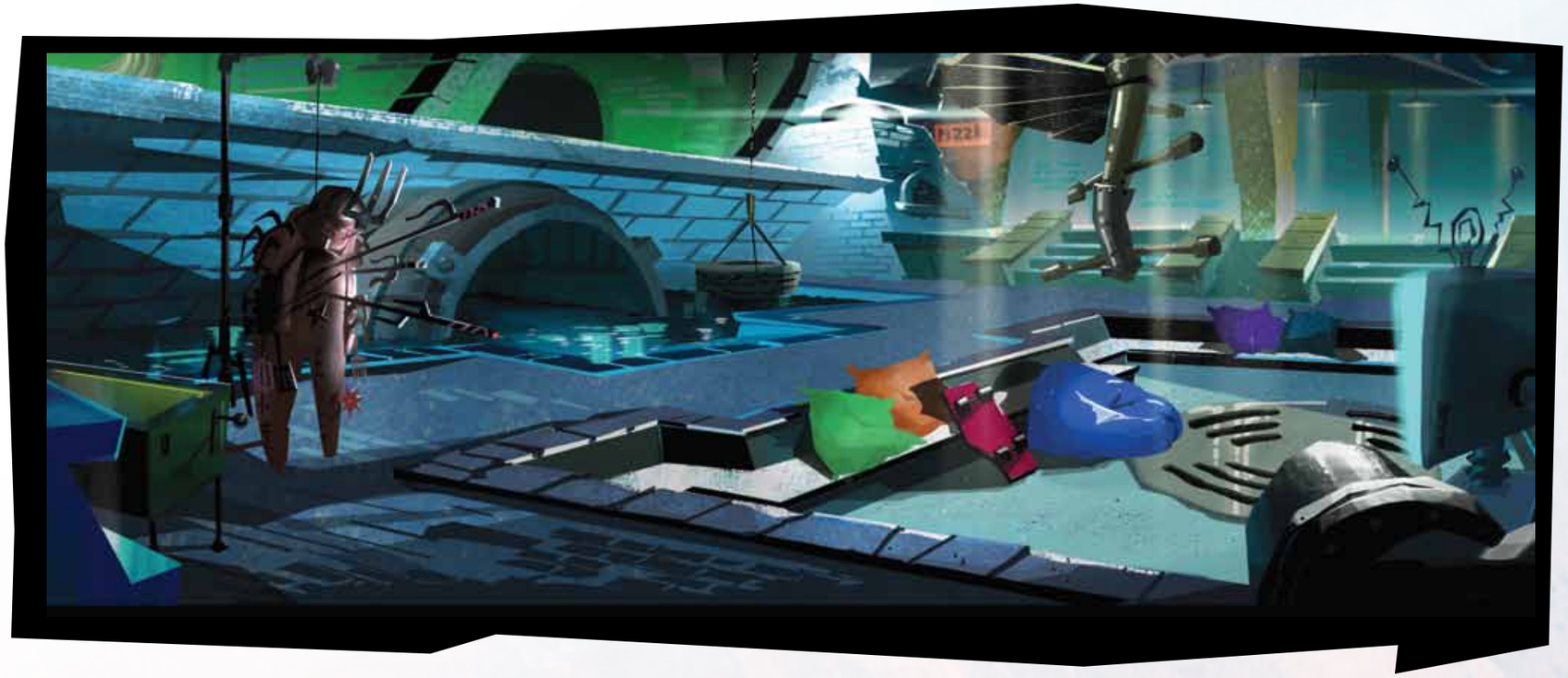
SEEN IN: Comic, FW, 4K, Nick, TMNT 1, Game 4

Splinter stumbled on an abandoned underground relay station early during his exile in New York. When he and the Turtles transformed, this "lair" became the perfect place to hide from the outside world.

The group later heavily modifies the room to have a number of cozy amenities (a kitchen, bedrooms, a Dojo, etc.). It is where the Turtles live, eat, practice, meditate, read, and work.

Thanks to Donatello's tinkering, the Lair also has a number of modern touches like a tv screen in a central sitting area, complete with multi-colored pillows; a fully-equipped dojo with a full-grown tree inside it; multiple accessways to get in and out, including a spiral stairwell that dominates the center of the Lair and, most important to Donatello, a workshop and lab facility where he can tinker and invent to his heart's content.

The Lair is by turns peaceful, loud, rambunctious, and active, filled with tension and relaxed. In short, like any other family home in the world.



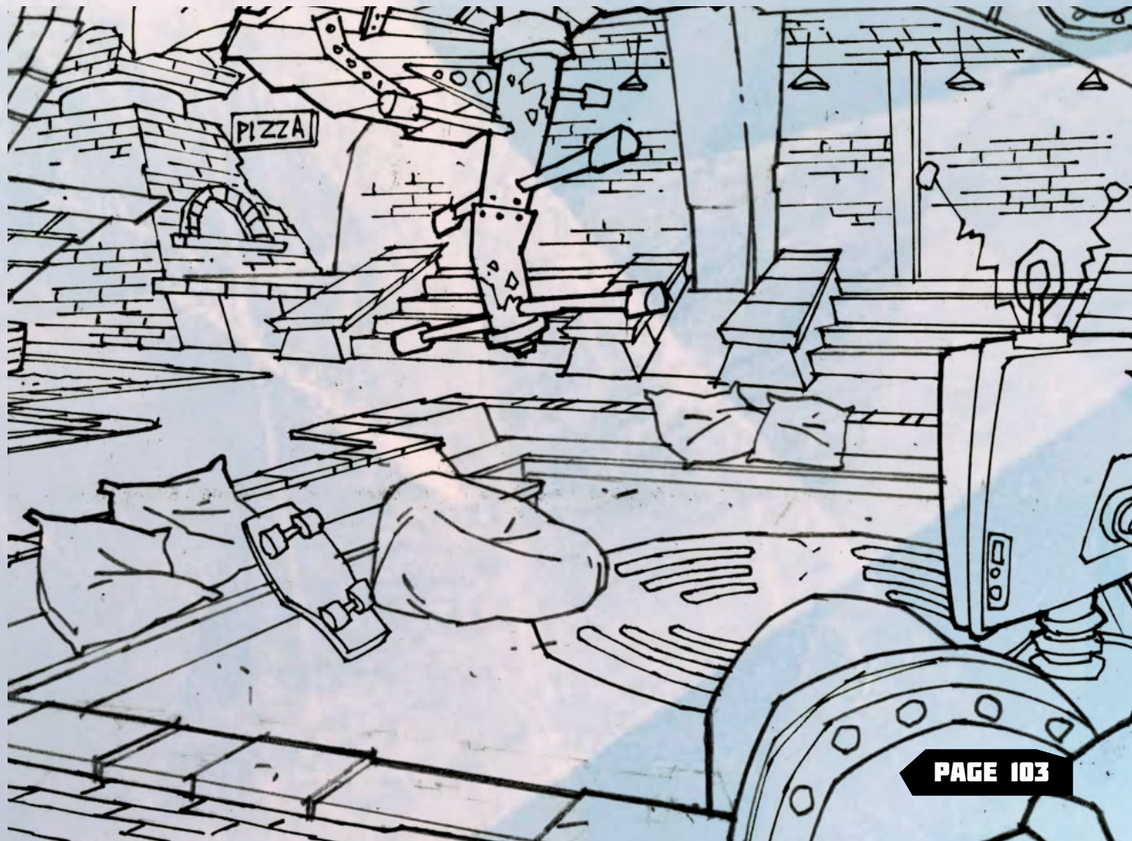
TURTLES' LAIR

COMMON AREA

DESCRIPTION: Centralized, Sunken, Rowdy

SEEN IN: Comic, FW, 4K, Nick, TMNT I, Game IV

The Turtles' Lair has a common area with a TV, table, a tire-swing and multi-colored throw pillows where the brothers can relax. They also have a Space Heroes pinball machine and a Shredder practice dummy. It is frequently the most rowdy of the rooms, where the Turtles argue or joke around.



TURTLES' LAIR

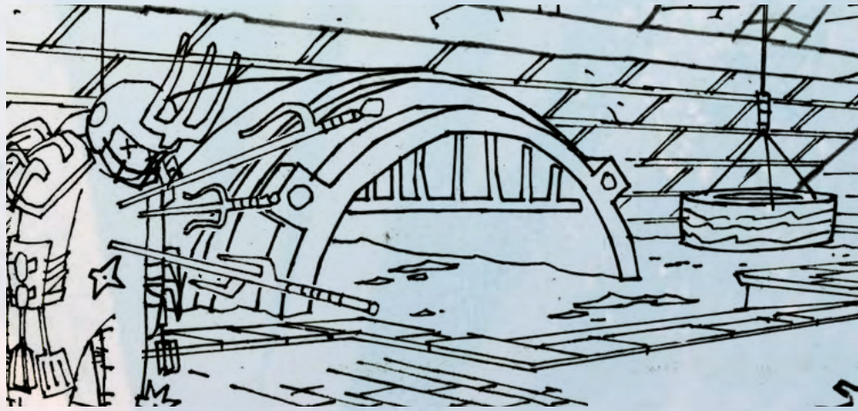
DONNIE'S WORKSHOP & LAB

DESCRIPTION:	Packed, High-Tech, Bright
MAJOR PERSONALITIES:	Donatello
SURPRISES:	Forgotten Inventions, Hidden Nooks
SEEN IN:	FW, 4K, Nick, TMNT, CGI

Splinter has his dojo, and Donatello has his workshop and lab. He loves to seclude himself inside his special section of the Lair where he spends hours in the workshop tinkering on tools, weapons, and other gizmos that (he hopes) will help his brothers, or experimenting in his lab to ascertain the secrets of the universe (or to perfect the perfect synthetic anchovy).

The workshop and lab turn out to be places of escape as much as inspiration, as Donatello frequently ducks into his rooms when he is outnumbered by his brothers or scared of facing April.

TURTLES' LAIR



LAIR ENTRANCE

DESCRIPTION:	Dark, Hidden, Tight
SURPRISES:	Hidden Entrance
SEEN IN:	Comic, FW, Nick, TMNT I, TMNT CGI

The Turtles' Lair has several access points directly into the sewers under Manhattan. Splinter has hidden the entrances in order to protect the sanctity of his family's home. Although not impossible to find, only those who know were the entrances are can easily access them.

The Turtles can enter their Lair through a manhole entrance as well as subway entrances, and sewer tunnel entrances.

TURTLES' LAIR

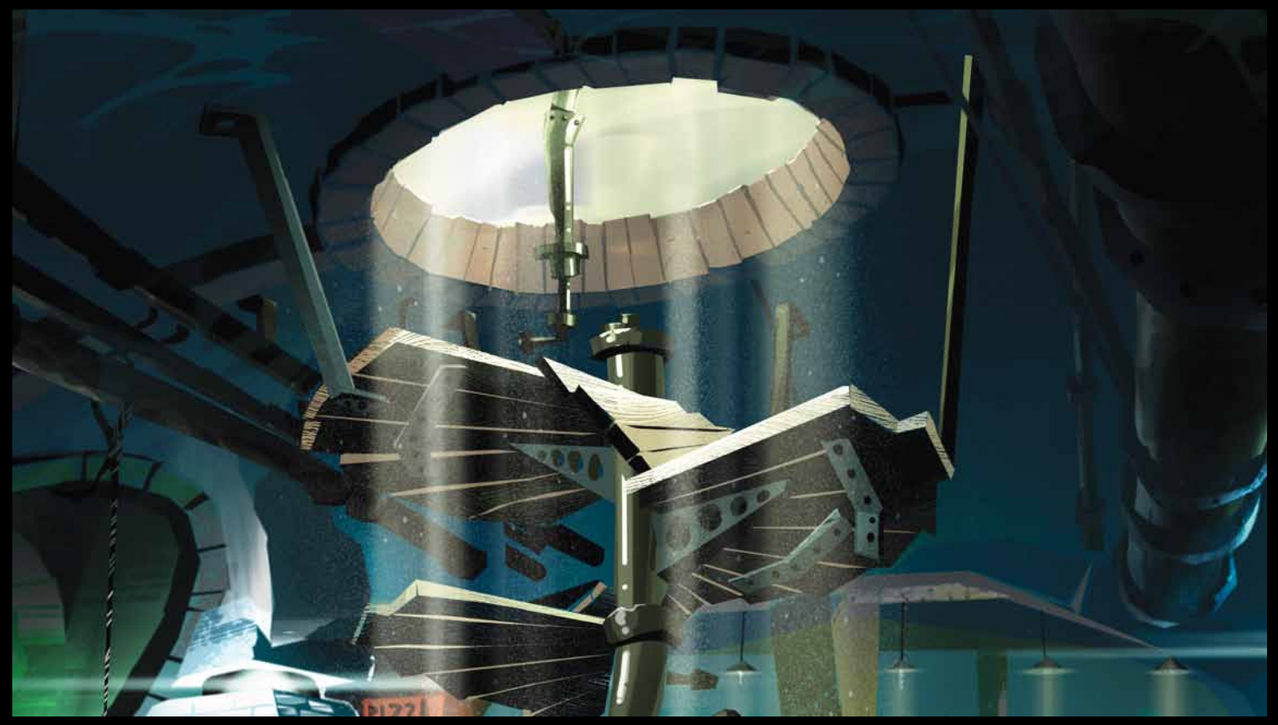
KITCHEN

DESCRIPTION: Basic, Moist, Bright

SEEN IN: FW, 4K, Nick, TMNT I

The Turtles build a kitchen of sorts in the back of their Lair. They don't use it much at first, as they mostly eat algae and worms before going to the surface. After the discovery of human food, the brothers begin to discover the joy of cooking—or at least, reheating leftovers and mashing them together.

TURTLES' LAIR

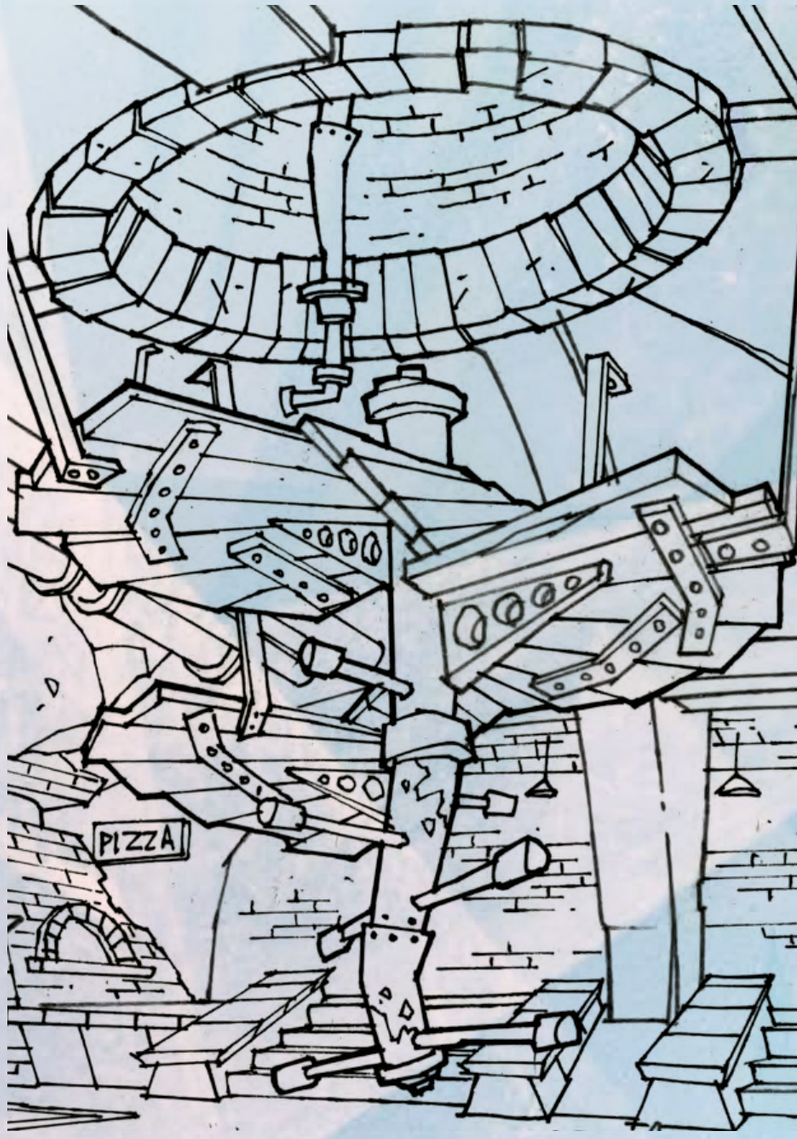


PERISCOPE & STAIRS

DESCRIPTION: Makeshift, Hidden, Narrow

SEEN IN: Nick

Donatello builds a periscope to help his brothers and Splinter scope out the sewers and the surface before venturing out to the surface world. The results are pretty crude, but they work: the Turtles can make sure the coast is clear before they travel up the spiral staircase and go on an adventure.



TURTLES' LAIR

SPLINTER'S DOJO

DESCRIPTION:	Spartan, Spacious, Padded
MAJOR PERSONALITIES:	Splinter
SURPRISES:	Weapon Cache, Hidden Traps, Fully Grown Trees
SEEN IN:	Comics, FW, 4K, Nick, TMNT CGI

The dojo in the back of the Turtles' Lair is Splinter's domain. He practices and meditates there for hours on end, sometimes in complete silence. It is also where he teaches the Turtles the martial arts and philosophy of ninjutsu. The Turtles love the dojo because it is the source of ongoing accomplishment and advancement in their training, but they also hate it for all the lumps and bumps they get along the way.

TURTLES' LAIR

NEW YORK CITY LOCATIONS

MANHATTAN

DESCRIPTION: Overcrowded, Prosperous, Loud, Bright, Somewhat Dangerous

MAJOR SETTINGS: Chinatown, East Village, Lower East Side, West Village, Downtown, Midtown

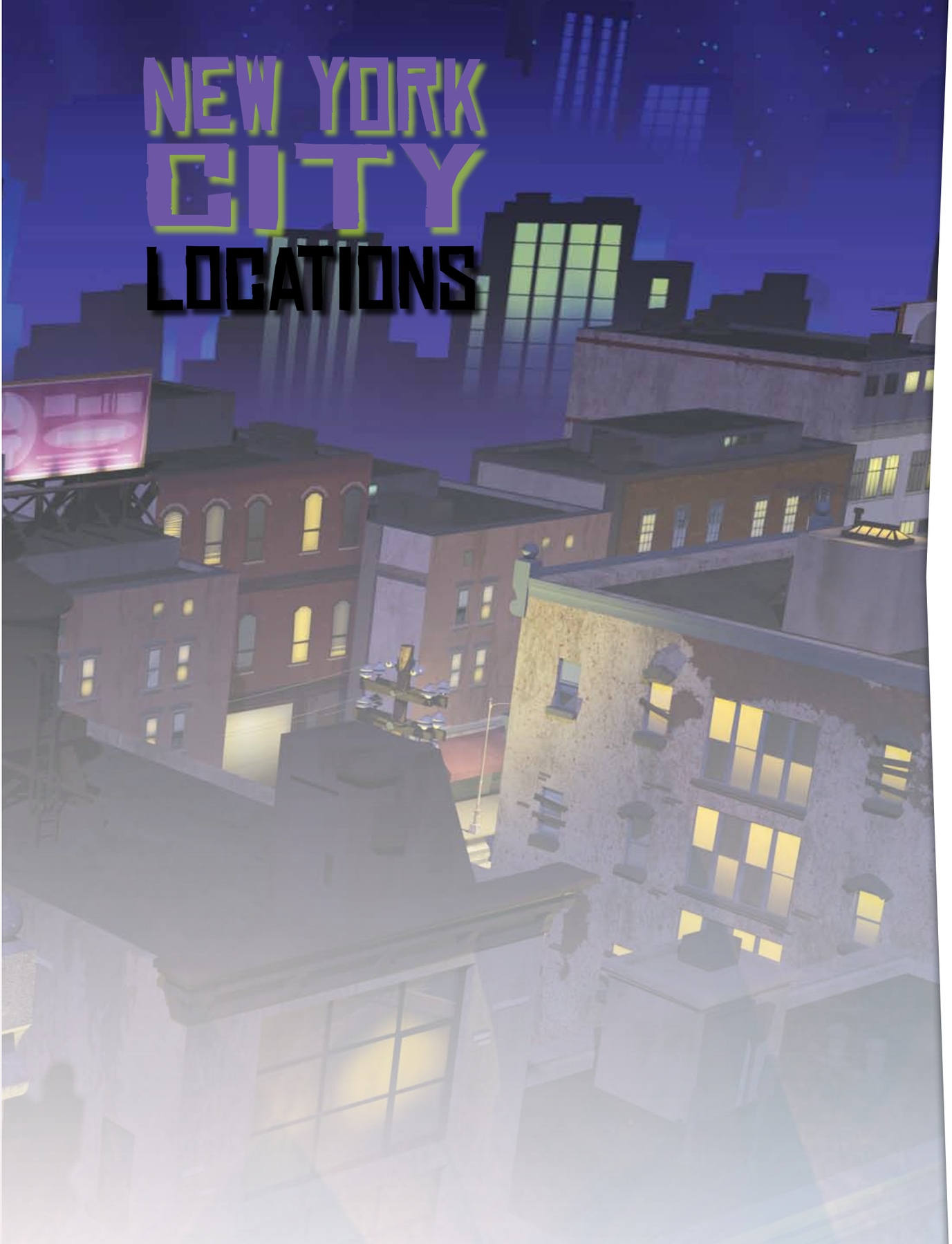
SURPRISES: Hidden Mutants, Alien Invasion, Numerous Others

SEEN IN: All

The City of New York has been called by many names: New Amsterdam, the Big Apple, the City that Never Sleeps, and others. The Turtles call it home. Eight million citizens live in the five boroughs, with another twenty million in the suburbs. It is the largest city in the United States and also one of the most prosperous.

New York holds a number of secrets, as well. They are the result of accidents caused by the invasion of the Kraang and their radioactive mutagen. In addition, the Foot Clan is infiltrating the city on a quest for power and revenge.

NEW YORK CITY LOCATIONS



MANHATTAN DESIGN SENSIBILITY

Based on conversations with Ciro Nieli, Executive Producer, Nickelodeon's Teenage Mutant Ninja Turtles

- Specific real-world details aren't as important as the "vibe" of the city.
- The TMNT Manhattan can go from friendly to dangerous between one corner and the next.
- The city is a large place and not comfortable for people unfamiliar with it.
- The setting for the majority of the Turtles' interaction with the city is localized, quainter, and more intimate.
- The setting for the Turtles' actions is loosely based on the older buildings of Lower Manhattan, especially aiming for a "Bleeker Street vibe."
- Things on the animated series "set" are a compressed version of reality. From one block to the next you can go from West Village brownstones lined up side to side to the neon electricity of Chinatown to the old bulky warehouses of the Meat packing District.
- The feel and tone of the city in the series "set" is time-agnostic, with some rundown, graffiti-strewn "pre-Giuliani" streets to the newer, sleeker, skyscrapers of Midtown.
- Real skyscrapers or landmarks, such as the Chrysler, Empire State, or Flatiron buildings, are not used.

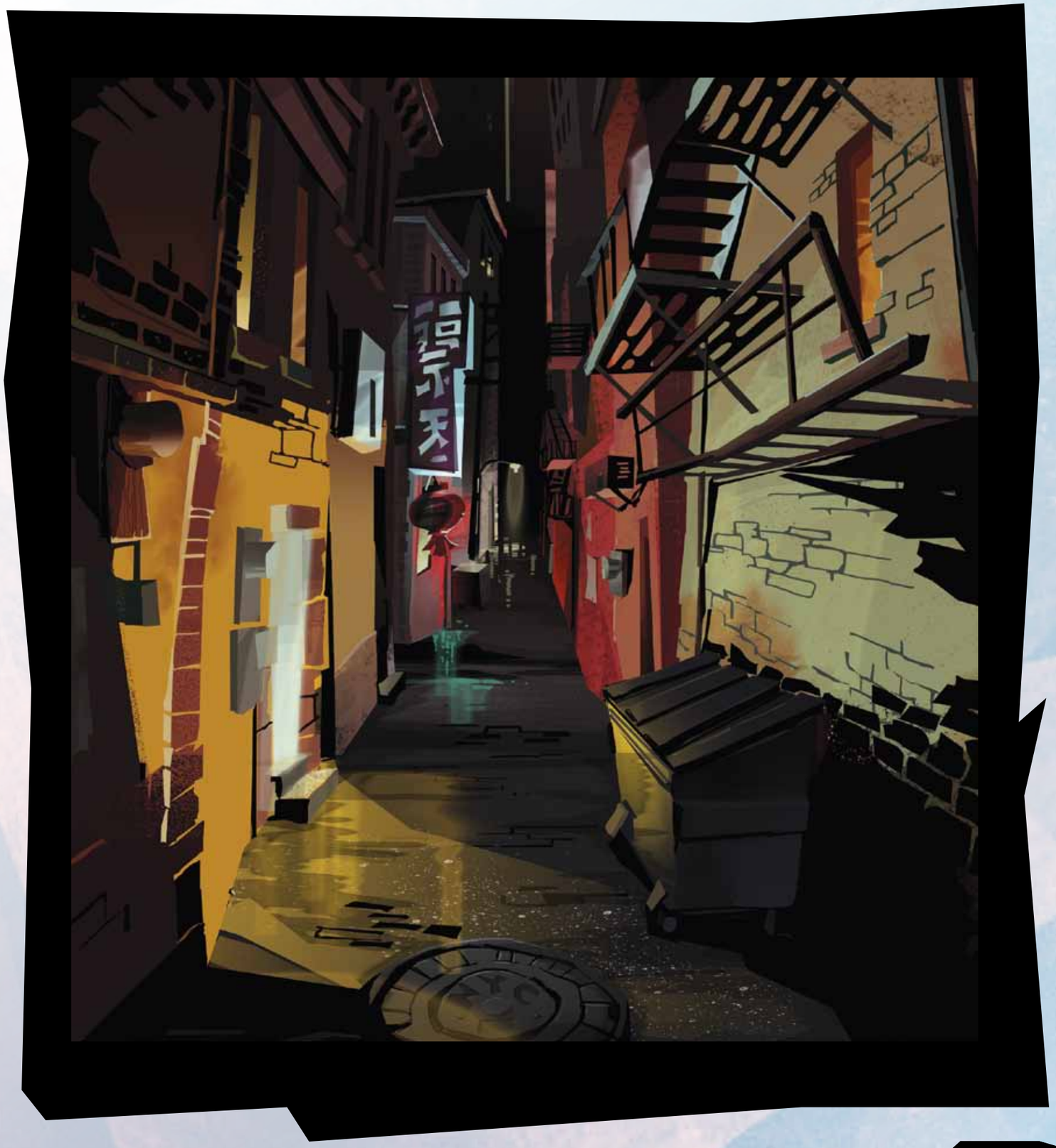
NEW YORK CITY LOCATIONS

ALLEYS

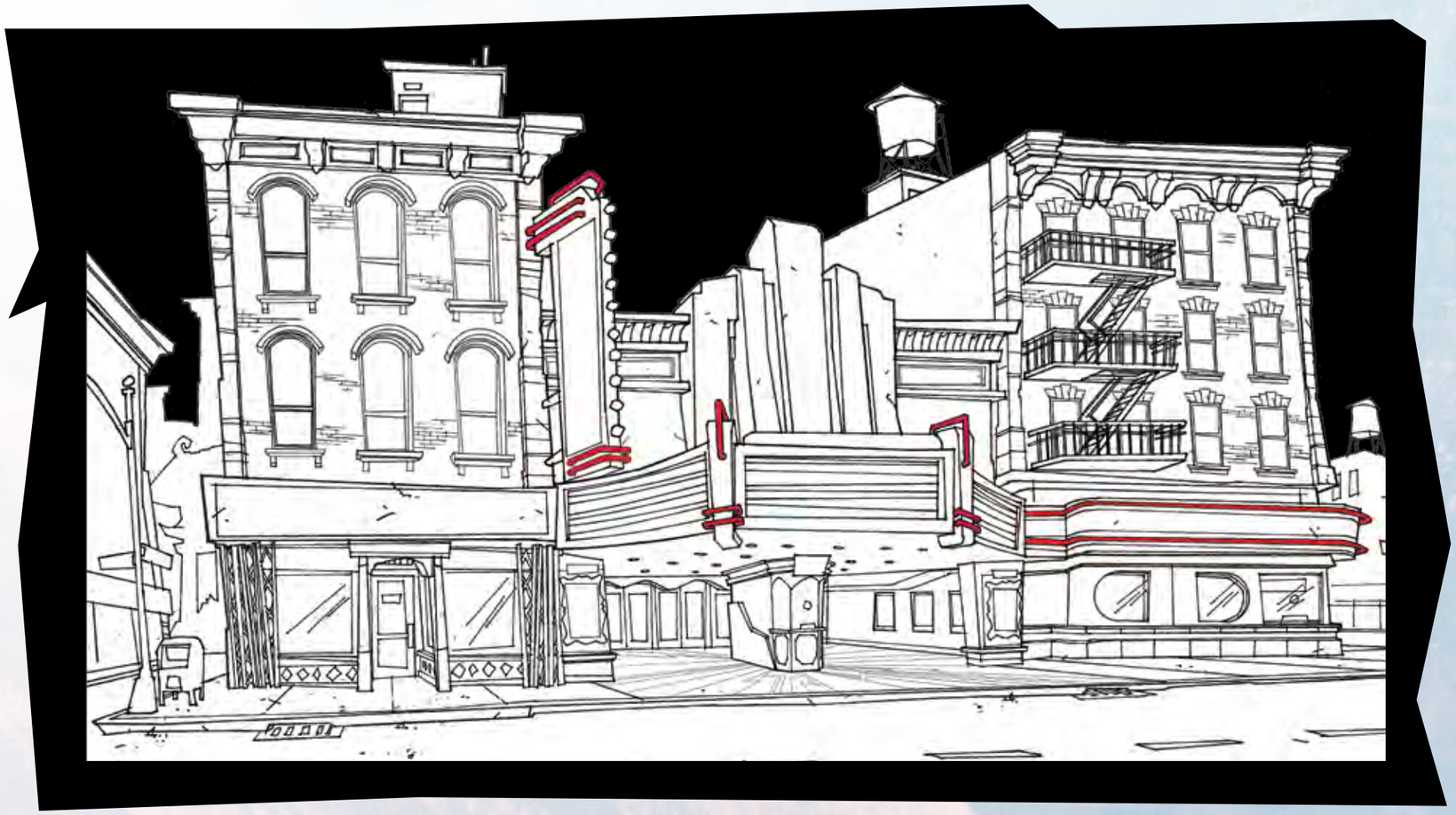
DESCRIPTION: Dark, Dodgy, Desolate, Garbage-Covered

SEEN IN: All

New York City alleys pose a problem for even the most seasoned residents of the Big Apple. Dark shadows and numerous hiding places can mask a gang, a thief, or a deranged mutant. The Turtles sometimes have to deal with enemies in the alleyways of New York, but they typically stick to the rooftops when they need to stay hidden. Being hemmed in on two sides makes it all too easy for them to become surrounded.



NEW YORK CITY LOCATIONS



THE ARGOSY THEATER

DESCRIPTION: Old-Fashioned, Small, Loved

SEEN IN: Nick

The Argosy Theater is a popular theater in lower Manhattan. Generations of New Yorkers see all kinds of movies on its old-fashioned screens. It is particularly popular with teenagers like April, who sometimes need to wallow in the escapism found in the darkened auditoriums.

NEW YORK CITY LOCATIONS

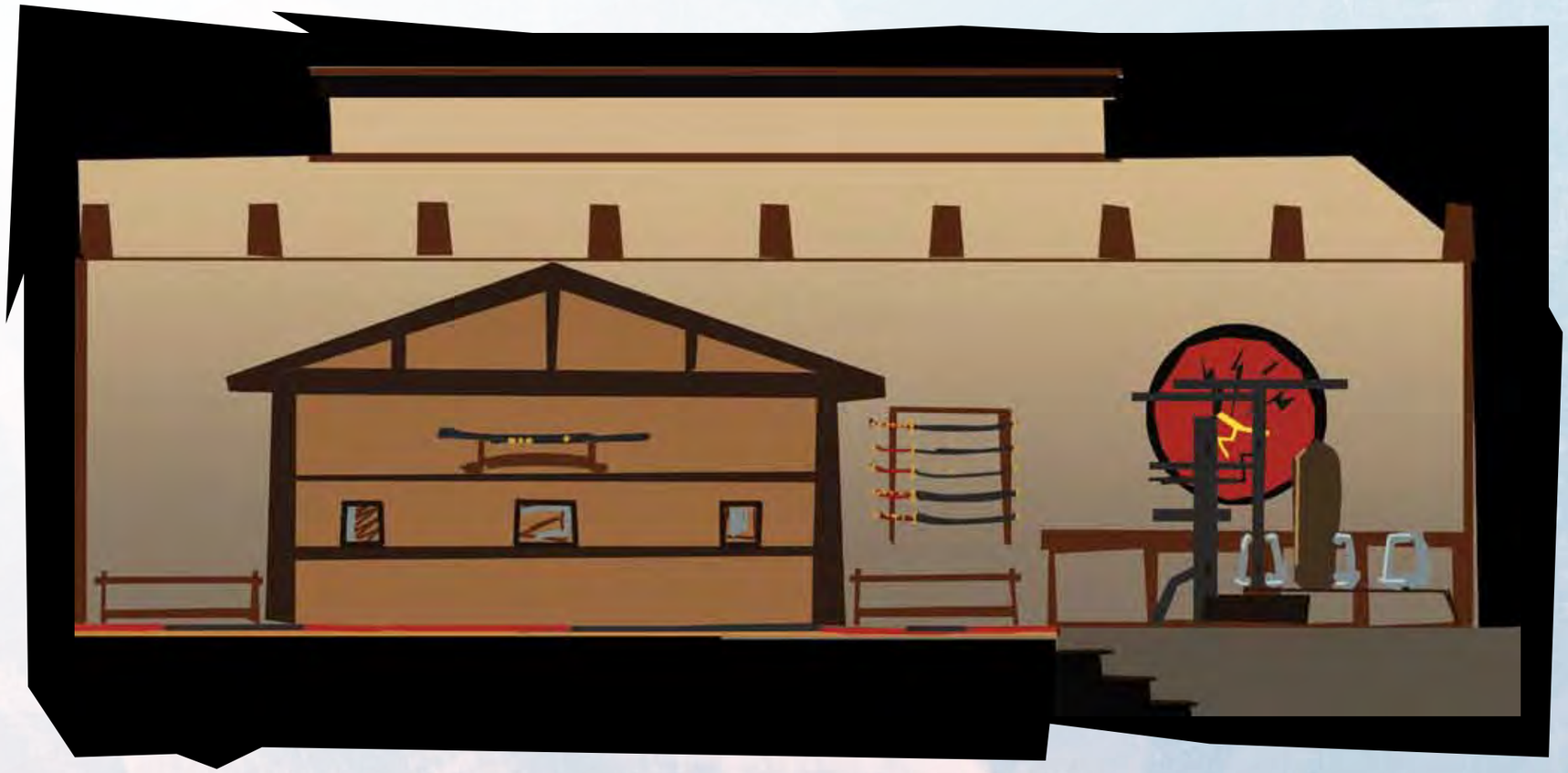
BASKETBALL COURTS

DESCRIPTION: Popular, Old, Rundown

SEEN IN: 4K, TMNT II

The Turtles sometimes meet contacts (particularly April) at the Basketball Courts near their sewer entrance. They are centrally located and have the added bonus of being deserted on most nights.

NEW YORK CITY LOCATIONS



BRADFORD'S DOJO

DESCRIPTION:	Eastern-Influenced, Spartan, Criminally Funded
MAJOR PERSONALITIES:	Bradford
SURPRISES:	Foot Clan Training Ground
SEEN IN:	Nick

Bradford runs a number of Dojos throughout the Tri-State area. He trains potential members of the Foot Clan in all of them. They have a faux-Japanese design style to them, but they are professionally run and have become very popular.

NEW YORK CITY LOCATIONS

BYERLY BUILDING

DESCRIPTION:	Skyscraper, Glass Sides, Pricey
MAJOR PERSONALITIES:	Karai, Leonardo, Snakeweed, Raphael, Michelangelo, Donatello
SURPRISES:	The sword of Miyamoto Musashi is on display in a CEO's office at the top of the building.
SEEN IN:	Nick

When Karai seeks to recruit Leonardo in her pursuit of the legendary sword of Miyamoto Musashi, she meets him at this sleek Manhattan skyscraper.

NEW YORK CITY LOCATIONS

CHANNEL 6

DESCRIPTION: Moderately Popular, Local

SEEN IN: FW, Nick

Channel 6 is one of the many channels that broadcast to the New York area. Its headquarters sits on the East Side of Manhattan.

NEW YORK CITY LOCATIONS

CHINATOWN

DESCRIPTION: Crowded, Confusing, Cacophonous

SEEN IN: TMNT I, TMNT II, TMNT III, FW, 4K, Nick

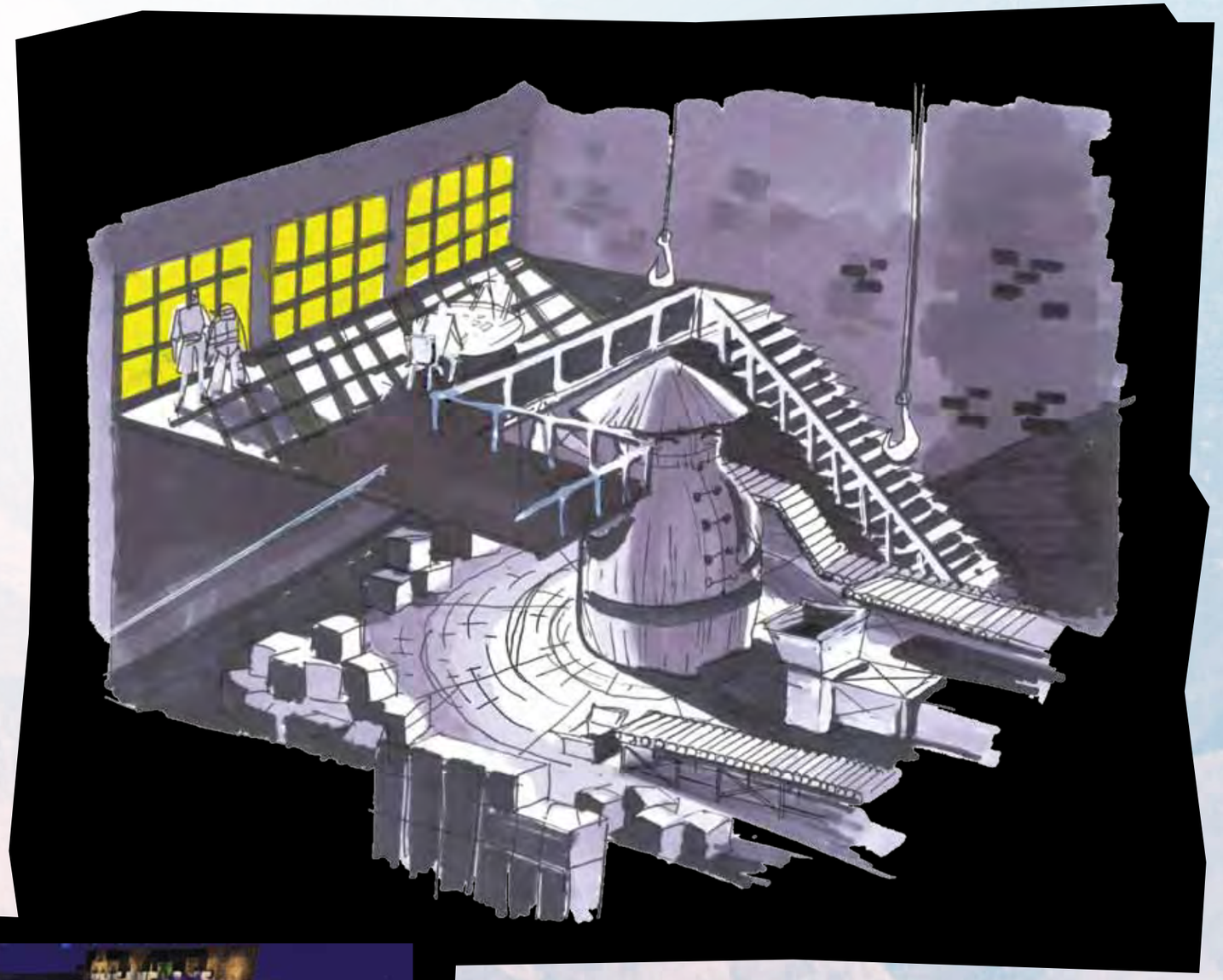
The first Chinese immigrants started making their home below Canal Street sometime in the mid-1850s. Small, crooked streets housed hundreds of small shops that sold everything from traditional medicine to Eastern food to counterfeit purses.

Gangs, both Eastern and Western, control some of Chinatown. The main streets are not dangerous, but the Turtles know that trouble lurks in the alleys and tenements of the neighborhood.

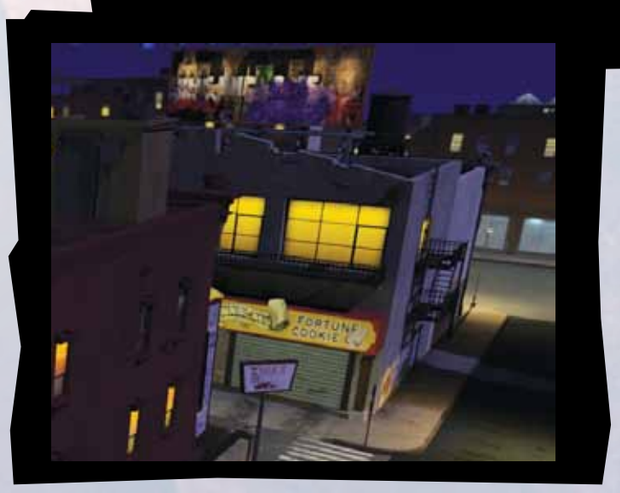
NEW YORK CITY LOCATIONS

CHINESE FORTUNE COOKIE FACTORY

DESCRIPTION:	Rundown, Quiet, Dangerous, Dark
MAJOR PERSONALITIES:	Fong
SURPRISES:	Hideout of the Purple Dragons
SEEN IN:	Nick



The Purple Dragons use an abandoned Fortune Cookie Factory as their safe house. It is a rundown, dirty place, but it's home. That is, until they hook up with the Foot Clan. At that point, Shredder's agents commandeer and trash the place whenever the Dragons don't follow orders, which considering its messy appearance, must happen frequently.



NEW YORK CITY LOCATIONS

DOWNTOWN

DESCRIPTION: Financial, Venerable, Political, Sparsely Populated

SEEN IN: TMNT I, TMNT II, TMNT III, TMNT CGI, Game I, Game II, Game III, Game IV

Downtown Manhattan is the political and economic hub of the city. Banks and insurance companies make their home along the crooked cobblestone avenues. Old organizations regularly meet in the five-star restaurants found there. Few people actually live in that area, but if a million-dollar deal needs to be made, you can bet it will happen Downtown.

NEW YORK CITY LOCATIONS

EAST VILLAGE

DESCRIPTION: Relatively Quiet, Residential, Bohemian, Blue Collar

SEEN IN: Nick

The East Village is a rougher Bohemian neighborhood on Lower Manhattan's East Side. Blue collar workers mix with students and artists in the many apartment complexes and brownstones that line its streets.

JUNKYARD

DESCRIPTION:	Kraang Controlled, Spacious, Non-descript
MAJOR PERSONALITIES:	Snake
MAJOR EVENTS:	The Turtles' first mission, Snakeweed's Creation
SURPRISES:	Kraang Controlled
SEEN IN:	Nick

A handful of smaller junkyards still exist in Manhattan despite the sky-high property taxes. The Shredder and Kraang eventually utilize one of them for access to scrap metal and clandestine testing. The Turtles discover it, too, leading to a brawl that forces their enemies to relocate.

NEW YORK CITY LOCATIONS

KRAANG LAIR

DESCRIPTION:	Alien, Hyper-Advanced, Secret
MAJOR PERSONALITIES:	The Kraang
SEEN IN:	Nick

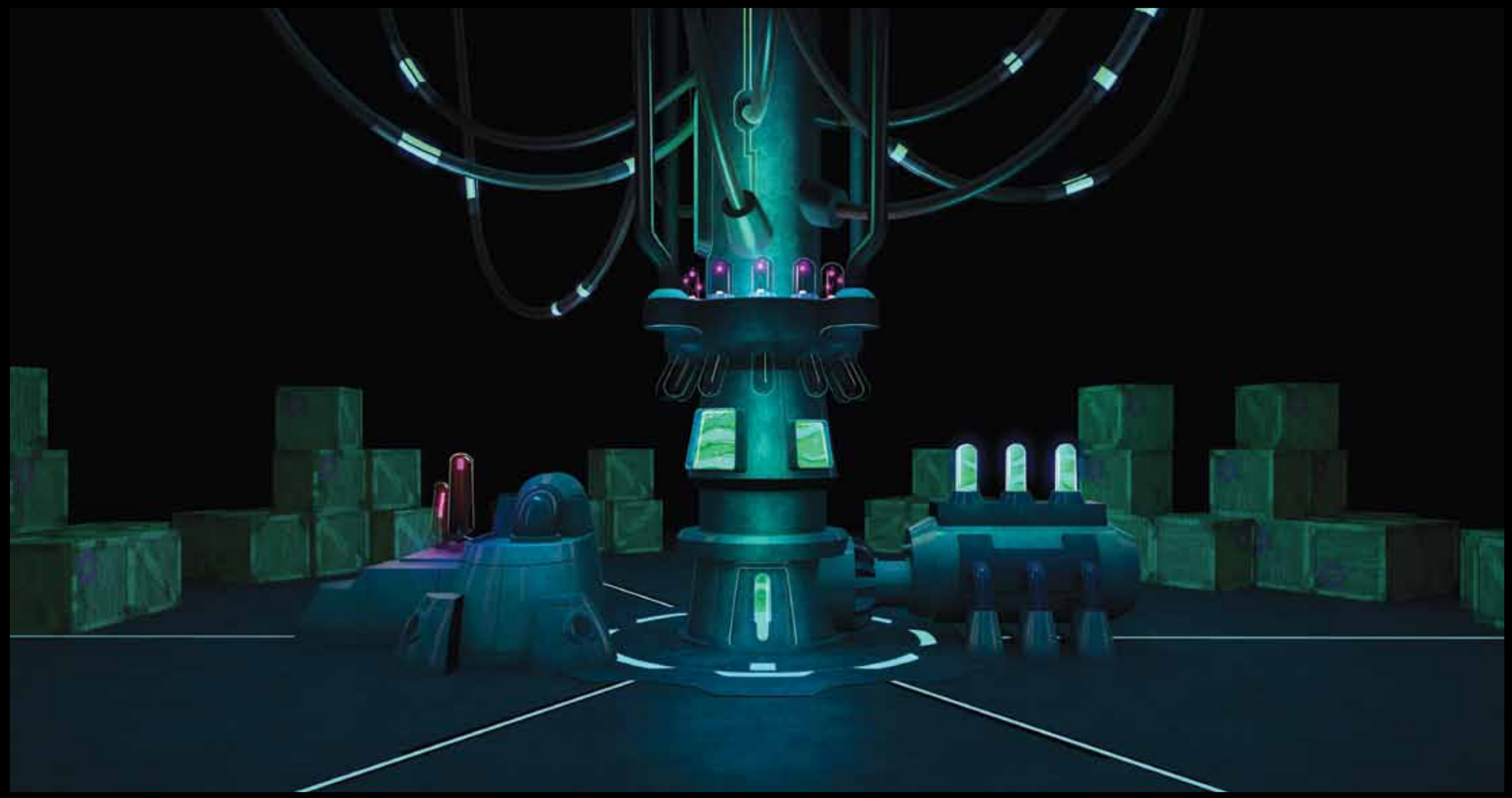
The Kraang house an inter-dimensional portal, mutagenic processor for creating the Ooze and a robot construction line in the depths of their lair inside the TCRI building. It is also one of the few places where the Kraang don't have to live inside their robotic suits.

NEW YORK CITY LOCATIONS

KRAANG WAREHOUSE

DESCRIPTION:	Kraang Controlled, Spacious, Non-Descript
MAJOR PERSONALITIES:	Snake
MAJOR EVENTS:	The Turtle's First Mission, Snakeweed's Creation
SURPRISES:	Kraang Controlled
SEEN IN:	Nick

The Kraang maintain several old warehouse hideouts throughout New York City. Henchmen like Snake run minor operations and transfers out of its cargo areas. The Ninja Turtles put a stop to that on their first mission, though in the process, they also inadvertently douse Snake in mutagen. This turns him into Snakeweed, a hybrid punk/vegetable/mutant villain.



NEW YORK CITY LOCATIONS

LOWER EAST SIDE

DESCRIPTION: Dangerous, Crowded, Old, Lower Class

SEEN IN: Nick

Unlike the East Village, the Lower East Side is a little dangerous. Tenements from the 1800s have given way to a number of projects that house lower-income families. Some kids who feel they have no way out fall into lives of crime. Petty theft is common, as is burglary. When looking to hone their skills, the Turtles routinely patrol its streets.

NEW YORK CITY LOCATIONS

MIDTOWN

DESCRIPTION:	Commercial, Packed, Neon-Bright
SEEN IN:	TMNT I, Game IV, FW, 4K, Nick

Downtown is financial, but Midtown is commercial. Theatres, restaurants, and wholesale boutiques cram side by side among the throngs of tourists who seek out a good time or a good deal. If somebody wants to see the bright lights, catch a basketball game, or watch a show, Midtown is the place.

MURAKAMI'S NOODLE SHOP

DESCRIPTION:	Tiny, Food Service
MAJOR PERSONALITIES:	Mr. Murakami
SEEN IN:	Nick

Mr. Murakami runs an Eastern-style noodle shop in New York City. Customers buy tokens outside the establishment and then exchange them for food in the tiny, U-shaped confines of the shop.

NEW YORK CITY LOCATIONS

NYC SEWER SYSTEM

DESCRIPTION:	Dank, Dark, Poorly-Mapped, Vermin/Mutant-infested
MAJOR SETTINGS:	Turtles' Lair, Tunnel 281
MAJOR PERSONALITIES:	Mutants
SURPRISES:	Hidden Mutants
SEEN IN:	All

The sewer system of New York extends as far back as the founding of the city by the Dutch. Designers had poorly mapped its tunnels, allowing numerous homeless, criminals, and mutants to hide in the fractured expanse.

The Ninja Turtles grow up in the sewers. They know many of the system's secrets and routes, but are by no means experts. They encounter a number of beings in the darkened tunnels that make them wary of traveling too far. In any case, the Turtles find the surface much more interesting. They use the sewers as a "highway" to get from one point to another without being seen.

NYC WATER TREATMENT CENTER

DESCRIPTION: Distant, Mechanical, Unexciting

SEEN IN: Nick

All sewer water in New York City runs through the treatment facility at the edge of the Bronx. It is a clean building that is boring to all but the most religious of plumbing engineers. It is an important site to the Turtles because every underground waterway they use eventually leads to this processing plant.

NEW YORK CITY LOCATIONS

PET STORE

DESCRIPTION:	Small, Normal, Loud
MAJOR EVENTS:	The Turtles' Birth
SEEN IN:	Comic, FW, 4K, Nick

The Pet Store is where Hamato Yoshi bought his four pet turtles, only to be doused minutes later in the mutagen that would change all five of them forever.

RAT KING'S LAIR

DESCRIPTION:	Rundown, Quiet, Infested, Abaondoned Utility Room
MAJOR PERSONALITIES:	Rat King
SEEN IN:	Comic, FW, TMNT II, Nick

After Dr. Falco was transformed into the Rat King, he established an underground lair in a dilapidated section of New York City's sewers. He loves the rats he's encountered in its ruins during his seclusion—and loves even more that he can control 36 million minions to help in his criminal activities.

NEW YORK CITY LOCATIONS

ROCKWELL'S LAB

DESCRIPTION:	High-Tech, Clean, Sterile
MAJOR PERSONALITIES:	Dr. Rockwell, Dr. Falco
SURPRISES:	Funded by the Kraang
SEEN IN:	Nick

Dr. Rockwell and Dr. Falco work side-by-side for many years in their lab. Mysterious funding pays for their animal experimentation, which makes them two of the foremost experts on DNA and parapsychology in the country.

It later turns out that the Kraang have made a side-deal with Falco. In exchange, Falco develops a mutagenic hybrid compound that gives humans psychic powers, which he ultimately uses on himself, transforming him into the Rat King.

NEW YORK CITY LOCATIONS

ROOFTOPS

DESCRIPTION:	High, Somewhat Hidden, Secluded
SEEN IN:	All

When the Turtles need to move fast, they use the rooftops of New York. Only tourists look up anyway, and the brothers' leaping abilities make the expanses between buildings little more than a minor obstacle. The most difficult part turns out to be remaining hidden and fighting the urge to venture down to the street, where wonders like pizza tempt the Turtles to abandon caution and join the human world.

NEW YORK CITY LOCATIONS

SHREDDER'S HIDEOUT

DESCRIPTION:	Hidden, Dark, Protected, Well-Constructed
MAJOR PERSONALITIES:	Shredder
SURPRISES:	Shredder
SEEN IN:	TMNT I, Nick

Shredder's hideout is buried in the depths of Manhattan. It is an all purpose headquarters, featuring training dojos, a throne room, and even a commissary. From there, Shredder controls his entire American force of ninjas.

NEW YORK CITY LOCATIONS

THE SUBWAYS

DESCRIPTION: Long, Dark, Old
SURPRISES: Well-populated
SEEN IN: All

New York's subway system is one of the oldest in the world. Its tracks connect every borough to one another, and provide cheap, fast transport around the city, unless a storm, a strike, or incompetence interferes. Many homeless people live in its shadows, along with a few mutants, making the tunnels a quick but sometimes dangerous route for the Turtles to traverse.

NEW YORK CITY LOCATIONS

T.C.R.I. BUILDING

DESCRIPTION:	Tall, Modern, Mysterious
MAJOR SETTINGS:	Kraang Lair
MAJOR PERSONALITIES:	The Kraang
SURPRISES:	Hides the Kraang Lair
SEEN IN:	Comic, TMNT II, Nick

T.C.R.I. (Trans-Cosmic Research Institute) has a massive headquarters in the middle of Manhattan. It stands sixty stories high, has a modern glass exterior, and fits in so well with the New York City skyline that few people even notice it.

That is the façade, at least. The entire building is little more than a cover for Kraang activity. They built their lair on the top floor in order to protect their plans to destroy the world. Their security forces are deadly, but the Kraang neglected to plan for the infiltration and serious butt-whipping at the hands of four mutated, ninjutsu-trained teenagers.

NEW YORK CITY LOCATIONS

WEST VILLAGE

DESCRIPTION:	Eastern-Influenced, Spartan, Criminally Funded
MAJOR SETTINGS:	Argosy Theater
MAJOR PERSONALITIES:	April O'Neil, The O'Neil Family
SEEN IN:	Comic, TMNT I, TMNT II, TMNT III, TMNT CGI, Game I, Game II, Game IV, Nick

The West Village neighborhood of New York has long been a haven for wealthy individuals looking to spend a lot of money. Narrow brownstones and miniscule high-end boutiques cover most of the region. Numerous bus and subway lines cross the neighborhood. It is an area for the rich and richer to raise a family or live a more extravagant lifestyle.

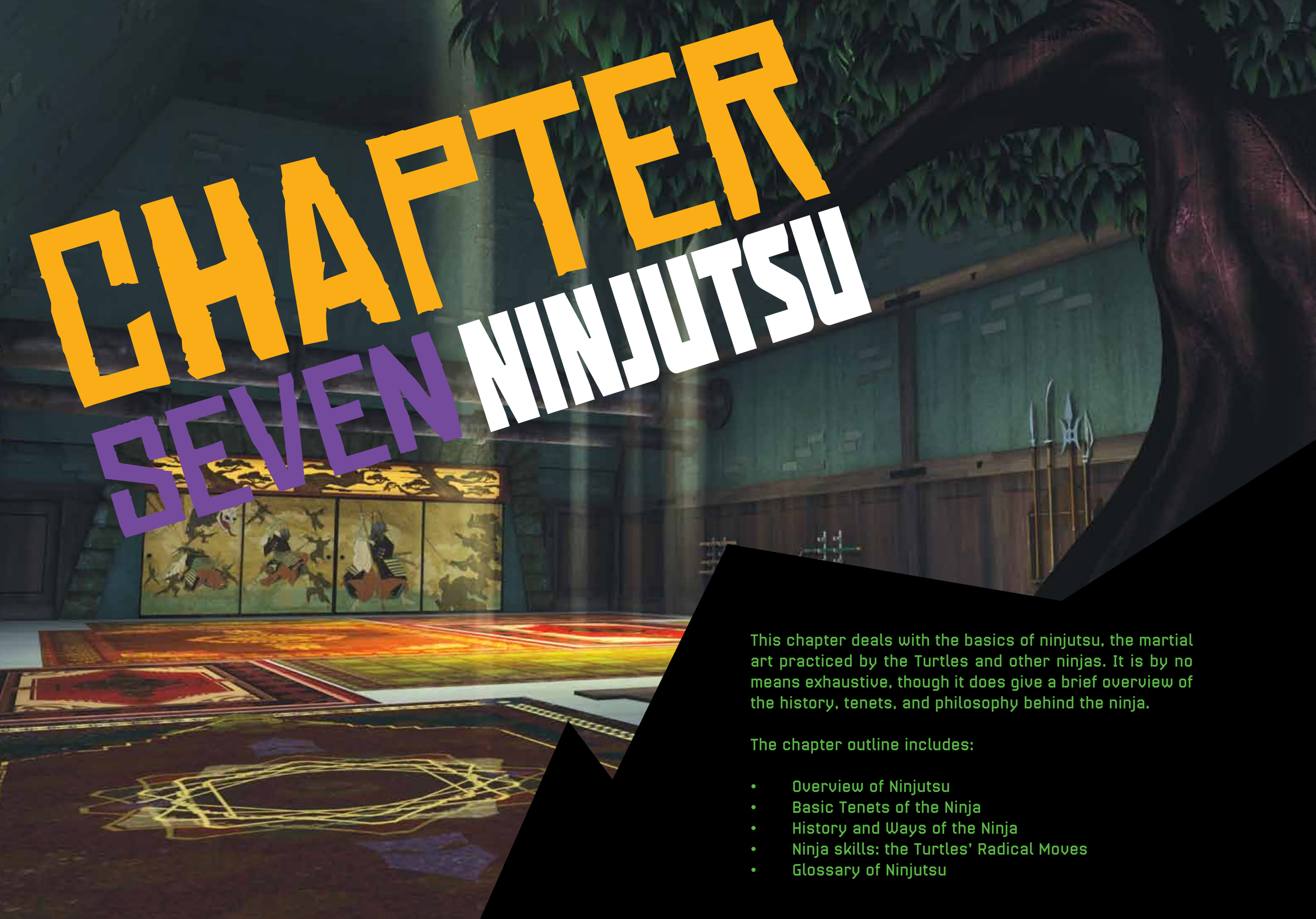
OTHER LOCATIONS

DIMENSION X

DESCRIPTION:	Alien, Inhospitable
MAJOR PERSONALITIES:	The Kraang
SEEN IN:	Nick

The Kraang live in this alternate dimension, which is "sideways" from humanity's own. Its harsh atmosphere makes it nearly impossible for any species that has not evolved there to survive. Even the Kraang don't like it very much. They tried to launch an attack on Earth's dimension as soon as they could.

MORE INFORMATION ON THE KRAANG CAN BE FOUND IN CHAPTER EIGHT: SCIENCE + TECHNOLOGY.



CHAPTER SEVEN NINJUTSU

This chapter deals with the basics of ninjutsu, the martial art practiced by the Turtles and other ninjas. It is by no means exhaustive, though it does give a brief overview of the history, tenets, and philosophy behind the ninja.

The chapter outline includes:

- Overview of Ninjutsu
- Basic Tenets of the Ninja
- History and Ways of the Ninja
- Ninja skills: the Turtles' Radical Moves
- Glossary of Ninjutsu

NINJUTSU

OVERVIEW OF NINJUTSU

The first priority of the ninja is to win without fighting.

– DR. MASAAKI HATSUMI

Grandmaster and Founder of the Bujinkan Organization

Ninjas aren't brawlers. They're not big, hulking thugs who run through brick walls. They don't rush headlong into battle, weapons glinting in the sun, yelling and slashing and cheering. They don't beat their enemies into submission. A ninja is something different.

Ninjas use their mind as well as their might. They think around their enemies. They use their environment to their advantage. They utilize shadow and fear, turning an enemy's insecurities and weaknesses against them. Instead of a thousand bashing blows with a hammer, they wait until the perfect moment and strike soundlessly, once, with the edge of a blade.

That is the art of the ninja: no unnecessary movements, no wasted words. A true ninja does not receive accolades because he or she is a creature of the night. It is a hard existence that requires absolute devotion to the martial arts.

That sounds pretty heavy. But if four teenaged mutant turtles can pick it up (along with a generation of fans), it can't be too hard to understand. Indeed, one of the key elements as expressed by several ninja masters (among other philosophers) is a belief in the power of innocence/childhood. Things can be complex, but simplicity and small things also have tremendous value. A good plan has as few steps as possible. A good ninja strikes but once.

NINJUTSU

I trained myself every day in the morning and in the evening in order to find profound truth. I finally mastered the art of combat at the age of fifty or so.

– MIYOMOTO MUSASHI

Book of the Five Rings

NINJA PHILOSOPHY

A summary of the basic philosophy of the ninja can be boiled down to this:

- **OBSERVE –** Ninjas watch their enemies, looking for patterns and mistakes that they can then exploit.
- **STRATEGIZE –** Ninjas plan their attack down to the last detail, but allow for the inevitable confusion that comes with battle.
- **STRIKE –** Ninjas do not hesitate when the opportunity to strike presents itself; but their attack is informed by the observations they have made and strategies they have devised.

NINJUTSU

BASIC TENETS OF THE NINJA

According to Dr. Masaaki Hatsumi, the 34th grandmaster of the nine schools of ninja arts in Japan, the rules that all ninjas (and students) must abide by are:

A NINJA MUST INFILTRATE THE ENEMY'S CAMP AND OBSERVE THE SITUATION.

What separates ninjas from other warriors is their ability to observe (in disguise, from afar, or however) before striking. To know one's enemies better than they know themselves is the first step to victory.

A NINJA SHOULD WORK FOR SOVEREIGN AND COUNTRY THROUGH A SPIRIT OF JUSTICE, AND CULTIVATE HIS OR HER SOUL FOR TEACHER AND PARENTS.

This means that ninjas don't profit from using their skills and don't use their abilities for entertainment. They fight for a cause, be it their own or that of their "master."

A NINJA PLACES GREAT IMPORTANCE ON HOJUTSU, WHICH IS THE METHOD OF INTERCHANGING TRUTH AND FALSEHOOD.

A ninja tricks his enemies by making them think one thing when the opposite is true. Disguise plays into this, as does shadow work, misdirection, and psychological warfare.

NINJUTSU

A NINJA MUST MASTER THE USE OF POWDERS, TOOLS, AND WEAPONS.

A ninja is not just a skilled fighter. A ninja can use smoke powder to distract opponents, grappling hooks to climb walls, and dozens of other weapons to defeat his opponents. Ninjutsu is strongest in the hands of someone who is prepared for every contingency.

NINJAS SHOULD SPEND CONSIDERABLE TIME IN PRACTICING WITH EACH OF THE WEAPONS HE OR SHE WILL USE.

Every ninja has a preferred weapon or fighting style (see below for those of the Turtles). There are nine schools of ninjutsu in Japan alone that teach specific techniques. Only grandmasters can be successful at all of them, but it's better to really hone one's ability with a single weapon, method, or strategy when needed rather than to tenuously grasp a dozen.

THE NINJA MUST ALWAYS DIRECTLY CONTACT NATURE.

A ninja uses the environment to his advantage. Wind, fire, shadow, light, water, and anything found in your surrounding environment can and should be under a ninja's control.

THE NINJA MUST ALWAYS TAKE CARE OF HIMSELF, BE SWIFT IN ACTION, STRONG IN BODY, AND MASTER MANY SKILLS.

The body is a temple. A ninja must be strong, quick, and graceful.

THE NINJA MUST CARRY OUT THE ASSIGNED TRAINING.

Train often. Train hard. A ninja must be a master of the body, mind, and spirit.

NINJUTSU

HISTORY AND WAYS OF THE NINJA

Though their skills developed in parallel to those of the samurai, very little of the ninjutsu was documented or preserved for history. Whereas manners and directness were essential to a samurai's way of life, a ninja traded in secrecy and subterfuge. A ninja didn't wear a heavy (and noisy) suit of armor, so he had to be agile. Agility meant lighter weapons, which led to indirect confrontation. For example, a samurai would outclass a ninja in direct hand-to-hand combat, but through the use of numbers, subterfuge, and distractive weapons such as smoke bombs or poisons, they could level the field of battle.

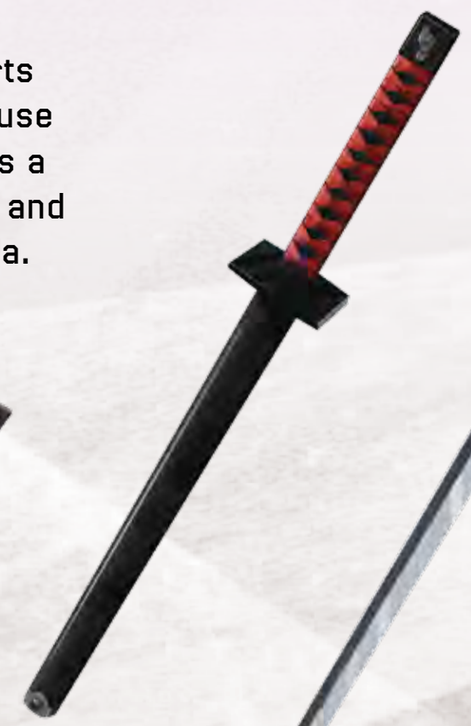
Tradition has it that the origins of ninjutsu began in Iga province sometime during the 6th century. The Emperor ruled Japan, but in a feudalistic society, local lords had fairly free reign to squabble among themselves. They required agents who could observe and strike at their enemies yet remain hidden from the government's prying eyes. These hidden figures eventually evolved into the ninja.

NINJUTSU

To maintain secrecy, clans developed that taught the rituals and roles of the ninja to each passing generation. Just as samurai were born into their role, so too were ninjas. A child could try to strike out on his own, but that path was hard and full of possible dishonor.

Ninja families instead passed down these traditions and techniques from father to son (or mother to daughter) over the centuries. These techniques became more and more refined as time passed for a simple reason: each ninja clan was, by their very existence, in competition with another. There were different schools for the teaching of varying techniques and styles, but upon "graduating," a ninja became part of a clan.

A few ninja clans and schools still exist to this day, most notably the Bujinkan (the nine schools of Japanese martial arts). They continue to teach martial arts to anyone who is willing to learn. Because the skills are hard to master, one needs a good teacher, a great deal of patience, and an in-born ability to become a true ninja.



NINJUTSU

NINJA SKILLS:

The Turtles' Radical Moves

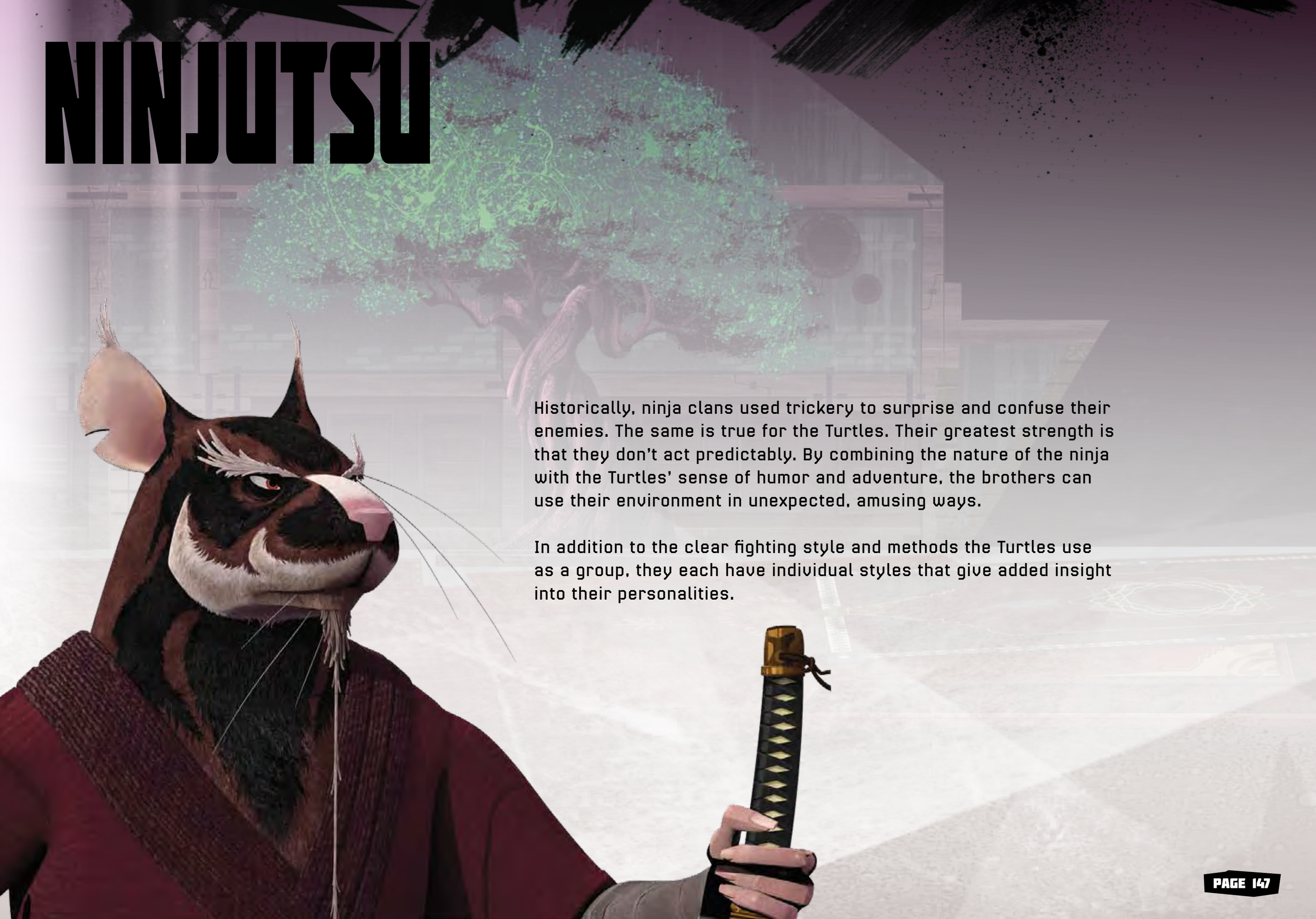
The Teenage Mutant Ninja Turtles are practitioners of martial arts, and their striving for mastery of those arts demands attention to both the physical and spiritual elements of this classic journey.

Kicks, spins, and punches are all well and good, but what has always set Raphael, Leonardo, Michelangelo, and Donatello apart from martial arts characters in other properties is their ability to surprise their enemies.

They don't do this by underplaying the difficulty of mastery or dismissing the danger of the skills they employ. As espoused by the philosophy of ninjutsu, they simply make the best use of what is around them at the moment they find it, out-thinking their enemy as much as overpowering them.

> "THE WAY OF THE NINJA IS TO DO NO HARM, UNLESS YOU WANT TO DO HARM, IN WHICH CASE YOU DO A LOT OF HARM."
>
> – SPLINTER

NINJUTSU



Historically, ninja clans used trickery to surprise and confuse their enemies. The same is true for the Turtles. Their greatest strength is that they don't act predictably. By combining the nature of the ninja with the Turtles' sense of humor and adventure, the brothers can use their environment in unexpected, amusing ways.

In addition to the clear fighting style and methods the Turtles use as a group, they each have individual styles that give added insight into their personalities.

NINJUTSU

DONATELLO

Bo

Donatello likes to think around problems, a very traditional form of the ninja. His bo, a long staff, allows him to keep his opponents at a distance long enough to determine how best to take advantage of the weapon's unmatched versatility: attacking, defending, pummeling, or even vaulting over an enemy to escape.

Donnie also employs a modification to the bo, in which a retractable blade appears from one end.

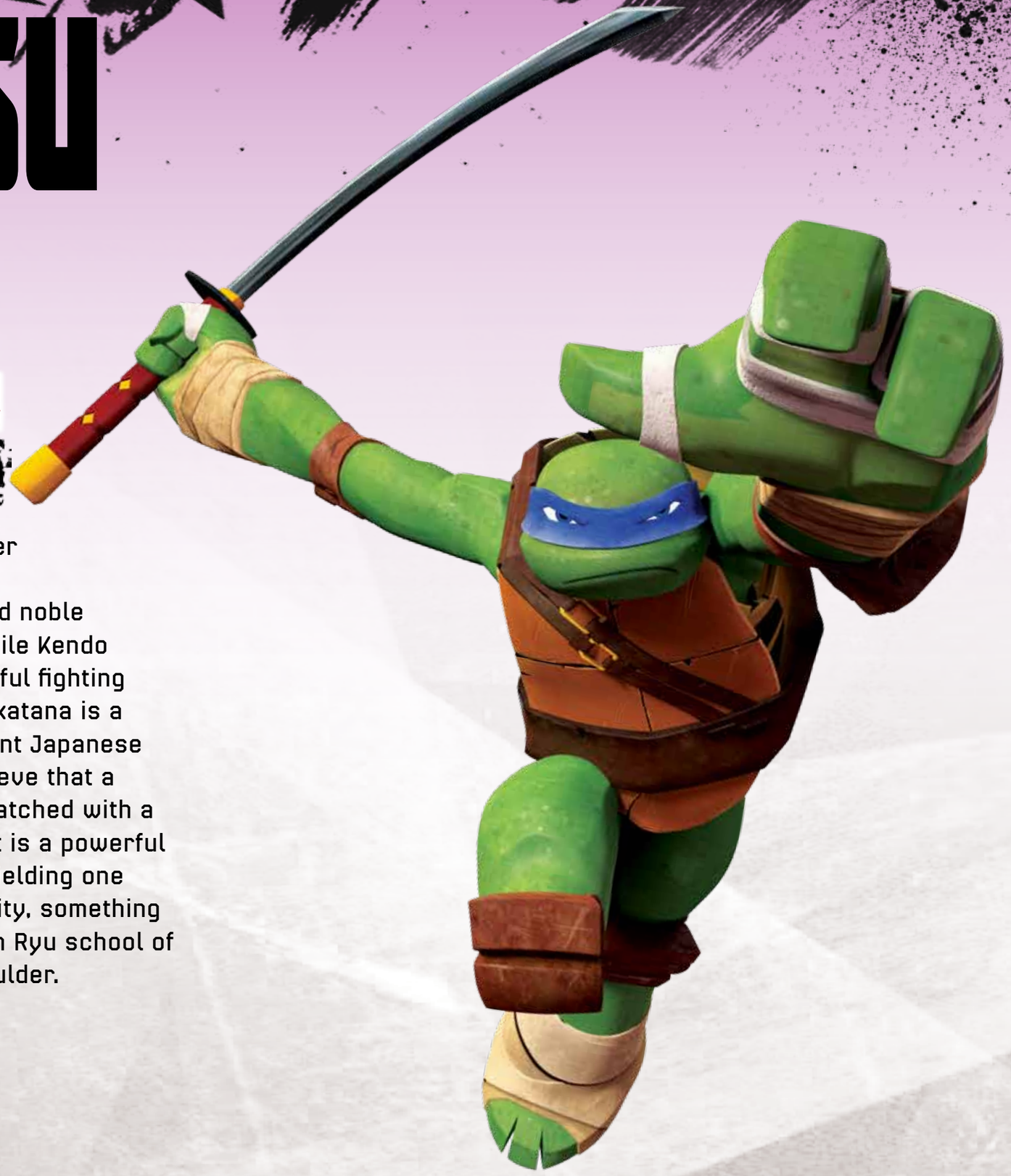
NINJUTSU

RAPHAEL

Sai

Raphael is a bruiser. He loves getting in and getting physical with his opponents, despite Splinter's admonitions about his rush to judgment. Raph is aggressive and relentless, and his sai allow him to attack, trap and block his opponents. Sai are great for striking and stabbing, but are solid defensively as well, and unmatched in close combat.

NINJUTSU



LEONARDO

Katana

Leo is a natural team leader and strategist. His swords are the most legendary and noble of Japanese weaponry. While Kendo (sword fighting) is a powerful fighting style, the right to carry a katana is a symbol of respect in ancient Japanese culture. The Japanese believe that a sword has a soul. When matched with a warrior equal to its skill, it is a powerful and dangerous weapon. Wielding one requires much responsibility, something that Leo, applying the Niten Ryu school of swordplay, aspires to shoulder.

NINJUTSU

MICHELANGELO

Nunchuks

Michelangelo is the most instinctive and improvisational fighter of the brothers. He excels at tricks and acrobatics. Unlike other weapons, nunchuks are good for striking and locks (trapping an opponent's weapon or limbs).

Nunchuks allow the user to employ speed and misdirection to distract his enemies from their own strikes and defense. Mikey's nunchuks also have a special feature: when needed, a blade can pop out of one end. Note that Mikey does not use this blade for stabbing or slicing, but he can use it to hook an opponent. Despite his seemingly goofy demeanor, Michelangelo has become a master of some of the most important aspects of ninjutsu, thanks in no small part to his skills with nunchuks.

NINJUTSU GLOSSARY

Bo – the long staff. A traditional ninja weapon.

Bujinkan – the reformed organization of the nine schools of Japanese martial arts, as founded by Masaaki Hatsumi in 1970. They are:

- Gyokko-ryū Kosshi jutsu
- Kotō-ryū Koppō jutsu
- Shinden fudō-ryū dakentai jutsu
- Takagi Yōshin-ryū Jūtai jutsu
- Kukishinden Ryu
- Gikan-ryū Koppō jutsu
- Togakure-ryu
- Gyokushin-ryū ninpō
- Kumogakure-ryū ninpō

Hojutsu - the method of interchanging truth and falsehood. Ninjas don't lie, but they do create misimpressions in the minds of the enemies.

Katana – the Japanese long sword. Pop culture associates the weapon with the Samurai, but many ninjas also used this bladed weapon.

Kunoichi – a female ninja. Women were particularly useful as ninjas because the patriarchal society of medieval Japan typically ignored females, thereby providing a kunoichi the element of surprise in many engagements.

Kusarigama– also called the Jingama, is a sharp curved bladed Kama sickle, ninja weapon of Japan with chain and weight attached.

Ninjutsu – the martial art of the ninja. "Nin" is the noun form of Shinobi (to endure). "Jutsu" is an art form, typically martial or spiritual. Properly translated, ninjutsu is the *Art of Endurance*.

Ninniku Seishin – the ability to endure insults with patience and humility. A ninja never loses his or her head.

Ninpo – the arts of assassination and espionage. Though often overlapping with ninjutsu, the two were distinct. One could be a ninja, a spy, or both.

Nunchuks – two blunted sticks, bound together by a leather or metal chain. Lethal in the right hands, but difficult to master.

Oniwaban – a kind of ninja, specifically government-funded and regulated.

Sai – a handheld, triple-pronged weapon. It could just as easily disarm an opponent as pin them to a wall.

Seiza – the traditional kneeling position. Used both as a resting stance between training sessions and as a way to meditate.

Sensei – a teacher, both of discipline and philosophy. This is used both as a noun and an honorific (Splinter-sensei, for instance).

Shinobi – meaning "to endure," shinobi were the ninjas of the Edo era.

Shinobi Shozoku – A ninja's traditional outfit (black hood, black gi [pants], etc.). Though popular in culture, ninjas very rarely used this outfit, instead disguising themselves as civilians.

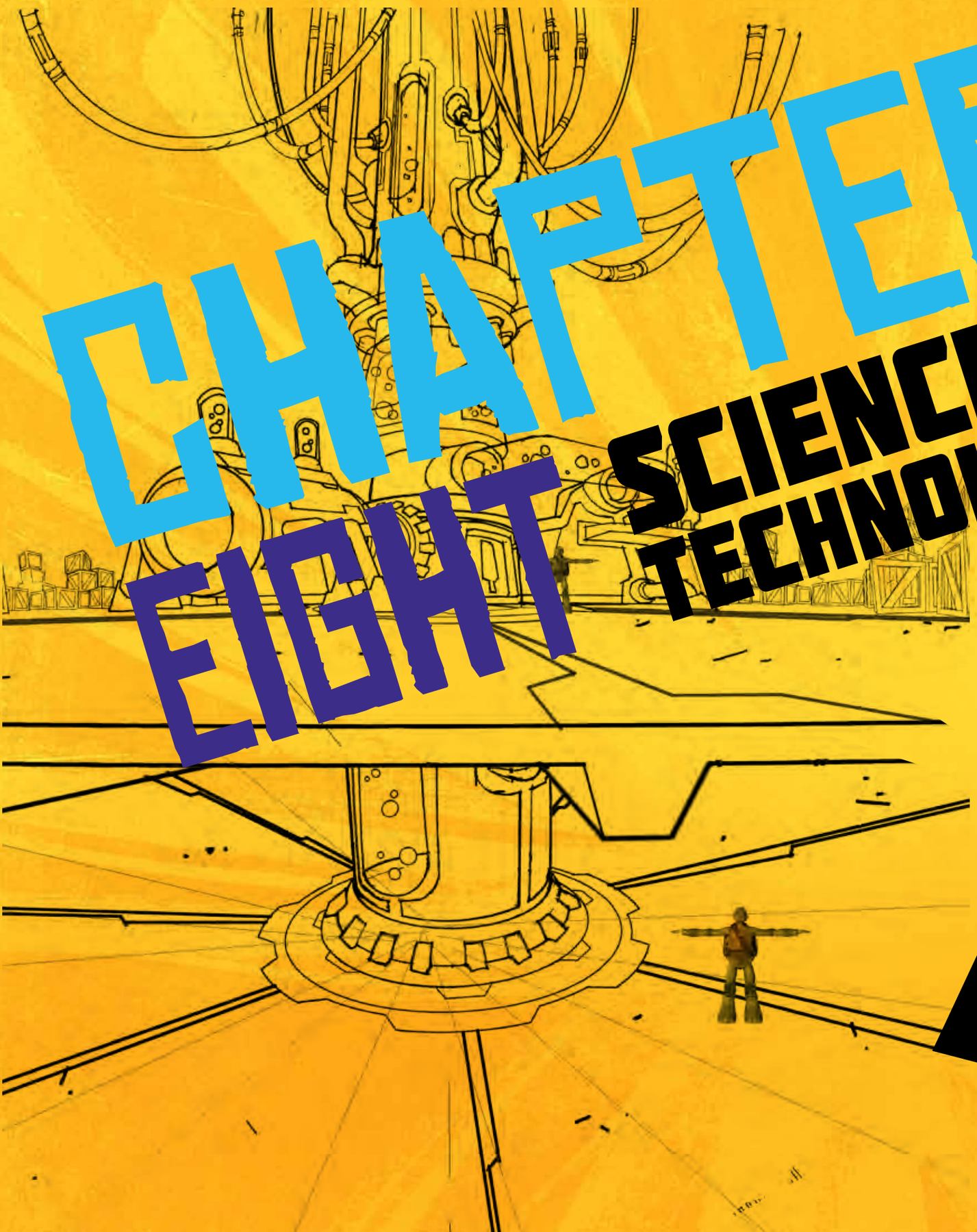
Smoke Bomb – a concealing weapon. Traditionally made out of egg, smoke bombs were used by ninjas when they needed a distraction or a quick getaway.

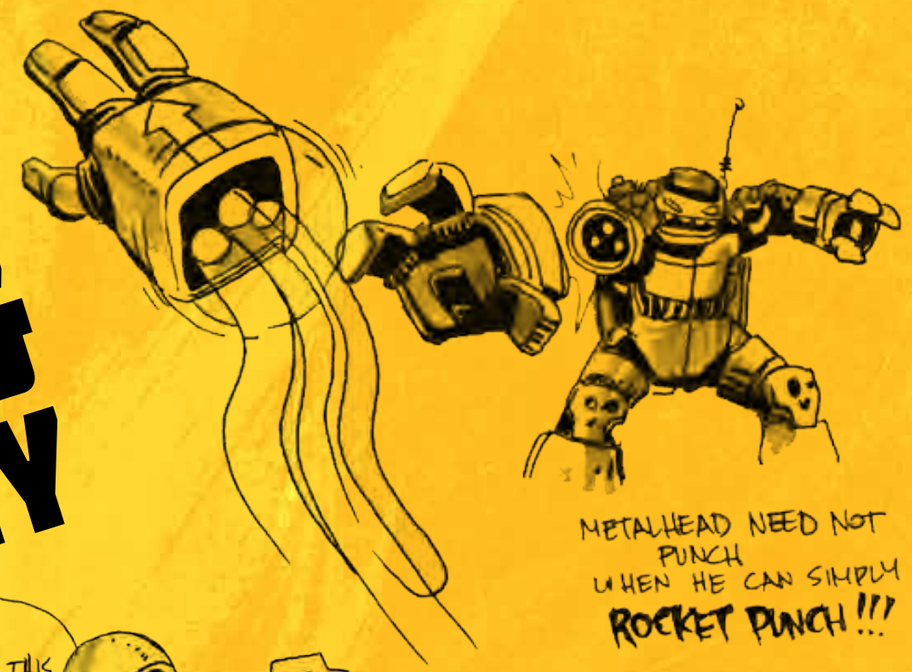
Soryu – an inherited style, passed from teacher to student.

Tanto – a multipurpose, short knife.

CHAPTER EIGHT

SCIENCE & TECHNOLOGY





This chapter details the usage of Science and Technology within the Turtles' Universe, from the basics to the "rules" for how it works within the franchise.

The chapter outline includes:

- Overview of how science works in the Turtles' universe
- Background on the villainous Kraang alien race
- Donatello's Inventions

SCIENCE & TECHNOLOGY

OVERVIEW OF SCIENCE IN THE WORLD OF TEENAGE MUTANT NINJA TURTLES™

The Teenage Mutant Ninja Turtles exist in a very real world that is infused with the unreal on a daily basis. The comfort that the local pizza joint is open 24/7 is offset by the surprise that, on any given day, a ten-foot tall robot may be lurking around the corner!

In this world, science follows specific parameters that are grounded in reality. Things like robots, mutagen, Kraang, and dimensional portals have their basis in relatable science that is then stretched like taffy to achieve comedic and dramatic effect. Robots exist, but they are built from discarded, untraditional parts, and those parts need a very intelligent (if slightly deranged) mind like Baxter Stockman's to make them work.

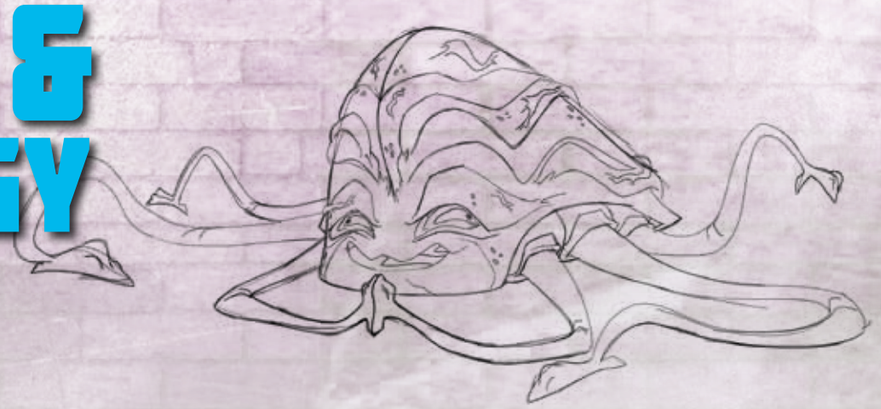
Advanced technology has existed on Earth for decades as a result of the Kraang's long-term planning, and some of it has found its way, without revealing its source, into mainstream society in unexpected ways (just as Velcro came out of NASA's Apollo program). This provides a logical explanation for some of the science-fictional aspects of the universe, but it shouldn't be used as a convenient deus ex machina that allows for anything to appear at any time.

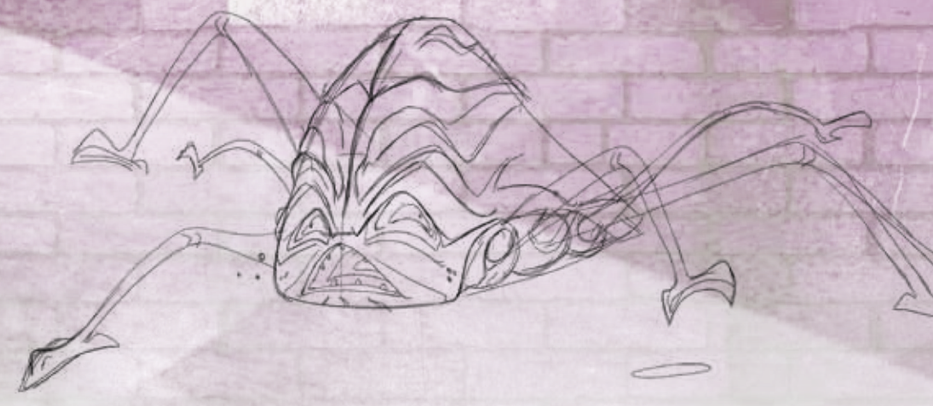
SCIENCE & TECHNOLOGY

TENETS OF SCIENCE FICTION IN THE TMNT UNIVERSE

- Exists in the real world infused by the surreal.
- Super-tech, with a dollop of science fact for support.
- Advanced technology takes work! No easy solutions!
- Due to the Kraang's presence, odd, advanced tech has seeded the world for decades, though mainstream humanity does not know of its alien origin.

SCIENCE & TECHNOLOGY





THE KRAANG

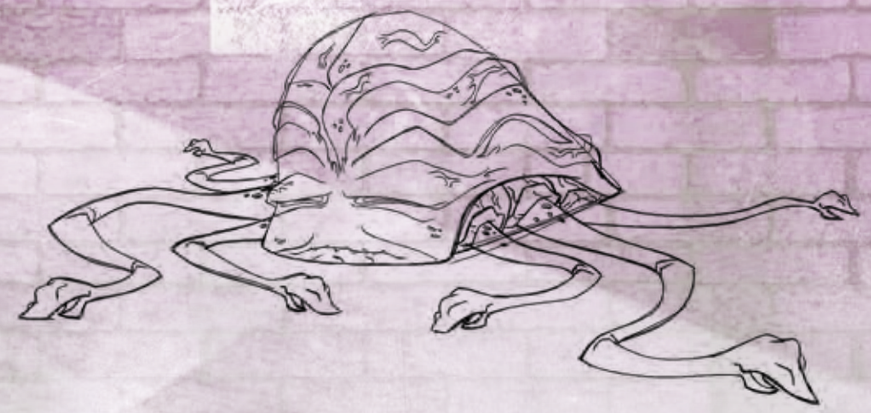
The main source of science fiction in the Turtles' universe comes from the presence and activities of an extra-dimensional species called the Kraang who have been infiltrating our world over the course of centuries: the Kraang seek to conquer Earth so that they can inhabit our planet.

The Kraang homeworld is a ticking time bomb counting down towards self-destruction and with a little tweaking, terraforming, and species-manipulation, they think Earth can be turned into a viable alternative for their species. There is pressure on the Kraang who live on Earth to advance their agenda because they need to evacuate their homeworld very soon.

The Kraang access Earth through a dimensional portal that they learned to harness through technology. The portal opens approximately once every twenty-one years. Field teams of Kraang came through to "set up basecamp" and implement their long-term plan to conquer Earth.

- The Kraang have infiltrated Earth for some time, possibly centuries.
- The Kraang homeworld has an expiration date coming due soon!
- The portal between Earth and Kraang homeworld appears on the island of Manhattan once every twenty-one years.
- The Kraang built their headquarters around the portal, which they have stabilized to some degree with their technology.
- They are under immense time pressure to permanently stabilize the portal between worlds and complete the preparation of Earth for the great Kraang migration.
- Most work at Kraang's Manhattan TCRI headquarters.
- They conduct biological experiments on humans and animals using a mutagenic compound, residue that accidentally created the Teenage Mutant Ninja Turtles.
- They live among mainstream human society in disguise.
- Their advanced tech has secretly seeded Earth in odd ways.

SCIENCE & TECHNOLOGY



"BRAIN" FORM

The Kraang's true form looks like a combination of a brain and a squid. Their slooshy, squishy gelatinous bodies include six tentacle-like appendages.

Because their body types are not conducive to locomotion, their incredible intellect mastered the ability to create humanoid mechanical support structures that made them mobile and allowed them to assimilate into human society.

- Very limited locomotion in Earth environment.
- Highly susceptible to physical damage or viral or bacterial contagions when outside their protective shells.
- In their natural form they look like a cross between a brain, a squid, and a spider.

SCIENCE & TECHNOLOGY

KRAANGDROID

The Kraang occupy convincing humanoid android "host" bodies, which allow them to assimilate with mainstream society (although their manner remains slightly off-putting and "alien").

Using the kraangdroid forms, the Kraang can simulate all day-to-day physical activities that a normal human performs, such as movement, walking, talking, and even eating (all "digested" food gets broken down into energy inside the shell's "furnace" system).

- Mechanical robotic shells provide individual Kraang with locomotion, protection, and assimilation into human civilization.
- Oddly anachronistic demeanor, manner of speaking and movement.

SCIENCE & TECHNOLOGY

NORMANS

The Kraang have a large group of operatives that have been tasked to infiltrate and interact with human society. The "Normans" wear "epidermal sheathes" over their Kraangdroid robot shells that simulate human skin. They look like humans, though as with their speech and mannerisms, they come across as slightly odd and quirky.

- Kraangdroids with epidermal sheathes that simulate skin.
- Exterior skin, hair, fingernails, and facial characteristics match those of human beings.
- Odd and quirky demeanor, stilted manner of speaking and movement.

SCIENCE & TECHNOLOGY

THE PORTAL

The portal between Earth and the Kraang universe is the result of a scientific accident that occurred centuries ago on the Kraang homeworld. While studying the varying degrees of density among stellar matter as a means of finding a way to leave their dying planet, Kraang scientists triggered a temporal and spatial anomaly. The result was a small, pinprick of a wormhole that folded into and out of their dimensional space.

It took twenty-one years for the portal energy to flare again. The scientists who were assigned the indescribably boring task of sitting in the same exact spot of the original experiment for years, just waiting for something to maybe happen, proved surprisingly well-prepared for the portal's reappearance.

They obtained just enough information during the portal's static period to determine what its chronological cycle for recurrence would be and to theorize that the portal led... somewhere.

For the next cycle, they sent a voluntary exploratory team of Kraang through the portal (voluntary being an extremely subjective use of the word in this case). That group became the first to arrive on a planet called Earth, on the island then known as Mana-hatta. The Kraang hid from the indigenous natives and ultimately hid among them for decades in preparation for the next portal appearance.

Over the centuries, the portal location became secreted within buildings that were erected, owned, and operated by the Kraang on that singular spot in Manhattan, which eventually became the current site of the TCRI Corporate Headquarters. Though the portal still only opens for a short period of time, the Kraang's power cell technology has allowed for longer and longer apertures, as well as a completely stabilized location. Their ultimate plan: a continuous link to Earth, allowing for a full-scale interplanetary invasion and final colonization of Earth!

SCIENCE & TECHNOLOGY

KRAANG PORTAL

- First created on the Kraang homeworld, it is a tear in the fabric of reality, the size and duration of which remain unstable without technological intervention.
- First field study team of Kraang came to Earth and landed on the island of Mana-hatta, well before the European settlers arrived.
- The "portal" appears once every twenty-one Earth years.
- The "portal" relies on power cells to stay open and allow passage between worlds.
- The Kraang have spent centuries studying and steadying the portal so that it can accommodate a migration of the entire Kraang species before their homeworld is lost.

SCIENCE & TECHNOLOGY

DIMENSION X

The Kraang come from the mysterious Dimension X, a different plane of reality whose existence coincided with the spatial coordinates of our own reality. It has not yet been revealed whether their planet contains a similar atmosphere to ours, although due to their unique physiology, it is assumed the worlds are vastly different. It has also not yet been revealed whether the general properties of time and physics operate the same way between worlds, though based on their ability to create ambulatory vehicles, androids, weapons, and equipment using Earth resources, it can be assumed they are very similar.

The Kraang have known their planet has an "expiration date," likely of their own making. As a result, their society's efforts have been dedicated to locating a suitable planet for them to inhabit when their own world becomes uninhabitable.

Based on their physiology and the gaseous environment the Turtles found inside TCRI, it can be assumed that the Kraang homeworld has an atmosphere that is incompatible with Earth. Based on the Kraang's physiology, the planet is likely liquid-based, though they have the ability to breathe and move on land. Their bodies are extremely vulnerable to physical harm on Earth. Whenever they are ambulatory, they always try to remain within a protective shell, be it a Kraangdroid or vehicle/housing.

DIMENSION X

- Dimension X is another plane of existence separated from our own reality.
- It may exist in the equivalent space of our universe (which means the Kraang world over there is located in the same respective coordinates as Earth is *over here*).
- Though it has not yet been revealed, its physical properties: matter, gravity, and electromagnetic wavelengths seem to operate in similar fashion to ours.

SCIENCE & TECHNOLOGY

MUTATION

To prepare Earth for their migration, the Kraang experimented with the planet's life forms for centuries. Their end goal remains uncertain, but possibilities include:

- To prepare the human species for the changes to the Earth's atmosphere and ecosystem that would occur upon the Kraang's migration
- To prepare a pliant race of hybrid slaves that they could control

It is presumed that the Kraang's original experimental subjects have long passed on, though, when the occasional odd remains are found.

The Kraang are responsible for all hybrid life forms that have been created on Earth. The majority of their experimentation is conducted on both humans and animals simultaneously to create hybrid life forms. It is also presumed that the Kraang have conducted tests on multiple animal species (such as alligators) in attempts to manipulate or advance their evolutionary process. Some of these monstrous hybrids have been retained in service to the Kraang and pose a threat to the Teenage Mutant Ninja Turtles, though others, like Leatherhead, become friends to the Turtles.

MUTATION

- The Kraang's experimental mutations have existed on Earth for centuries.
- The Kraang have been performing genetic testing to either create a subservient species, or to prepare that species for atmospheric changes that will occur when the Kraang conquer the planet.
- Most of the Kraang's experimentations have manifested human/animal hybrids.

Fishface, aka Xever

SCIENCE & TECHNOLOGY

OOZE/MUTAGEN

The Kraang use a Mutagen compound, "the Ooze" to merge a species' DNA into hybrid life forms. This bluish-green, glowing, viscous fluid works as both an acid and a glue. On first contact with a living specimen, it immediately begins to break down the subject's DNA/RNA complex molecules and in essence, rewrite them by "gluing" new information, or the information drawn from the DNA of the closest specimen, into the strands.

As the polymerase enzymes of the double-stranded DNA helix and the single-stranded RNA are transcribed with this new information, the subjects' molecules change. And that's about as much science fact as is needed for this science fiction.

SCIENCE & TECHNOLOGY

On multiple occasions, the Mutagen (or residue from its manufacture) has found its way into human civilization. Primarily, this compound is responsible for turning both a Japanese ninja and four house pet turtles into Splinter and the Teenage Mutant Ninja Turtles. In some cases, this change occurs instantaneously, such as happened with our heroes, while in other cases the process has proven excruciatingly slow.

In a controlled lab environment, the Kraang have greater control over the experiments they perform and the hybrids they create. In the "wild," or during accidental exposures, the Ooze mutations have occurred based on proximity of the subjects involved and the merging of their respective DNA into a hybrid model.

It has yet to be revealed if the Mutagen was created on the Kraang homeworld and imported to Earth during one of their many expeditions, or if Kraang advance teams on Earth created the compound here.

The Kraang's main output facility for the Mutagen is at the TCRI headquarters in Manhattan. The equipment and facility used to generate the Mutagen takes up several stories of the skyscraper.

Even as some experiments prove more successful than others, the Kraang never stop manipulating the Ooze. Recently, they even intended to detonate a Mutagen Bomb across Manhattan in order to create a massive hybrid shift in the human population, but the Turtles foiled the attempt.

THE DIFFERENCES BETWEEN SLIME AND OOZE

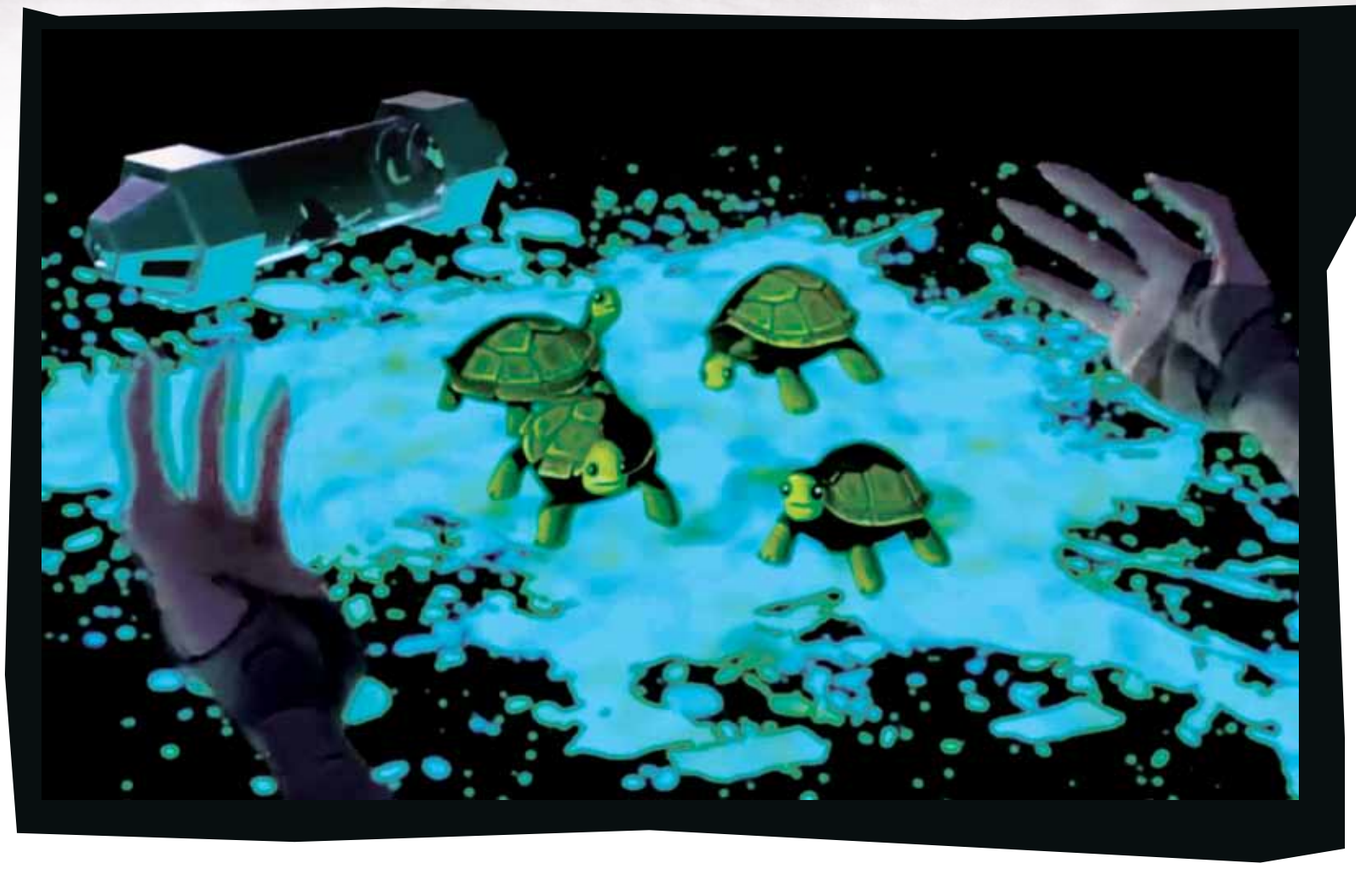
NICKELODEON'S SLIME

- **SLIME IS FUN.** People get slimed for answering questions wrong, for saying the wrong word, for being in the wrong place at the wrong time, and for a host of different reasons. Yet nobody ever really tries to avoid it: it's gross, but it's a "fun" gross that kids embrace.
- **SLIME IS FUNNY.** Sliming brings people down a peg. Adults can't be so serious if they're slimed, while kids revel in the grossness that it brings. Slime may be an inanimate object, but when it starts flying, it's hard not to get caught up in the ridiculousness of it.
- **SLIME IS SAFE.** Nobody is ever in any danger when getting slimed. The biggest threat is humiliation, but it's such a big joke that few people are ever actually embarrassed to be slimed. In fact, many slime-ees considered the act as a badge of honor.
- **SLIME IS AN ICON.** Across the entire breadth of Nick, Slime has been utilized as a symbol for the slightly edgy, gross, but ultimately fun and kid-friendly ethos that the company embraces.
- **SLIME HAS NO ORIGIN.** Sure, it was introduced on You Can't Do That on Television, and its creation has been mentioned in park tours or TV shows, but nobody really "creates" Slime. It is as close to a primordial force as Nick can create. Slime exists.

SCIENCE & TECHNOLOGY

TMNT OOZE

- **OOZE IS DANGEROUS.** Ooze can transform a turtle into a Mutant Ninja Turtle, or a human being into a massive rat-creature. In its various stages, Ooze can even kill if overexposed. It is radioactive, glowing, and toxic. Nobody uses it lightly.
- **OOZE IS CHAOTIC.** You never know what's going to happen when you touch Ooze. Once exposed to Ooze, some people have only been slightly changed, while others have become completely, painfully, transformed.
- **OOZE IS SERIOUS.** It may transform innocents into hideous versions of themselves. The Turtles try to destroy the Ooze and stop those who wield it. They know firsthand what it can do.
- **OOZE IS A TOOL.** Ooze is a by-product of scientific experimentation and is generally used for specific purposes by the Kraang in genetic testing.
- **OOZE HAS A HISTORY.** Ooze was created. It is the essential ingredient to the Turtles' creation. It is, thus, inextricably linked with who they are and what they will become.



SCIENCE & TECHNOLOGY

MUTAGEN/OOZE

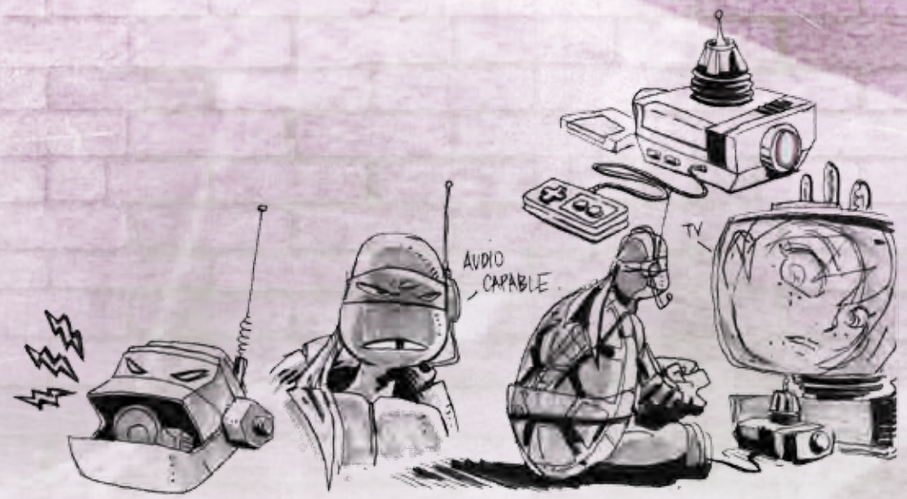
- The Mutagen compound, known as "the Ooze," works as both an acid and glue by breaking down the subject's DNA/RNA complex molecules and rewriting them by "gluing" new information into the strands.
- The hybridization of a subject and the life form it had been in proximity to or whose DNA it was exposed to, can occur immediately upon contact with the Mutagen or over a prolonged period of time.
- It is not known if the Mutagen was created on the Kraang homeworld or upon their arrival on Earth.
- The Kraang perform genetic testing to create a sub-servient species and/or to prepare Earth species for atmospheric changes that will occur when the Kraang change the planet to suit their biology.
- The Kraang's main output facility for the Mutagen is at the TCRI headquarters in Manhattan.

CHARACTERS WHO HAVE BEEN TRANSFORMED BY MUTAGEN INCLUDE:

- The Teenage Mutant Ninja Turtles
- Splinter
- Snakeweed
- Vic/Spider Bytez
- Monkey Brain/Dr. Rockwell
- Pete the Pigeon Man
- Bradford/Dogpound
- Xever/Fishface
- Leatherhead
- The Rat King/Dr. Falco

Dogpound, aka Bradford

SCIENCE & TECHNOLOGY



DONATELLO'S DO-IT-YOURSELF INVENTIONS

Donatello is the group's resident intellectual, philosopher, dreamer, and inventor. As such, he is always looking for new ways to become a better fighter, help his brothers on their adventures (with Splinter's reluctant blessing), or just invent for its own sake. Donnie does most of his experimenting and development in the lab and workplace he has in the Turtles' Lair. The opportunities for him to generate fascinating mechanical or chemical creations are as unlimited as his intelligence, inventiveness, and ability to expand his workspace using unseen nooks and crannies within the Lair.

Donnie's more elaborate devices don't always succeed as hoped or planned, but more often than not, he learns a valuable lesson as a result of their creation. He builds his creations in his makeshift lab inside the Turtles' sewer Lair using materials cobbled together from the surface, things found in the sewers and subway tunnels and later, patched together from the salvaged equipment claimed during their skirmishes with Kraang forces.

Splinter encourages Donnie's tinkering because it is a trait of the ninja to evolve one's fighting techniques, but more importantly because he feels that it is the responsibility of the parent to foster the child's true potential, whatever it may be.

DONATELLO'S CREATIVE DRIVE

- Curious, elaborate tinkerer who seeks new ways to become a better fighter and help his brothers.
- His devices don't always work, but he learns from his mistakes and is undeterred.
- Donnie's lab is inside the Turtles' sewer Lair.
- Splinter encourages Donnie's work both as a teacher and father.

SOME OF DONATELLO'S INVENTIONS INCLUDE:

- Shuko – Tiger Claw – hook claws worn over the hands that the brothers use to climb the sides of Manhattan buildings.
- Metalhead – a Kraangdroid that Donnie reconfigures into a turtle-drone that fights in his stead, replete with a laser cannon and flamethrower.
- Laser-guided, missile-launching staff – it's the thought that counts.
- Digital Lock Pick – it works like a charm and almost impresses April. Almost.
- T-phones – communications headpieces that enable the brothers to talk to each other when separated on an assignment. Equipped with self-destruct option for security.
- Ninja-smoke bombs – other than Mikey mistaking them for rotten eggs, the camouflage/distraction mini-bombs work to perfection.
- Donnie's Patrol Buggy – the all-terrain vehicle works great until it doesn't work anymore.
- Gamma Camera – Baxter Stockman uses this camera to detect the Turtles using advanced technology when in the same area.

CHAPTER NINE

THE UNIVERSE OF THE TEENAGE MUTANT NINJA TURTLES™

This chapter explores the underlying messages, themes and archetypes that define the teenage Mutant Ninja Turtles. These themes and messages permeate all TMNT narrative content regardless of what characters appear in it, when it occurs or where it occurs.

The chapter outline includes:

- Secret Origin
- What Teenage Mutant Ninja Turtles Stories are All About
- The Central and Underlying Themes of the Turtles
- The Core Aspirational Drivers of the Turtles
- The Core Artchetypes of the Turtles
- The Fundamental Conflict of the Turtles

THE UNIVERSE

SECRET ORIGIN

Hamato Yoshi, an exiled ninja living on the streets of New York, went to the pet store to buy baby turtles for pets. On his way home, he got into a scuffle with a group of men – Kraang in disguise – and he was doused with liquid from a canister they dropped. This was no ordinary chemical, this was a bizarre alien mutagen called the Ooze.

Yoshi and the turtles were transformed as the Ooze mixed with the DNA on the surface of their skins. Yoshi's human DNA combined with DNA from a rodent that had run up his leg during the alley scuffle. At the same time, the turtles' DNA combined with human DNA (from Yoshi himself). The five were becoming mutants, possessed of super-human strength, speed, and agility granted to them by their modified DNA.

Yoshi, nicknamed "Splinter," took the now-intelligent Turtles under his wing. He forged their skills and hearts in the sewers beneath New York, teaching them the art of ninjutsu. Despite being regular kids at heart, Splinter felt the Turtles are too different from the rest of humanity and could not be seen by he outside world. They were raised and trained by Splinter, dreaming of the day when they could travel to the surface.

However, once they come to the surface, there will be more for the Turtles to to worry about than the prying eyes of grouchy New Yorkers. Yoshi's former ninja rival, the evil Shredder, will learn of his continued existence and reignite the vendetta that drove them to fight so many years before. Then there is the threat of the conquering Kraang to contend with, aliens who had devised the mutagen that had transformed Splinter and the Turtles. Finally, a host of other gangsters and mutants populating the surface and the sewers of New York will threaten everything the Turtles held dear.

It seems impossible to survive, let alone have a good time, but our heroes are game: If there is one group of adolescent, Ooze-splashed, martial-arts-trained reptiles that can deal with this burden, it is the Teenage Mutant Ninja Turtles!

THE UNIVERSE

WHAT ARE THE THE TEENAGE MUTANT NINJA TURTLES ALL ABOUT?

The Teenage Mutant Ninja Turtles are four brothers who seek to master their martial arts skills and use them for the benefit of society, while having as much fun as a terrapin can have along the way. They want to be heroes, but as teenagers, they need to learn how to become heroes. They exist in a world that is both real and unreal. The city streets and buildings, sights and sounds, all appear as they do in our own world, but a civilian could round a corner and run smack into a mad scientist in a 10-foot tall exo-skeleton armor, or glance up to the rooftops and catch a fleeting glimpse of passing turtles brandishing skateboards or weapons.

And like the real city of New York, there is a melting pot of people and experiences, with room for humor and drama, friendships and personal conflict, adventure and danger.

The Turtles are grounded in the reality of New York City but they experience it in unreal and sometimes totally bizarre ways. Although they are outsiders, their mugging faces placed up against the glass of normal society, their calling is to safeguard the very people who remain unaware of their existence.

Though isolated, they are not alone. They have each other—and a small, emerging extended family of similar "outsiders." The Turtles also exemplify all the positive aspects of friendship, honor, commitment, and perseverance.

Through hilarity and high-adventure, the Turtles are carving out a place for themselves as brothers, friends, and heroes.

THE TEENAGE MUTANT NINJA TURTLES ARE EXAMPLES OF HOW:

- Humor can help you overcome even the most difficult challenges.
- Hard work can help you accomplish feats of physical strength and skill.
- We can all embrace the "outsider" within ourselves.
- The strength of character needed to do what is right for the greater good requires giving up any expectation of personal reward or attention.
- When individuals choose to work together, the whole can be greater than the sum of its parts.
- Individuals can exemplify different forms of internal strength, leadership, independence, intelligence, and humor.

STORY DRIVERS IN THE WORLD OF THE TEENAGE MUTANT NINJA TURTLES

These story drivers are not intended for use as a "checklist" in which every category must be crossed off in order to have a successful Turtles story, but rather as a guideline.

TEENAGE MUTANT NINJA TURTLES STORIES FEATURE:

- Humor drawn from the characters' interpersonal relationships, the bizarre situations they encounter and the intimate personal observations they make
- Respect for honorable authority and achievement
- Loyalty and devotion to the family structure
- Rewards gained through just action and sacrifice
- Villains with clear motivations who take themselves seriously
- A sense of duty and honor both in service to others and to one's own responsibilities
- Mastery through continual practice and consistent application of skills
- A balance between humor and menace in high-stakes situations
- Ninja improvisation and use of the environment over brute force
- Realistic settings with surreal elements
- Problems that are solved by, or whose answers lie in, teamwork rather than individual action

TEENAGE MUTANT NINJA TURTLES STORIES DO NOT FEATURE ACTIONS BY ITS MAIN CHARACTERS THAT INCLUDE:

- Consummation of romantic yearnings—the Turtles may have crushes, but those relationships go no further
- Mature content/themes
- Direct opposition to justice and proper authority
- Willful ignorance of (or indifference to) the plight of innocents
- Comfort with the human world: they will always be outsiders
- Intentionally harming those around them; or using the general public as leverage
- Toilet humor or crudeness in dialogue
- Seeking reward for righteous action, though they might gripe about that
- Abandoning duty as a long-term solution to their interpersonal problems

Note that these "don'ts" apply to the main characters, the Turtles, April and Splinter, but the villains would engage in many of these behaviors and attitudes, though ultimately never in a successful manner.

As stated these are not hard and fast rules, but are meant to serve as guidelines. If none of these elements are present in a proposed story, or if they are contradicted by actions of the main characters, then there is a greater likelihood that particular story is not serving the property to its best capacity.

Additionally, Nickelodeon's ***Teenage Mutant Ninja Turtles*** is a kids' property where issues of drug use, sexuality, and strong violence are obviously inappropriate. It is important that licensees and even those developing product for older fans and niche audiences keep in mind that while TMNT is an action property, the action must always be in service to the narrative, and while product may include controversial themes, these must not be used simply to court controversy.

THE UNIVERSE

THE CENTRAL THEME

To become an evergreen, worldwide success, a franchise must contain an innately positive central theme that drives the narrative forward and is reflected across the breadth of the canon in all applications of its content.

The central themes of TMNT are intended to provide an understanding of the property both in terms of its "big picture" (i.e. what does it mean, what is it about), and in the finer details (i.e. what a character stands for informs how they act and the choices they make).

All compelling evergreen properties reflect consistent themes and ask a fundamental question of their characters. In Teenage Mutant Ninja Turtles, that fundamental question is:

Do unique individuals striving for an honorable path through the world need the validation of others in order to be valuable?

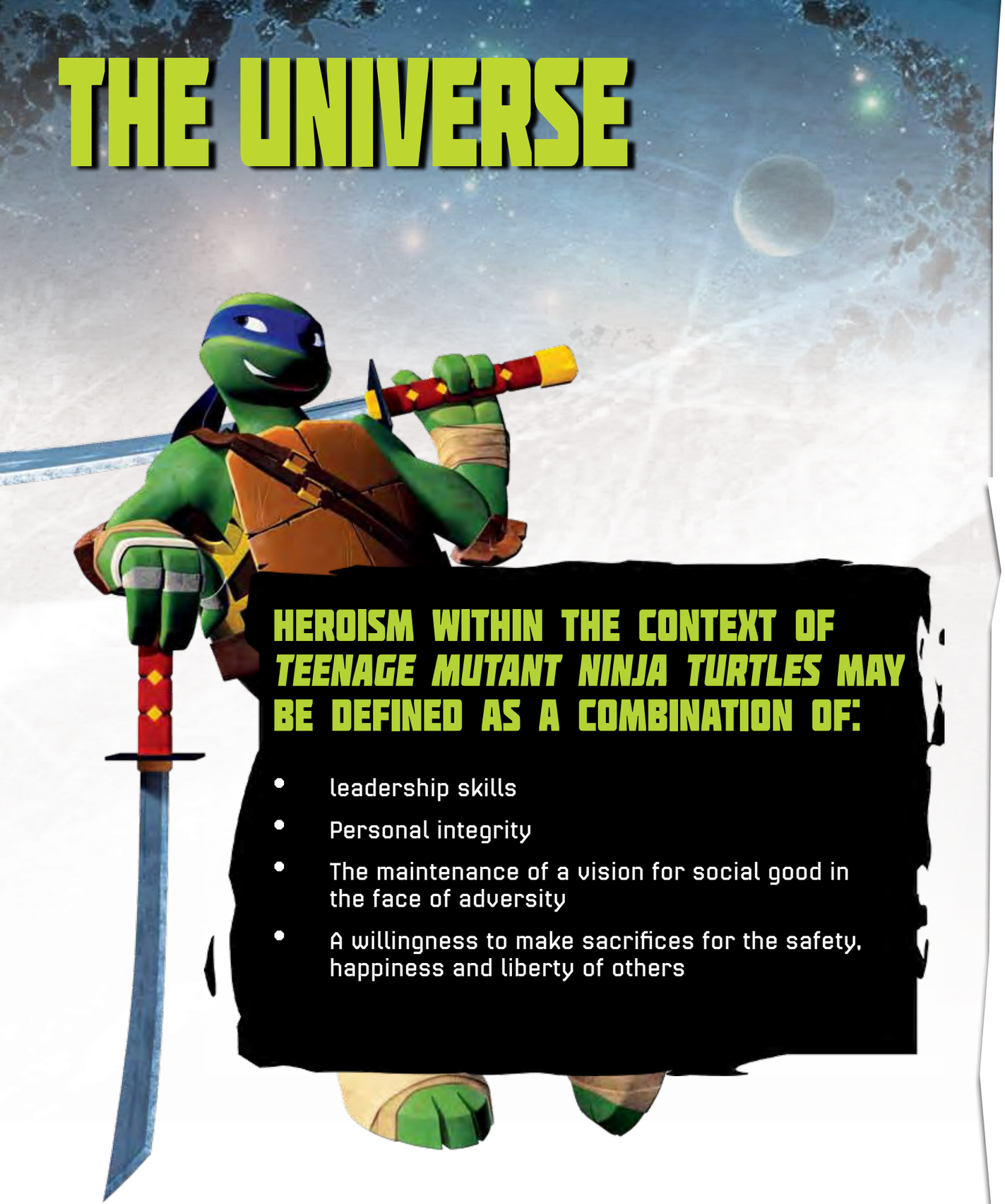
The answer to that question forms the central theme of the ***Teenage Mutant Ninja Turtles*** property:

It doesn't matter that you're a little weird, if as brothers, friends, and heroes, you strive to make the world a better place.

The Central Theme of *Teenage Mutant Ninja Turtles* is about: **Personal Fulfillment through Accomplishment and Personal Strength.**

IN ORDER TO *BE* A HERO, YOU MUST *BECOME* A HERO.

THE UNIVERSE



HEROISM WITHIN THE CONTEXT OF *TEENAGE MUTANT NINJA TURTLES* MAY BE DEFINED AS A COMBINATION OF:

- leadership skills
- Personal integrity
- The maintenance of a vision for social good in the face of adversity
- A willingness to make sacrifices for the safety, happiness and liberty of others

THE HEROIC JOURNEY OF THE TEENAGE MUTANT NINJA TURTLES

The Turtles hope that through dedication to personal improvement and performing societal good, they will be validated and celebrated for who they are. As the Turtles discover, the road to heroism isn't smooth. Gradually, as they mature, they learn that heroism is its own reward.

The Teenage Mutant Ninja Turtles' heroic path towards personal fulfillment and connection will be obtained through personal strength. Knowing the mutated brothers will always be outsiders in human society, their father and mentor, Splinter, gives them the means to protect themselves and the skills to derive a noble purpose in life.

As ninja, the Turtles have the ability to hide among society if necessary, while having developed the physical and emotional tools to help society as well. This hasn't simply been handed to the brothers. They have to train for it. So while the Turtles dream of finding their place in the world, they must first endure the trials and tribulations of adolescence in order to better understand and celebrate who they are.

The Turtles' strength lies in their familial ties to one another. Their fraternal bond stands at the heart of the Teenage Mutant Ninja Turtles. They are first and foremost a family trying to survive together in a truly crazy world.

OTHER THEMES

Other major themes in *Teenage Mutant Ninja Turtles* stories include:

- **FAMILY IS WHAT YOU MAKE IT**

Family isn't just about blood; it can be any group of individuals drawn together by shared core ethics, mutual needs and desire for community.

- **TRANSFORMATION**

The nature of the Turtles' transformation—both as they go through puberty and as they master their skills—mirrors the changes that occur from childhood to adulthood.

- **IDENTITY**

The world needs heroes and the brothers are ready to play their part whether the world likes it or not!

- **ALL ACTIONS HAVE CONSEQUENCES**

The persistence of threats they have to attend to teaches the brothers that all of their actions and interactions matter, which creates a heightened sense of consequence.

- **SPLINTER'S TRAGIC PAST**

Splinter's sad history inspires the Turtles to create joy and laughter around them.

- **THE WHOLE IS GREATER THAN THE SUM OF ITS PARTS**

While each member of the Turtles' team is a strong individual, they're stronger together than they can ever be individually.

- **THE BEST WAY TO OVERCOME A GREAT FEAR IS TO MAKE IT RIDICULOUS**

Villains often use fear to maintain control. The Turtles make threats seem ridiculous. Humor also inspires the masses to see an opponent in a less threatening manner.

When these various themes can be woven together in carefully constructed stories, they create an emotional and aspirational continuity that truly resonates with audiences.

SPLINTER AND YEARNING TO DO RIGHT

Splinter, the mentor and father figure of the Teenage Mutant Ninja Turtles, has lived a life of heartbreak and tragedy. Splinter's rivalry with Oroku Saki cost him his one true love, and turned Oroku into the Shredder, a villain who now seeks vengeance on him. Splinter has had to fake his own death and hide in the back alleys of New York City for many years just to stay alive.

Splinter has devoted his post-mutated life to training his sons, the Turtles, so they are prepared to face the absolute worst that the world has to offer. And though every day the brothers come closer to achieving ninjutsu mastery, he still fears for them. Surely the Turtles have grown up sensing, both consciously and subconsciously, how much pain their "father" has suffered.

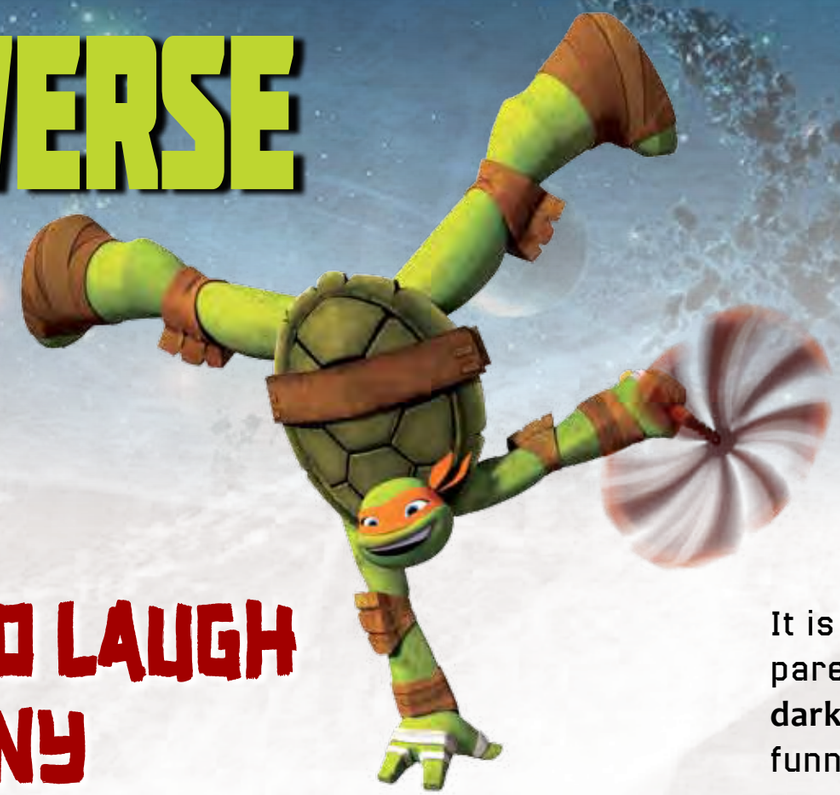
This has left the brothers with a very deep need to make things right. If they can fix what's wrong with the world, then no one will have to suffer as Splinter has. As typical teenage boys, they are fierce in their determination to prove (to themselves, in particular) that they can fix what's wrong in the surface world.

As they learn more about Splinter's past, and Shredder's role in it, they begin to see Shredder as the ultimate source of evil, and their determination to right the world by defeating him and all his ilk grows even greater.

They are Millennial teens, known as Generation-Y, born after 1981, and for the next ten years the Turtles are completely confident in their "specialness" and the fact that this specialness is vital to the world's future. They are *not* reluctant heroes. The world needs them, and they are going to play their part, whether the rest of us like it or not.

SPLINTER'S LIFE

- His tragic life has made Splinter doubt that he'll ever find happiness.
- The Turtles try to bring joy and happiness to their mentor's life.
- Splinter's teachings give the brothers the means and the drive to help society.



HUMOR: THE NEED TO LAUGH AND BE FUNNY

The Turtles love their father and hold true to the values he teaches. Like most teenagers, they rebel by attempting to correct what they perceive to be their father's excesses. **Specifically, they boldly counter Splinter's serious nature and bleak view of the world by doing their best to never take anything too seriously.**

Their humor—though perhaps annoying at times—is also a great salve for Splinter and tends to draw out his own dry sense of humor. In particular, Splinter often uses humor as a way to get through to his more stubborn sons, Leo and Raph, paving the way for the hard life lessons they must learn.

It is important to note that though Splinter's approach to parenting may be driven by a tragic past, **Splinter is not a dark character.** He is a caring, stern but sometimes very funny father who wants, more than anything, for his turtle sons to be happy.

The Turtles' sense of humor is also true to the Millennial spirit in its kooky absurdness, and true to the nature and spirit of all brothers in its rambunctious competitiveness.

TURTLES HIT YOUR FUNNY BONE

- The brothers use humor as a subtle means to defy au rity.
- Their humor can annoy Splinter, but it also softens his seriousness and brings out his own dry sense of humor.
- Splinter's teachings give the brothers the means and the drive to help society.

THE UNIVERSE

THE CORE ARCHETYPES

OF THE TEENAGE MUTANT NINJA TURTLES

When a property is firing on all cylinders, it can become a larger-than-life symbol of an entire culture, admired by consumers around the world.

Understanding why that happens allows you to leverage how it happens. The key to that process is defining the archetypal meanings of the property. Once finding and defining the soul of your narrative is achieved, it can be expressed in ways that tap into universal feelings and instincts.

Successful franchises draw on responses to archetypes (such as the Hero, the Outlaw, the Sage, the Lover, the Magician, the Creator, the Innocent, or the Everyman) that cross lifestyle and cultural boundaries.

The essence and core of the *Teenage Mutant Ninja Turtles* lies in the archetype of **THE EVERYMAN HERO.**

To quote Margaret Mark and Carol S. Pearson's seminal book on branding and the application of heroic archetypes, The Hero and the Outlaw, on the Everyman:

> *"The underlying value is that everyone matters, just as they are. The credo is that the good things of life belong to everyone as a birthright..."*

THE EVERYMAN:

- Is the fundamental archetype of democracy: "one man (or turtle), one vote."
- Is the foundation of community.
- Wants to be a part of "the tribe," whether it is a clique, a social class or a workplace.

SOME POPULAR PROPERTIES THAT EMBRACE THE EVERYMAN HERO ARCHETYPE INCLUDE:

- Cheers
- Spider-Man
- The Simpsons
- Super Mario Bros.
- Sonic the Hedgehog
- Glee
- That 70's Show

As broken down by Mark and Pearson,

THE ATTRIBUTES OF THE EVERYMAN HERO AND HIS/HER PATH ARE:

- Core Desire —Connection with others
- Goal —To belong, fit in
- Strategy —Developing personal virtues
- Gift —Empathy, lack of pretense
- Shadow —Giving up the self in favor of fitting in
- Fear —Being exiled or rejected by loved ones

At their core, the Turtles are young native New Yorkers, just like any other working class teen hanging out in the city. This gives them an affinity for the dignity of every person, regardless of their abilities or circumstances. To witness unfairness or injustice is to take action on their behalf.

Everyman Heroes often are adversely impacted by injustice and have suffered at its cruel hands. They long for justice in a world that is often unjust toward the meek, the innocent, the poor, or the average Joe. So they make a stand.

Unlike the classic Hero archetype, the Everyman Hero is not elite (James Bond) or god-like (Superman). The Everyman empathizes with people because they feel they are one of them and endeavor to live peaceably among them. The Everyman Hero simply is equipped with extraordinary skills or abilities (often hidden from view) that allow for justice to be achieved when no one else can stand up to the challenge (as with Caine from Kung Fu).

Though the brothers are individuals with distinctive personalities and quirks, they all fall under the Everyman category. But they don't all embody its attributes in the same way.

Other reflections of the Everyman Hero in the *Teenage Mutant Ninja Turtles* property include:

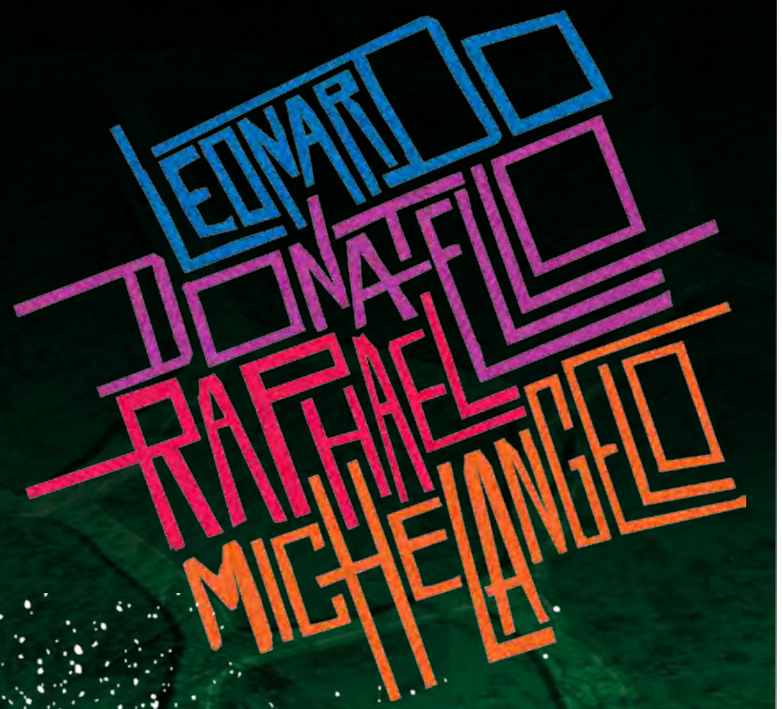
- Each Turtle strives for recognition of his individual strengths as well as for accomplishments within the group.
- They see the plight of other individuals as clearly and as deeply as their own individual battles. This moves them to action.
- The consequences of failure are loss of honor, dignity, and worthiness.
- They attempt to connect with others whenever and however they can through good deeds and their uplifting personalities.

THE UNIVERSE

Historically, consumer product licensees have treated the four Turtles as though they were interchangeable, **but the Nickelodeon approach emphasizes their differences.** By adhering to these distinctions, creators and licensees can ensure character and property consistency across all platforms, while also maintaining consistency with the most successful previous versions of ***TMNT.***

THE FOUR TURTLES INDIVIDUALLY REPRESENT DIFFERENT ASPECTS OF THE EVERYMAN ARCHETYPE:

Leonardo– The Everyman Ruler
Donatello– The Everyman Creator
Raphael– The Everyman Warrior
Michelangelo– The Everyman Jester



THE CORE PERSONALITY ASPECTS OF THE INDIVIDUAL BROTHERS ARE:

Leonardo – The Everyman Ruler

Someone has to rise to the position of leadership. The Everyman Ruler does it reluctantly, resigned to assume the responsibility. In Leo's case, there is a self-imposed expectation to lead, but the Everyman aspects come to the forefront as he learns how difficult leadership really is.

LEONARDO AS EVERYMAN RULER

- Knows he is the right choice to lead, but still doubts his ability
- Initially acts like he thinks a leader should act, but to limited success
- Learns that speaking to his brothers as equals earns their respect more than simply barking orders
- Is burdened by the responsibility of leadership
- Is frustrated by the complaints, criticisms and jealousies of his brothers
- Initially thinks he has to avoid the banter of his brothers but wishes he could "hang" with them

THE UNIVERSE

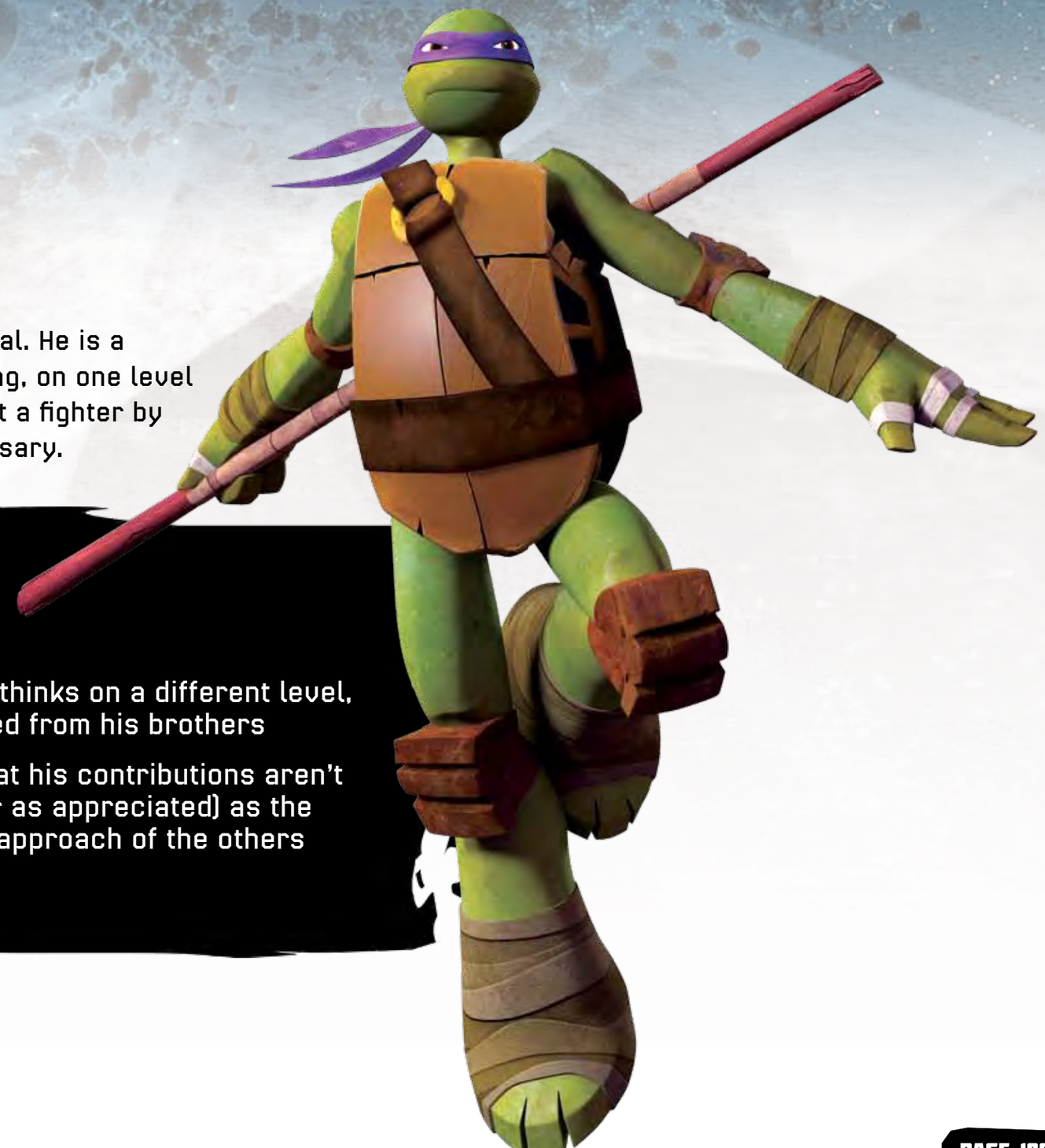
Raphael – The Everyman Warrior

Doesn't it make sense for the best warrior be the one to lead in battle? The Everyman Warrior thinks so, but Rafael doesn't understand why his brothers and Splinter don't recognize that he should be leading the group.

RAPHAEL AS EVERYMAN WARRIOR

- Always brags that he wants to lead, but is secretly glad he doesn't have to
- Contradicts Leonardo's leadership, even during battle, both because of jealousy and certainty that he's right
- Trains non-stop to improve his skills, to the detriment of his relationships
- Expresses his aggression and inner tension through physical action
- Physically, the strongest fighter of the group
- Hides his insecurities behind a gruff exterior
- Learns that he is at his best within a group that supports his efforts, rather than as a lone wolf

THE UNIVERSE



Donatello – The Everyman Creator

The Everyman Creator is a common man who is also an intellectual. He is a thinker and a prolific inventor. Donnie has a unique way of thinking, on one level intellectually advanced, on another emotionally stunted. He is not a fighter by nature, but understands that physical action is sometimes necessary.

DONATELLO AS EVERYMAN CREATOR

- Able to come up with inventive solutions to problems, but can't implement them on his own
- Prefers to think his way around a problem rather than confront it by force
- Because he thinks on a different level, he feels isolated from his brothers
- Insecure that his contributions aren't as effective (or as appreciated) as the more physical approach of the others

THE UNIVERSE

Michelangelo – The Everyman Jester

The Jester is often dismissed for his antics, but he knows that his role is vital to the successful dynamic of a group. Mikey plays the fool far more often than he is the fool and that difference allows him to be both smart and dumb at the same time!

MICHELANGELO AS EVERYMAN JESTER

- Seemingly an easy-going clown, but perceptive and sees things that others miss
- The littlest brother, he dislikes direct conflict and tries to defuse uncomfortable situations, both with his brothers and opponents, through humor
- He's far more self-aware than he might let on
- Doesn't want to admit his own feelings and insecurities
- Skilled at reading and finding weaknesses in others
- Feels that he can bridge the Turtles' status as outsiders through humor

Each Turtle, through the course of on-going narrative, should be given story opportunities that allow them to perform in solo fashion. Though they work best when they work (or argue and bicker and goof off) together, the core strengths of each character can translate into solo stories when their best (and worst) traits are consistently portrayed.

THE UNIVERSE

ASPIRATIONAL DRIVERS

Aspirational Drivers are themes that connect with audiences across all cultures and eras.

This section expands the discussion of TMNT's Aspirational Drivers to more fully define them and how they should be applied in multi-platform narrative extensions. Secondary Aspirational Drivers support the primary drivers adding even richer context.

The primary Aspirational Drivers for the ***Teenage Mutant Ninja Turtles*** Universe are:

MASTERY

Gaining Control Over Oneself and One's Environment

The constant struggle to become a better, stronger person is central to the Teenage Mutant Ninja Turtles. Mastering the physical and spiritual skills necessary for martial arts mirrors the growing pains teenagers go through in terms of understanding duty, commitment, and accepting responsibility.

In addition to physical mastery, the Turtles must master their inner, emotional lives: and what teenager doesn't?

Their journey of Mastery includes:

- The physical mastery that comes from the thorough and careful practice of ninjutsu.
- The journey from initiate to master is as much mental as physical, so the Turtles, Splinter and April must overcome mental as well as physical barriers to their own self-actualization.
- Balancing the desire to test their limits against Splinter, their brothers and the wider world and their desires for collaboration and support.
- Each of the Turtles also masters skills outside of martial arts, such as invention, social networking, or skateboarding.

THE UNIVERSE

SECURITY

Understanding and Embracing the Responsibility of the Protector

The strength and ability to protect our loved ones and/or defend a greater cause is a deeply resonant motivator. The Turtles' training, initially intended by Splinter to make them strong enough to survive the harsh realities of their world, also inspires them to use that strength to help those who cannot help themselves.

In developing their roles as protectors, the Turtles will learn that:

- Their situation makes them very empathetic to the struggles of others and, as a result, they are more passionately inspired to help them.
- In their training, Splinter preaches success and security through unity. Together, they can defeat more powerful opponents, whereas alone, they would likely fail (don't tell that to Raph though).
- They accept and embrace the responsibilities that come with their enhanced abilities and skills and use them for a greater good.

BELONGING

You are Part of Us, You are Wanted

Brotherhood and family are the most important things in the Turtles' lives, just as they are the most important things in the audience's lives. Splinter has created an odd, but functioning, family dynamic in a safe, if unconventional, home environment.

During their journey, the brothers discover the values, connections, and personal traits that become important to them.

- Because of their upbringing, the Turtles rely on each other for company and community.
- They celebrate their individuality and revel in how the sum of their parts equals a greater whole.
- Once they bring a new friend into their family, they have no choice but to support and to help her/him.
- Though they might have difficulty being accepted by the human world, they feel a strong affinity for it, and for New York City in particular. It's a totally cool place that they want to protect!
- The Brothers' sense of belonging to a team, a cause and a family helps define what they do and why they do it.

THE UNIVERSE

SECONDARY DRIVERS

The Teenage Mutant Ninja Turtles are also motivated by *Secondary Drivers.*

Though not as overt as the core Aspirational Drivers above, they are often reflected in the property. These secondary drivers include:

INNER PRIDE

Internal Appreciation Over Achievement

The martial arts view personal accomplishment as something to be internally appreciated rather than externally applauded.

As teenagers, the Turtles struggle with having confidence in their abilities without the need to display them to others or use them for personal gain. Inner Pride comes with maturity, so for the Turtles, this will always be a "work in progress."

- Raphael's tough-guy attitude and desire to fight masks internal conflict and deep concern about the state of his world.
- Despite Michelangelo's ability to use humor to relieve tension between his brothers, he often acts impulsively.
- The desire to connect manifests differently for Donatello and Leonardo:
  - Donatello's pride comes from his manifest skills in science, but his Inner Pride is in connecting with people and being accepted, so he is sidetracked by romance.
  - Leonardo tries to outwardly manifest leadership skills, but inwardly he just wants the respect of his brothers.
  - The four brothers are sometimes torn between the desire to be accepted and recognized for all the good they accomplish and Splinter's teachings to do good for its own sake.

THE UNIVERSE

INDEPENDENCE

To Be Able To Act Responsibly On Your Own

The Turtles, like all adolescents, have to earn their independence from parental authority. And like all adolescents, they have to learn that freedom usually comes as a result of understanding and respecting that very authority. The brothers rebel against Splinter's teachings, as all adolescents do, but they also rebel as individuals within the group dynamic. Making choices and learning from the results and consequences of those choices, for both right and wrong, are part of the maturation process teenagers go through.

- As the brothers grow, they will learn that independence is earned and not awarded, and independence is gained when they understand and accept the reasons why parental authority exists.
- Each Turtle wants to believe that they can function without their brothers' help.
- The brothers have to learn, through trial and error, that having freedom to choose doesn't mean you'll always make the right choice.

INDIVIDUALISM

To Be Singular While Also Part of a Group

The Teenage Mutant Ninja Turtles are comprised of very different individuals. Their differences help generate humor and create conflict between them, but ultimately, their strength is derived from the combination of their unique qualities, traits and skills.

- They train to work together, but also to employ individual tactics unique to their distinctive personalities and skill sets. That's hard for an adolescent to understand.
- Their personal conflicts make for good drama, but they also force each Turtle to look at himself from another's perspective.
- Each Turtle wants to define himself outside his family, but ultimately, their individual talents are most appreciated within the group that knows them most intimately.

APPLYING ASPIRATIONAL DRIVERS TO THE CREATION OF STORY CONTENT ASK YOURSELF:

- What does the audience see of themselves in these characters?
- What do they see of their own families?
- What do they see of their own aspirations?
- What can the stories say that relates to things from the audience's real lives?

CHAPTER TEN EPIC CHRONOLOGY

Note that events listed before and after those of the year 2012 are mutable and subject to revision as the series develops. These events a can serve as jump-off points for content produced on other media platforms, while maintaining continuity in the overall narrative.

This chapter describes the events that occur in the Teenage Mutant Ninja Turtles Animated Series as well as those alluded to within the series or commented on by the series showrunners.

The chapter outline includes:

- Epoch 1 – Back In The Days [Ancient History]
- Epoch 2 – The Shelter And The Storm [1961-1996]
- Epoch 3 – The Birth And The Storm [1961-1996]
- Epoch 4 – Just A Normal Childhood In The Sewers [2005-2011]
- Epoch 5 – The Streets Won't Know What Hit 'Em [2012]
- Epoch 6 – Reputation And Revelation [2013]
- Epoch 7 – Retreat [2014]
- Epoch 8 – Return To New York [2015]
- Epoch 9 – We're Older, Now What? [2016]
- Epoch 10 – Empty Nest [2017]
- Epoch 11 – Beyond The Sewers [2018]

EPIC CHRONOLOGY

EPOCH 1
BACK IN THE DAYS

Ancient History

The History of the Ninja, Samurai Tradition and The Kraang from the beginning of time, as well as other aspects of humanity not directly touched upon by the *Teenage Mutant Ninja Turtles* canon.

6th Century Ninjutsu emerges in the Iga Province of Japan. It continues to evolve for centuries thereafter.

10th Century The Kraang develop technology to jump between dimensions.

12th Century The *Samurai* (aristocratic warriors) of Japan become synonymous with *Bushi*, who were traditionally swordsmen of any kind.

Bushido, the Way of the Warrior, is formally codified in Japan, though it changes radically over the next eight hundred years.

16th Century **The family of ninja warriors that will become the Foot Clan emerge in the mountains west of Edo.**

1614 The Dutch establish New Amsterdam on the Island of *Manna-hata*, or "Island of Many Hills" to the native Lenape.

1674 After numerous battles and changing of hands, New Amsterdam is ceded to England by treaty in exchange for Suriname. The English rename the city "New York."

18th Century The English begin a long, disjointed and ad hoc process of creating a sewer system beneath New York. To the present day, this system remains not fully or accurately mapped.

19th Century **The Kraang make their first foray onto Earth. It ends disastrously, as their physiology is unsuitable to humanity's home planet.**

1917 New York City Water Tunnel No. 1 is completed, connecting various extensions of plumbing on the island of Manhattan for the first time.

EPIC CHRONOLOGY

EPOCH 2
THE SHELTER AND THE STORM

1961 – 15 Years B.T.E. (Before Turtle Emergence)

The early life of Splinter and the Shredder: their training, Splinter's Marriage, the birth of his child, his family's death.

1961 Hamato (Splinter) Yoshi and Oroku (Shredder) Saki are born in Japan as members of the Foot ninja clan.

1962 Tang Shen is born in Japan to Chinese Immigrants.

1967 Yoshi and Saki begin training in the arts of ninjutsu and bushido. They swiftly become rivals.

1979 Oroku Saki falls in love with Tang Shen and tries to court her. Shen does not return his feelings.

1980 Shen falls in love with Hamato Yoshi. The two begin a relationship.

Once strong but amicable, the rivalry between Saki and Yoshi turns fierce.

1981 Saki begins to mobilize the more radical youths of the Foot Clan into a true fighting force.

Saki and Yoshi become full members of their clan.

1983 Yoshi and Shen marry.

1985 Saki begins to hire out his followers' services to the Yakuza of Japan. Their success leads to a great influx of wealth and prestige to their (hidden) sect of the Foot Clan.

1989 Saki's stature grows. He begins to push for the leadership of the Foot Clan. Instead, it is granted to Yoshi.

1994 Yoshi discovers Saki's treachery. The two duel, leading to a civil war between the clans.

1995 Shen gives birth to Yoshi's daughter, Miwa.

1996 Saki leads his forces to victory. In an assault that leaves Shen dead, Saki kidnaps Yoshi's daughter, Miwa, and renames her, Karai.

Grief-stricken and disgraced, Yoshi flees to the United States.

Oroku Saki assumes direct control of the Foot Clan. Those who do not fall into line are expelled... or worse.

The Kraang develop mutagen as a way to help xenoform Earth. Its transformative properties are little understood at first.

EPIC CHRONOLOGY

EPOCH 3
THE BIRTH OF HEROES

15 Years B.T.E.
(Before Turtle Emergence)

This covers the period after the death of Splinter's family, the rise of Shredder as a crime lord and the founding of TCRI by the Kraang. It ends when Splinter and four baby turtles are mutated and left in the sewers.

1997 Better prepared this time, the Kraang travel to Earth in protective suits.

The Kraang establish TCRI—the Trans Cosmic Research Institute as a front for their activity on Earth.

April O'Neil is born to two scientist parents.

With Yoshi and his family out of the way, Saki takes over the Foot Clan.

Saki refashions the Foot Clan's symbolic suit of armor into blade-covered war-mail. He takes the name "the Shredder."

Yoshi arrives in New York. Unable to find work, he hides in the sewers, where his only friends are rats.

Yoshi buys four turtles from a pet store, but is accidentally doused with mutagen by two Kraang on a test run.

The turtles, exposed to Yoshi's DNA begin to mutate into humanoid form.

Yoshi's human DNA was combined with DNA from a rodent that had run up his leg during the alley scuffle.

1999 The Shredder becomes one of the most powerful criminals in all of Japan. The Foot Clan is now more than a family: it is a crime syndicate.

2005 TCRI accidentally releases some of its mutagen into the city sewers, leading to the transformation of numerous creatures.

The Kraang capture the young mutated alligator, Leatherhead, and take him to their dimension, where they experiment on him, hoping to turn him into a living weapon.

EPOCH 4
JUST A NORMAL CHILDHOOD IN THE SEWERS

7 Years B.T.E.
(Before Turtle Emergence)

Splinter trains the Turtles to become ninjas. They learn, grow and explore the sewers, encountering other mutants and having subterranean adventures.

2005 The Shredder begins to make criminal in-roads into the Americas.

Yoshi, who now goes by Splinter, named his turtles after artists from an old Renaissance Art Book: Leonardo, Michelangelo, Donatello, and Raphael.

Splinter begins to train his "sons" in the art of ninjutsu, to teach them to protect themselves and to instill a sense of honor and duty in them.

2006 The Turtles, in their training, come into contact with a number of other mutants in the sewers of New York.

2007 The Turtles begin to dream of traveling to the surface world. Splinter denies permission, saying that it is too dangerous.

2010 Shredder recruits a top martial artist, Chris Bradford, to be the Foot Clan's top lieutenant in America.

Fong founds the Purple Dragon Gang.

2011 April O'Neil begins High School.

Leatherhead steals the power cell that opens the Portal and escapes from the Kraang, returning to Earth through the stolen Portal.

The Kraang learn of April, and believe her to be a key to their plot to conquer the Earth.

Neurochemist Dr. Falco begins to surreptitiously receive funding from the Kraang for the purpose of mutating their mutagen.

EPOCH 5
THE STREETS WON'T KNOW WHAT HIT 'EM

6 Months Total (Turtles' Emergence into the City Aboveground)

The Turtles go aboveground for the first time and realize that the world is a magical and dangerous place. They make their first human friend, April, and learn about the world above. They encounter Shredder and fight him in an escalating battle to defend their family.

Present Day Splinter allows the Turtles to travel to the surface for the first time.

The Turtles try pizza for the first time. They love it.

The Turtles see a young girl, April O'Neil, about to be kidnapped by thugs. They try to rescue the girl and her father, but fail miserably in their attempt.

To better aid in coming battles, Splinter makes Leonardo the leader of the group.

The Turtles track down Snake, one of the kidnappers.

Snake reveals a canister of mutagen when he takes the Turtles to April: it is the same mutagen that transformed them long ago.

During the struggle in the warehouse, Snake is inadvertently mutated into Snakeweed.

The Turtles meet the Kraang, April's kidnappers. They rescue her but are unable to rescue her father.

A rude New Yorker, Vic, insults Raphael. The resulting fight allows the Kraang to track the Turtles down and ruin their mission.

Vic captures the entire incident on video.

Raphael learns how to control his rage (a bit), and is able to destroy the footage.

Vic is transformed by the mutagen into Spider Bytez.

Michelangelo uses a social networking site to befriend Chris Bradford as a way of proving that the Turtles can be friends with humans.

With the help of a street brawler, Xever, Bradford kidnaps Mikey and uses him as bait in an attempt to find the Turtles' lair.

The Turtles defeat Xever and Bradford.

Shredder learns of the Turtles' existence for the first time. He deduces from their fighting style that they have some connection to the Foot Clan.

Donatello uses a high-tech military A.I. chip to create a self-upgrading digital music player.

Against Splinter's wishes, the Turtles sneak out to go to a movie with April.

Instead, the Turtles end up battling Baxter Stockman, a deranged inventor who wears mechanical battle armor.

Michelangelo drops the "tPod" during the fight. Baxter uses it to transform his once-laughable armor into a terrifying monstrosity.

The Turtles are able to defeat Stockman by learning to fight the man, rather than the machine.

Weary of using his simple bo staff to fight the technologically-advanced Kraang, Donatello creates a remote-controlled robot turtle named Metalhead to fight in his place.

Metalhead injures Donatello's brothers during combat.

The Kraang take over Metalhead's master control system.

Donatello goes back to his bo, using it to defeat Metalhead.

Dr. Victor Falco has a breakthrough in his mutagen research mutating his partner, Dr. Tyler Rockwell, into a mutant monkey.

The Turtles investigate the disappearance of Dr. Rockwell, a friend of Kirby O'Neal.

Despite being led astray by Falco (who mutates to give himself telepathy), the Ninja Turtles defeat the neurochemist and free Monkey/Rockwell.

A force of Foot Clan arrives in New York to uncover the mystery of the Turtles.

The Purple Dragon Gang, led by Fong, allies with the Foot.

The Ninja Turtles rescue Mr. Murakami and save his noodle shop from the Purple Dragons.

Leonardo allows Fong to leave with only a warning.

Dr. Victor Falco infects himself with his own mutagen, becoming the Rat King.

The Foot kidnaps Murakami.

EPOCH 5 CONT'D

The Turtles track the Purple Dragons to an abandoned fortune cookie factory, where Xever, Bradford, and the Foot ambush them.

Fong, repaying Leo for his mercy, helps the Turtles to defeat the Foot and free Murakami.

The Kraang fast track their mutation experiments.

One of these experiments results in the creation of Pete, the Pigeon-Man.

The success of these mutations prompts the Kraang to develop a mutagen bomb that will transform New York.

Pete and Kirby O'Neal, still imprisoned by the Kraang, become friends.

Pete escapes and brings April a message from Kirby about the Kraang's plans.

The Turtles race to help Kirby escape, but Kirby refuses to leave. He tells them of the mutagen bomb and then allows them to escape to find it.

The Turtles fight the Kraang and stop the bomb, only to be attacked by Xever and Bradford.

The Turtles defeat the two warriors, but not before Bradford pierces the bomb.

The Turtles encounter the Shredder for the first time.

In the ensuing battle, the Kraang's mutagen bomb transforms Bradford and Xever into Dogpound and Fishface.

The Turtles are able to escape, but Shredder learns of Yoshi's transformation into Splinter.

The Shredder tries to find the Turtles' Lair.

Baxter Stockman creates and releases M.O.U.S.E.R.S.

The Turtles fight the Purple Dragon gang at their fortune cookie factory headquarters.

Baxter Stockman is working with Dogpound to get revenge against the Turtles for humiliating him.

Dogpound gets a hold of April's phone and the Turtles destroy it before it can reveal their Lair's location.

Baxter, having failed, falls into the clutches of The Shredder.

The Turtles rescue Leatherhead from the Kraandroids, taking him back to the Lair.

The Turtles try to find the power cell before the Kraang.

They retrieve it and show it to Leatherhead at the Lair.

Leatherhead freaks out and escapes from the Lair with the power cell.

Mikey, who has established a rapport with Leatherhead, chases after him back to his Subway Car home.

Leatherhead fights back attacking Kraang-droids, while Donnie uses the power cell to start up the Subway Car.

Snakeweed kidnaps the Pizza Guy.

Karai attacks the Turtles as they pursue Snakeweed on a rooftop.

Leonardo develops an immediate crush on Karai. He becomes distracted and questions his leadership role.

Trying to find his brothers, who have gone to Snakeweed's Lair, he faces off against Karai in single combat.

Led by Raphael, the other 3 brothers face off against Snakeweed in his Lair, freeing the kidnapped humans.

Leonardo goes to April to talk about meeting Karai.

April tips off the other brothers to a possible trap as Leo goes to meet Karai on top of the Byerly Building.

Karai asks Leo to help her steal the sword of Miyamoto Musashi, saying if he helps her it can be his.

Raphael arrives and does not understand what he sees between Leo and Karai. Before they can discuss it, Snakeweed arrives and they must defeat him.

Karai abandons the Turtles, but Leo defeats Snakeweed with the tanto she tosses him as a parting gift.

More than normal, rats swarm across New York's publicly populated areas.

Splinter begins to hear the Rat King's commands.

The Turtles save April from a swarm of rats.

Splinter struggles against the Rat King in the Dreamscape, eventually overcoming the lure of the Rat King's commands.

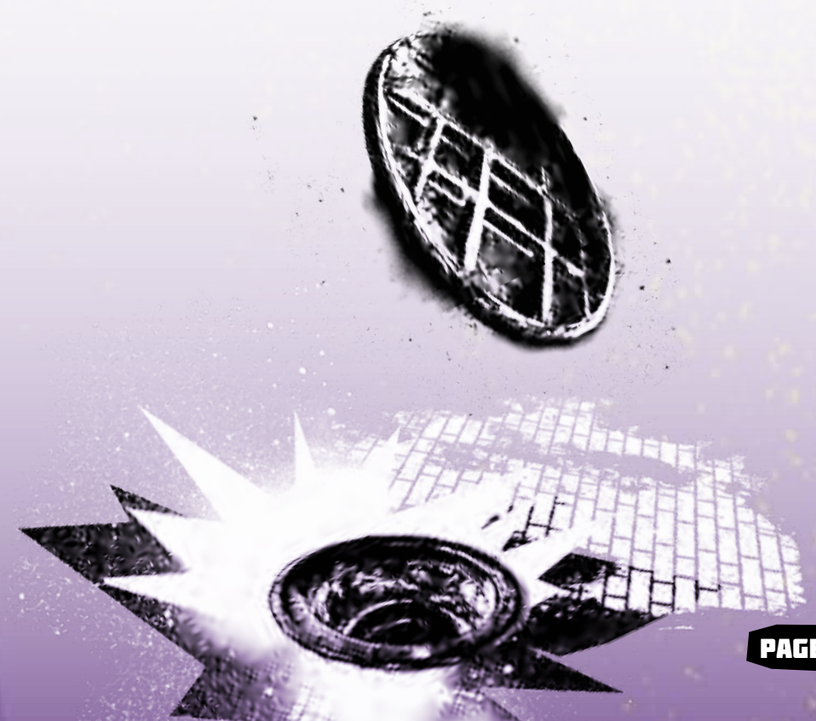
Splinter returns to the Dreamscape to confront the Rat King and is overcome, attacking April, before regaining control of his senses and leaving the Lair.

The Turtles confront the Rat King at his hideout.

Splinter arrives at the Rat King's Lair, The Rat King commands Splinter to attack the Turtles.

The Turtles work together to overcome Splinter, snapping him back into reality.

Having regained his serenity, Splinter easily takes down the Rat King.



EPIC CHRONOLOGY

EPOCH 6
REVELATION AND REPUTATION

6 Months A.T.E.
(After Turtle Emergence)

The Turtles discover that TCRI is not what it seems; it is in fact a front for the Kraang. They must now contend with the forces of Shredder, this new alien menace and their growing notoriety as vigilantes.

The Kraang attack April once again.

The Turtles launch an assault on the Kraang's headquarters, TCRI. They discover a dimensional portal along with the source of the mutagen.

The Turtles barely escape with their lives, but for the time being, are able to thwart the Kraang's plans.

EPIC CHRONOLOGY

The Turtles prepare for what they think will be a final showdown with the Shredder and the Kraang.

The Kraang reveal that they want April for their plans.

The Turtles destroy the Kraang's dimensional portal.

The Shredder and Kraang unite to defeat the Turtles.

EPIC CHRONOLOGY

EPOCH 7
RETREAT

18 Months A.T.E.
(After Turtle Emergence)

As the Turtles' heroic efforts are recognized as a whispered urban legend, they discover this increasing notoriety can also be used against them. Shredder and TCRI turn the city against the Turtles, forcing them to regroup outside of NYC where they contemplate their role in the world and how to clear their names.

The Turtles become urban legends in New York.

The Shredder uses this to turn the city against the Turtles.

Shredder's actions are lauded.

2014 The Turtles are forced to flee New York.

EPIC CHRONOLOGY

EPOCH 8
RETURN TO NEW YORK

28 Months A.T.E.

The Turtles return to the city that spawned them to combat the Shredder and the Kraang and to protect the very people who rejected them. They must overcome not only their enemies, but also the internal conflicts that emerged as a result of their retreat.

The Turtles train for their return to New York.

Now deeply divided as to their plans and purpose, the Turtles return to New York during a battle between the Shredder's forces and the Kraang.

2015 The Turtles defeat both the Shredder and the Kraang.

EPIC CHRONOLOGY

EPOCH 9
WE'RE OLDER NOW WHAT?

3 Years A.T.E.

The Turtles have forced Shredder, the Foot, and the Kraang into the shadows once again. However, there are always new injustices to fight, new personal demons to confront, and new foes to face, and the Turtles must remain vigilant.

Their core villains may still survive to hound them, but they must change their tactics in such a way that they present a substantially advanced threat to the Turtles.

The Kraang retreat to their dimension and begin plotting their return.

The Shredder and Foot Clan go into hiding.

2016 The Turtles become ninjutsu masters.

Realizing that the Turtles have grown up, Splinter allows them to make their own choices and leave the Sewer Lair if they so choose.

EPIC CHRONOLOGY

EPOCH 10
EMPTY NEST

4 Years A.T.E.

Eventually, the Turtles will have to face a world without Splinter, whether this means he dies or just that he knows that the boys must grow up. This is an epoch where each brother must pursue his personal growth in the way he sees fit, though ultimately all four must find new ways to work together as a team.

2017 The Turtles split apart in order to find themselves.

Each, in turn, discovers something unique and strong within himself.

The Turtles reunite, ready to serve the world again.

EPOCH 11
BEYOND THE SEWERS

5 Years A.T.E.

The Turtles will be faced with a world that has changed since they were first teenagers; maybe there are younger mutants who need mentoring, or a new, greater evil appears on the horizon that makes them doubt what they've learned so far. Whether literally or metaphorically, the Turtles must face who they once were to see how far they have come.

2018 A new foe looms on the horizon for the Turtles.

CHAPTER ELEVEN

DISTANT MOUNTAINS

While following the narrative of the Animated Series that drives this property, there are many paths left untraveled, many questions left unanswered. These journeys inspire fans, audiences, and a wide range of potential narratives that can be explored on ancillary platforms. Discussing his creative process, Tolkien described the need for "distant mountains." These are references made during a story regarding characters, locales, tales, and events that may have occurred in some other place at some other time. They are the kind of references that make audiences say, "I have to learn more about that!" In Tolkien's children's fairy tale "The Hobbit," the title character finds a magical ring that turns him invisible. Seeds are planted that make reference to the "distant mountains" of the One Ring's backstory.

Tolkien would embark on a journey toward those mountains in the form of the "Lord of the Rings" trilogy, which would become the basis for one of the most successful cross-media intellectual properties of all time.

The following story ideas or "thought starters" are designed to fire the imagination, perhaps forming the basis for any number of further adventures in the Teenage Mutant Ninja Turtles Universe.

This chapter provides potential content springboards that can unfold across all of the story epochs and across multiple platforms.

The springboards are broken down by Epochs and the suggested platforms are indicated.

DISTANT MOUNTAINS

EPOCH 1
BACK IN THE DAYS

Ancient History

The tales of the samurai, ninjutsu, bushido and the ancient past are the bedtime stories the Turtles grew up with. The history of the ninja has affected the brothers' ethical codes and filled their minds with legends of heroic achievements and nobility. For every modern story, there is an echo in the past.

Why would you choose this epoch for a storyline?

If a platform is looking to give insight into the hopes and dreams of the Turtles, or to examine the deep underpinnings of legends that influence the Turtles or their foes, there is likely a historical event or myth that can be told to help show the origin of the moral, value or ethic. This epoch is fertile ground for epic battles in comic books or novels.

Distant Mountains:

KRAANG-FU
Possible Platforms: Comic Book Mini-Series
Target Demographic: TMNT Animated Demo

Did a field team of Kraang invaders explore Earth centuries before landing on the island of Mana-hatta in the 19th century? One such possible mission took a group of Kraang to feudal Japan to infiltrate the most elite sanctum for martial arts on Earth in order to discern what kind of a threat mankind posed to their eventual plans. Only two ninja disciples suspected their presence, but could they (the ancestors of Hamato Yoshi and Oroku Saki) stop the Kraang's experiments on Earth, including the creation of real dragons?

RISE OF THE FOOT CLAN
Possible Platforms: Comic Book, Motion Comic
Target Demographic: Boys, 8-12

A young boy in Edo Period Japan takes revenge on the samurai patriarch that slaughtered his family. In so doing, he trades his innocence to learn the ways of the ninja and found one of history's most powerful clans of Shinobi: the Foot Clan.

SEA ~~DOGS~~ TURTLES
Possible Platforms: TV Special, Comic Book
Target Demographic: Boys, 6-10

In his spare time, Donatello writes a book of swashbuckling adventures starring himself, his brothers, his friends, and his enemies in the Golden Age of Piracy. Will Donatello win the love of the Lady Avril, or will the nefarious Captain Shred win the day? (Short answer: Yes and No. Respectively.)

EPOCH 2
THE SHELTER AND THE STORM

1961 – 15 Years B.T.E.
(Before Turtle Emergence)

This epoch is a rich untapped chronology of stories that cover Splinter's emigration from Japan, the rise of Shredder as an international crime lord, and the Kraang's entry to Earth, establishing their first foothold and founding TCRI.

Why would you choose this epoch for a storyline?

There is a lot of narrative here that has yet to be detailed and many storylines that won't likely be illuminated in the animated series. The mysteries and adventures of this time period are perfect story fodder for multi-platform dissemination and can be the subject of comics, games, and experiences that do not feature the Turtles themselves, but exist comfortably within the story world and the animated series' chronology.

Distant Mountains:

A SHREDDED PAST
Possible Platforms: Straight to DVD Animated Movie
Target Demographic: TMNT Demo+

A reporter's legitimate interview of Shredder's legal businesses leads to flashbacks of the tragic story of Shredder and Splinter's past ... told from Shredder's point of view. His feelings of having been "betrayed" by Splinter, of losing the woman he loved, and forever being "forced" into a life of isolated leadership nearly break the criminal kingpin down. When his story is told, would it be possible to feel sorry for Shredder...?

THE FORGED HEART
Possible Platforms: Graphic Novel, Novel
Target Demographic: Boys, 1-16

Before they were enemies, Hamato Yoshi and Oroku Saki were simply rivals. Pitted against each other by the heads of their clans in a test of manhood, the two met for the first time as they raced to find an ancient idol on Mount Fuji. Saki wins the match, but Yoshi wins something far more precious: the love of Tang Shen.

RISE OF THE SHREDDER
Possible Platforms: ARG
Target Demographic: Men/Women 18-30

Fans help the Turtles unlock the mystery of Shredder's origin. How did he get his power? Why did he kill the woman he loved? How can he be stopped? With unlockable content and a global Internet hunt for media clues, the Turtles will need thousands of eyes, ears, and hands to figure out how to take down their greatest enemy.

THE CHRYSANTHEMUM CYCLE
Possible Platforms: YA Series
Target Demographic: Women 12-18

Tang Shen grew up amidst ninja intrigue, with two powerful warriors vying for her affection. She was not an object to be won: she was a woman with passions and dreams. This is the story, both tragedy and romance, of how she stayed true to herself even amidst a battle that would lead to her eventual death.

EPOCH 3
THE BIRTH OF HEROES

15 Years B.T.E. (Before Turtle Emergence)

The Turtles are very young at this point, they are Turtle/Human hybrids who grow as slowly as human toddlers, learning how to speak and move, operating in their family unit and relying on Splinter as parent for their protection, survival, and paternal affection. Splinter likely filled the young Turtles' heads with legends of heroes and samurai as well as fought his own battles to protect the group against feral mutants in the Underground.

The Kraang have set up their foothold, but must await the opening of the portal from their dimension for the full force of their invasion. Meanwhile, they are creating new mutants and experimenting through TCRI.

Shredder is operating during this period as well, in the human, criminal world. Having eliminated his competition, he is riding high on success. He is also raising a human baby girl, Splinter's lost daughter, Miwa, whom Shredder had renamed, Karai.

Why would you choose this epoch for a storyline?

For stories aimed at a 2-5 year old audience, the fact that the Turtles were once babies may be appealing. At the same time, stories featuring Splinter and Shredder as they grew into the men they will be during the Animated series are fertile ground for games, novels, comics, and other narratives.

DISTANT MOUNTAINS

Distant Mountains:

CROCODILE MIKEY

Possible Platforms: Mobile Game
Target Demographic: Boys/Girls, 6-12

Young Michelangelo makes a discovery in the sewers: a nest of alligator eggs. Now you have to feed 6 baby alligators, watch them GROW—and uh-oh, they've gotten loose in the sewers! Can you help Mikey wrangle them and keep them out of trouble?

HOW TO MUTATE

Possible Platforms: Browser Game
Target Demographic: Boys/Girls, Age 10-14

Players create solutions for the mutagen compound through memorization in this browser-based brain-game concept. Levels become more difficult as the compounds become more complex. If they win, fans receive one of a dozen short vignettes that can be viewed, collected, and traded for more content online.

SEWERS AND SUBWAYS

Possible Platforms: Novel
Target Demographic: Men, Ages 18-35

Hamato Yoshi fled to New York to escape the wrath of Oroku Saki. Disgraced, ashamed, and heartbroken, he spent a year in the sewer just trying to survive while avoiding Con Ed workers, maniacs, and even stranger things hiding in the endless shadows of the Manhattan Underground.

BELOW

Possible Platforms: eBook Series
Target Demographic: Men/Women, 12-35

The Turtles were not the first mutants to live in the sewers. Three of the Kraang's early creations came together to protect each other in the forgotten subway station below 91st Street. They were not ninjas, teenagers or turtles. They were mutants, and also dreamers.

EPOCH 4

JUST A NORMAL CHILDHOOD IN THE SEWERS

7 Years B.T.E. (Before Turtle Emergence)

As the four brothers grow, they slowly explore their world, venturing into the sewer underworld that surrounds them. They encounter other sewer dwellers and even have to fight other mutants that threaten them. They do not venture into the human world, but they learn about it through TV and through the items they find in the sewer.

In parallel, there are many stories of the Kraang and Shredder's rise to power. While the two groups never meet, it is certain that they would be affecting the world the Turtles inhabit.

Why would you choose this epoch for a storyline?

Serving as "prequel story opportunities," there are a number of story paths that can become featured elements of games, online endeavors, comic books, novels, consumer products, marketing and more.

This Epoch also allows for the exploration of the backstories for several secondary characters from the animated series. April before she met the Turtles, the youth of Casey Jones, the lives of Baxter Stockman, Xever, and Chris Bradford—all these characters experienced interesting conflicts, tragedies, and adventure before they met the Turtles and may be good choices for extension.

DISTANT MOUNTAINS

Distant Mountains:

THE RUSE
Possible Platforms: smart Phone/tablet game
Target Demographic: Tween to adult

While researching for her school newspaper, April notices something fishy about TCRI. She asks her "online friends" to look around and collect information. Just who (or what) is behind that company, anyway?

RENAISSANCE MUTANTS
Possible Platforms: Smart phone/tablet app
Target Demographic: Adolescent, 5-12

An educational app in which Splinter teaches the young Turtles about the painters they were named after. Trivia, short memory games, and animated puzzles teach history to fans, with the painters represented as the Turtles themselves (in costume).

TURTLE TALES
Possible Platforms: Online Media/Prose, Fan Fiction
Target Demographic: All Ages

The rumors are true: mutant turtles are living below the streets of New York. Just how did they get there, though? And what was their early life like? Rumors abound, and it's up to fans of the brothers to report everything they've heard... or to make it up as they go along.

TWEENAGED MUTANT NINJA TURTLES
Possible Platforms: Digital/Online Comics
Target Demographic: Boys, 4-8

The Turtles grew up to become master ninjas, but they were just "normal" kids for a long time. They were even goofier than when they "matured," training and growing up under Splinter's thumb in this more light-hearted, digital comic series aimed at younger readers.

EPOCH 5

THE STREETS WON'T KNOW WHAT HIT 'EM

The Turtles' Emergence into the City Aboveground

This Epoch is explored thoroughly in the first season of the Animated Series. While a lion's share of narrative during this epoch will take place on television, there will be a large number of parallel storylines that can be explored.

Why would you choose this epoch for a storyline?

As this Epoch contains the thrust of the first season of the animated series, its story elements are easily accessible to the majority of your core audience.

Distant Mountains:

KEN THE KRAANG
Possible Platforms: Comic Book Mini-series
Target Demographic: Boys 8-15

Meet Ken. He's a Kraang. He's here to conquer the Earth, but you wouldn't know it because he's your next-door neighbor and seems like such a swell guy. But what if four regular kids on one quiet suburban block—Mike, Lenny, Don, and Ralph—start to suspect that Ken is not the normal Joe he seems? Can four normal teens stop an alien invasion? They might need some mutant ninja help to do that...

THE OOZE
Possible Platforms: Pen and Paper RPG
Target Demographic: Men, 18-35

Fans create their own ninjas, mutants, or vigilantes in a pen-and-paper role-playing game set in New York City. Befriend or fight the Turtles as a game master creates an imaginative world based on the cartoon series.

TMNT SMASH
Possible Platforms: Collectible Card Game
Target Demographic: Boys, 10-15

With releases set to the beginning (and ending) of every season, this card game would introduce new characters, play favorites, and engage fans in their downtime in a kick-butt, action-packed way. Buy, trade, collect, mutate, and win.

EPOCH 6
REVELATION AND REPUTATIONS

6 Months A.T.E. (After Turtle Emergence)

This Epoch takes place roughly between the first and second season of the TMNT Animated Series. Depending on how the writers plan to flow between seasons, aspects of the Turtles story and status quo challenges can be explored in cross-platform narrative.

Why would you choose this epoch for a storyline?

The lull in original content between seasons of the animated series is the perfect time for cross-platform narrative to enhance the canon's narrative and maximize consumer product opportunities through storytelling.

Distant Mountains:

CYRANO DeDONATELLO
Possible Platforms: Social Network Game/ Mobile
Target Demographic: Boys/Girls, 9-12

Donnie needs help to secretly woo April through social networking. Through websites, tweets, and texts, fans provide the romantic lines Donnie uses. Other participants vote on the "success rates" of the line. Donnie can "level up" to get closer and closer to having April find out that he is her secret admirer. But can Donnie reveal the truth?

RUN TORTOISE, RUN!
Possible Platforms: Web base interactive motion comic
Target Demographic: Boys, 6-16

Mikey discovers the Midtown Zoo, and just as quickly befriends Stan, the 70-year old giant tortoise who lives there. His visits draw the attention of both the addled Night Shift Caretaker and the Night Shift Watchman (who is running some black market schemes behind the scenes). The brothers help Mikey save the zoo animals from the Watchman while baffling the Caretaker's attempts to expose them.

TCRI: YOUR FUTURE
Possible Platforms: Viral Video *(Marketing)*
Target Demographic: All Ages

This corporate video for TCRI is done in a completely straight manner by its producers—the Kraang—but comes across like a borderline '50s company parody, showing what TCRI "does." Take a tour of its labs, meet some of the robot-like employees, and learn about TCRI's outreach programs.

SUBTERRANEAN TERRORS
Possible Platforms: TV Special, Comic Book
Target Demographic: Boys, 6-11

It's Halloween, the only day of the year that the Turtles can go out without worrying about their looks. But they're not the only monsters that have decided to take advantage of the costumed masses: something has snatched a busload of students and dragged them into the sewers. There is only one foursome of mutated reptiles that can save them.

APRIL.WORDPRESS.COM
Possible Platforms: Blog
Target Demographic: Girls, 6-12

April blogs about her adventures. She documents the adventures of her friends ("Leo, Mike, Raph, and Don") from her own perspective while also sharing vital clues to her readers about the treachery of TCRI.

DISTANT MOUNTAINS

EPOCH 7
RETREAT

18 Months A.T.E. (After Turtle Emergence)

Between Season Two and Season Three, the Turtles have established themselves both within their story narrative and to the real world audience. That makes it the ideal time to rock their status quo!

Why would you choose this epoch for a storyline?

Again, the anticipation of a cliffhanger for the second season provides the impetus for cross-platform storytelling. Taking advantage of a growing popularity and recognition for the Turtles, both in their fictional world as well as the real world, allows for greater narrative storytelling opportunities.

Distant Mountains:

DOWN WITH TURTLES
Possible Platforms: eBook, Website
Target Demographic: Men/Women 10-25

A disinformation guide is released by TCRI to tarnish the Turtles' name. It includes newspaper clippings, graphs, and other images, but due to the Kraang's awkward social skills (Headline: "Mutants Found in Kitchen Place For Purpose of Soap Stealing!"), their efforts are not so effective.

TURTLE CITY
Possible Platforms: Smart Phone/Tablet App
Target Demographic: Men/Women, 13-35

A walking guide to Manhattan, with facts, images, and videos associated with specific locations appearing on a User's personal device. As they get close to a Turtles landmark, clips of the show pop up on their PD.

THE CASEY JONES CHRONICLES
Possible Platforms: Webisodes, Web Comic, Comic Book series
Target Demographic: Boys, 8-18

Casey Jones fought crime well before the Turtles came on the scene. He made a name for himself on the street, sending punks to jail and marking his territory with graffiti that covered New York. He was angry, confused and misguided, but noble-hearted: in other words, a teenager.

COUNTRY TIME
Possible Platforms: Online Webcomic
Target Demographic: Boys/Girls, 6-12

A widow lives down the road from the Turtles farmhouse. Despite the distance, she has had it with the "rowdy kids" that have taken over the formerly abandoned place. The near-sighted old snoop will get those "green face-painted punks" evicted if it's the last thing she does.

KARAI
Possible Platforms: YA Novels, Manga
Target Demographic: Girls, 6-12

Karai has found out that her father, Splinter, is a rat and that her fake father, Shredder, lied to her for years. The only people who can tell her the truth are four mutated reptiles who have fled the city for parts unknown. Karai stalks the streets of Tokyo in search of her lineage—but how much will Shredder let her learn?

DISTANT MOUNTAINS

EPOCH 8
RETURN TO NEW YORK

28 Months A.T.E. (After Turtle Emergence)

Taking place roughly between Season Three and Four of the animated series, this Epoch marks the point at which the brothers overcome great strife and elevate their place in the greater universe they occupy.

Why would you choose this epoch for a storyline?

Though it is difficult to project direct narrative to events that remain far off in the future, the opportunity is presented through this and the remaining Epochs to plan for the kinds of stories that will be told in the TMNT Universe.

Distant Mountains:

HOW TO TRAIN A TURTLE
Possible Platforms: Wii, Kinect, 3DS
Target Demographic: Adolescent to 'tween

A package of casual mini-games (similar to Mario Party) allows fans to pair off against each other as they help the Turtles train to return to the City. Only by actively engaging with the game (though the Wii Remote, 3DS stylus, or Kinect) will they kick shell!

S.O.S. *(SAVE OUR SHELLS)*
Possible Platforms: Social Media
Target Demographic: Boys/Girls, 9-18

April turns to Facebook, Twitter, and social networks to rally support for the Turtles' return. Fans are encouraged to respond, repost, create flyers, etc. April will issue challenges (best chant, best poster) and winners will receive prizes/content from her.

THE NIGHT STORM SCAM
Possible Platforms: Online Game, Casual Game
Target Demographic: All Ages

A massive storm knocks out power, leading to one of the biggest bank robberies in the city's history. The Turtles are on the case... but there are too many clues! In this "search-and-find" puzzle game, they must sift through the scattered remnants of the flood before the

DISTANT MOUNTAINS

EPOCH 9

WE'RE OLDER, NOW WHAT?

3 Years A.T.E. (After Turtle Emergence)

Must the Turtles maintain their place in the shadows in order to prevent the advent of even more devastating foes? There are always new injustices to fight, new fun to be had within the context of their growing maturity, and new personal demons to battle, but the brothers begin to suspect that their heroics are responsible for the increasing waves of new villains they must confront. What do heroes do if their actions have created the bar all whackos, psychos, and wanna-be tough guys are trying to jump?

Why would you choose this epoch for a storyline?

With a newfound sense of perspective and growing maturity in their roles, the Turtles prepare for different kinds of adventures. How does the "weary Sheriff" deal with everyone trying to outdraw the "fastest gun in the west?"

Distant Mountains:

KRAANG SWEET HOME
Possible Platforms: OAV, Direct to DVD
Target Demographic: All Ages

The Kraang return to their dimension to re-group, leading to a power struggle between the two most dominant Kraang that ever lived: Kraang and Kraang! A growing youth insurgency against their ways creates tension in Kraang society as viewers get to see their culture, the geography of their dimension, portals to other worlds they have sought to conquer, and the reasons behind the Kraang's invasion as a (comedic and satiric) race to the top revolutionizes the entire Kraang species.

NINJUTSU MASTER
Possible Platforms: Casual Game for Smart Phone/Tablet App
Target Demographic: Boys, 12-18

The Turtles must pass final tests to become masters of ninjutsu. Players play a set of mini-games, including ninjutsu trivia and memorization of simple Japanese characters, leading to a showdown with—Splinter!

THE HIDDEN BLADE
Possible Platforms: TV Show, YA Novels
Target Demographic: Women, 12-18

Karai and April join forces to find the kidnapped Splinter. Their personalities couldn't be more dissimilar—Karai is headstrong and reckless, while April is observant and vigilant—but they cannot rest while the man who has been both a father and mentor remains in danger.

EPOCH 10
EMPTY NEST

4 Years A.T.E. (After Turtle Emergence)

Eventually, the Turtles will have to face a world without Splinter, whether this means he dies, is missing in action or just absent, his loss shakes up the status quo and generates a wealth of potential narrative.

This is an epoch where each brother must pursue his own personal growth in the way he sees fit. Not necessarily fractured, but certainly sowing seeds of independence, ultimately, they must find ways to work together as a team.

Why would you choose this epoch for a storyline?

Nearly all franchises based on group dynamics and family interactions inevitably enter a phase of dissention or separation. Steps can be taken to avoid making this a negative phase, but rather an important aspect of maturation and growth.

Separation can lead to interesting exploration for the individual characters involved, as well as ripe narrative extrapolation and consumer product opportunities as the separate tracks of the brothers' storylines are pursued.

Distant Mountains:

@NYCRUMORCENTRAL
Possible Platforms: Twitter Feed
Target Demographic: All Ages

A humorous twitter feed follows supposed sightings and rumors of mutants around NYC. Where were the various Turtles sighted THIS week?

AN EDUCATION
Possible Platforms: Webisodes
Target Demographic: Men/Women, 10-35

Donatello yearns to learn more. He begins taking an online college class and earns the respect of the professor. The man lives locally and wants Donnie to pursue his education further, but what will happen when the teacher discovers who his best student is?

TURTLES ALL THE WAY DOWN
Possible Platforms: Podcast, Webcast
Target Demographic: Boys, 10-14

High School student Bernard Brown has set up a podcast to talk about his favorite vigilantes: the Ninja Turtles. What starts off as a fan-cast (with real fans calling/writing in) leads to something more troublesome, as the secondary characters in the show begin to call in to kindle rivalries and find the whereabouts of the Turtles.

DISTANT MOUNTAINS

EPOCH 11

BEYOND THE SEWERS

5 Years A.T.E. (After Turtle Emergence)

Whether literally or metaphorically, the nearing-adult Turtles must be presented with mirrors of their early selves in order to see how far they have come. Confronting a new generation of would-be heroes could be eye-opening and troublesome for the characters and open up narrative spin-off opportunities.

Why would you choose this epoch for a storyline?

Seeing the Turtles in unexpected roles as mentors and role-models to a new generation allows the narrative to show how far they've matured as characters and how truly heroic they were in comparison to the "new kids in town."

New characters allow for well-coordinated next generation spin-offs. These spin-offs can be nurtured and developed through ancillary cross-platform narrative as a means of "testing" the strongest conceptual opportunities for grander development.

Distant Mountains:

MASTERS OF NINJUTSU
Possible Platforms: Comic Book Series
Target Demographic: Boys/Girls, 10-18

As news of the Turtles spreads, a group of younger mutants trickles into their Lair. Abandoned by the Kraang, they desire training, leadership, and most of all, to belong. Are the Turtles ready to become the new masters?

A NEW THREAT
Possible Platforms: ARG
Target Demographic: Men/Women, 12-35

An anonymous foe begins leaving veiled threats online for the Turtles. Users will solve browser-based puzzles, go to mysterious websites, and follow clues around different social networks.

THE THREE
Possible Platforms: Secondary Video Game, Novel
Target Demographic: Boys, 10-16

While on a trip to the alien Kraang dimension, one of the Turtles has been taken over by a discarded Kraang A.I.—but the copy is so perfect that nobody can tell the difference. The brothers need to escape before the portal closes forever, but they'll need to uncover the truth before they are destroyed from within.

LEAN MEAN GREEN

APPENDIX ONE

LEGAL BOUNDARIES ON HISTORICAL FRANCHISE ELEMENTS

UNIVERSE OF TMNT
CHARACTERS & OTHER NOTES

CHARACTER LIST

- You should refer to the attached Character List (Exhibit A) in creating the TMNT materials. The characters on the Character List have been designated for your use and may be included in your delivery materials, subject to all applicable Nickelodeon creative approval processes.

- You must obtain Nickelodeon's express, prior approval if you wish to use any of the following:

- Any TMNT-related characters not found on the Character List

- Any clips or screen images from any prior Turtles content or programming (including both television and movie versions) other than the current Nickelodeon series

- Any music and/or lyrics from prior Turtles content

- Any materials associated with the pending Paramount feature film

- Any materials from manga, anime, fan-based, foreign or independent Turtles comics (other than the Mirage, Archie and Image series)

- Please note that the Turtles franchise has a long and complicated history. This is not an exhaustive list of issues, so if you have any questions about the use of Turtles materials, please contact your Nickelodeon representative.

EXHIBIT A: CHARACTER LIST

Ace Duck
Al' Falga
Andresa the Amazon
Animus
Antrax
April O'Neil
Armaggon
Aunkamen
Aztec Warrior
Azrael
Barney Mushkin
Barry
Battling Bernice
Baxter Stockman
Bebop
Bean
Belly Bomb
Big Louie
Bloodbath
Bob
Bookwurm
Boss Salvage
Braunze, Louis
Bubba
Buff Nordic
Bugman (aka Brick Bradley)
Bugsy the Butcher
Burne (aka Mr. Thompson)
Candy Fine
Cap'n Mossback
Captain Agamatta
Captain Deadbolt
Captain Dredd
Captain Zorax
Carmen
Carter & Mutant Carter
Casey Jones
Cha Ocho
Chang Lee
Chaarg, The Great
Charlie Llama
Cherubae
Chien Khan/Yoshi Chen
Chet
Ching Lo Lefty
Chote/Shoate
Chrome Dome
Chu His
Codename: Chameleon
Col. Wesley Knight
Complete Carnage
Crainial
Croaker
Crying Houn'
Cudley Cowlick
Dagon
Daimyo Orkai
Death
Demales the Amazon
Dementor
Demoness of Yomi
Desolation
Destructor X
Dirk Savage
Dirtbag
Doctor El
Dog Star Gang
Domeoid(s)
Donatello
Drakus
Dr. Dome
Dreadmon
Dregg & Troops
Dregma Brothers
Eebie
Eddie "Kato" Li
Elite Guard
Famine
Fayme
Foot Mystic
Foot Ninja
Foot Soldier
Foot Supersoldier
Four Horsemen
Fox People
(Akiro, Kenji, Kyota, Naga, Umiko, Tetsuma)
Fu Sheng
Fugitoid
Gabrielle
Gei
General Blanque
General Traag
Genghis Frog
Gisei
Glublub
Glyph
Golani
Golden Triangle Gang
Gosei Hatsumi
Great Uncle Gyogi
Ground Chuck
Gryens
Gurko
Hadji
Halfcourt
Hallocat
Hamato Yoshi
Hattori
Hothead
Hu Shang
Intergalactic Police

EXHIBIT A: CHARACTER LIST

(CONTINUED)

Irma
Izanagi
Izanami
Jackal, The
Jagwar
Jagwar's dad
JangLa
Jay
Jess Harley
Jhanna
Joe Eyeball
Joey Lastic
Johnny La
Johnny Yen
Juntarra
KaiNezumi
Karai
Katmandu
Kenji
Kerma
Kid Terra
Killer Bee
King Lionheart
King of Thieves
Kirby
Klunk
Koji
Koro
Krakus & Henchmen
Krang
Kronos
Kyota
LaFeyette La Drone
Landor & Merik
Leatherhead
Leonardo
Lilith
Locke
Loki
Lord Mallet
Lord Simultaneous
Lord Toshiro
Mad Dog McNutt
Madhattan Militia
Malcolm the Reporter
Maligna & The Malignoids
Man Ray/Ray Fillet
Mang Thrasha
Mary Bones/Cherubae
Master Mogo San
Master Traquer
Mauler
Max
May East
Mazool
McIntyre & Squint
Merdude
Merlin
Metal Head
Mezcaal
Michelangelo
Mighty Mutanimals
Miles
Mokoshan
Mona Lisa
Mondo Gecko
Monsterex
Monty Moose
Moriah
Mouser(s)
Mr. Marlin
Muckman
Murdoch Maxwell
Mushu Beancurd
Mutagen Man
Naga
Nanobots
Napolean Bonafrog
Needlenose
Neutrinos
Ninjara
Nobody
Nocturno
Noi Tai Dar
Nova Posse
Null
Oceanauts
Oroko Sancho
Oyuki Mashimi
Pai-Doth Noor
Paleocha
Pervis Walker
Pestilence
Pewk
Pinky McFingers
Pizza Face
Prehistoric Manmoth
Pretty Boy Bob
Prof. Chumley
Prof. Von Volt
Punk Frogs
Qark
Radical
Rahzar
Raphael
Raptar
Rat King
Ray Fillet
Regenta
Renet
Robyn O'Neil
Rock Soldiers

EXHIBIT A: CHARACTER LIST

(CONTINUED)

Rocksteady
Sakai
Sandstorm
Sargeant Bananas
Sarnath
Savanti Romero
Scale Tail
Scratch
Screwloose
Scul
Scumbug
Shiumi's Justice
Shredder
Shreeka
Sid
Skonk
Skraag
Skullbuzzer
Slash
Sleeping Owl
Sling
Snake Eyes
Sons of Silence
Soomas
Splinter
Spuds
Stainless Steve Steel
Stump
Styracodons
Szefchek
Tachi Orkai
Tai
Tang Shen
Tantric Monkeys
Tatoo
Temptesstra
Terrorkinetics
Tetsuma
The Infinity Pit, The Tree of Life, The Pool of Site
The Other
Thieving God
Tiffany
Tokka
T'Pau the Yeti
Trap
Triceraton
The Turnstones
Tyme
UmiHaHa
Umiko
Uncanny Trio
Utroms
Verminator X
Vernon
Vid Vicious
Vinnie
Virklas Family
(Emur, Murtal, Nakka)
Walkabout
War
Warrior Dragon
Wen
White Ninja
Wing Min
Wingnut
Wolf
Wood Warriors
Wyrdwind
Wyrm
Yaguaro
Yoku
Young Sea Serpents
Zack & Friends
Zippy Lad
Zog

APPENDIX TWO

REFERENCE RESOURCES

To put together this consultation series, Starlight Runner has researched all previous iterations of Teenage Mutant Ninja Turtles content, including:

- Episodes 101- 120 of Nickelodeon's Teenage Mutant Ninja Turtles [2012]
- The Original Eastman/Laird Comics
- All episodes of the Fred Wolf Animated Series
- All episodes of the 4kids Animated Series [Including Fast Forward, Turtles Forever and Back to the Sewer
- Consumer Products Campaigns past and in development
- The 3 Full Length Live Action Films [Teenage Mutant Ninja Turtles, Teenage Mutant Ninja Turtles 2:Secret of the Ooze, Teenage Mutant Ninja Turtles 3]
- The 2007 Full-Length Computer Animated Film, TMNT
- And other sources including the past style guides, scripts, focus groups conducted by Nickelodeon and our own research of past Teenage Mutant Ninja Turtles extensions

REFERENCE RESOURCES

NINJUTSU REFERENCE BIBLIOGRAPHY

Campbell, Sid. Exotic Weapons of the Ninja. New York: Citadel Press Books 1994.

Hatsumi, Masaaki, Dr. Ninjutsu History and Tradition. Orange, CA: Unique Publications 1981.

Hatsumi, Masaaki, Dr. Essense of Ninjutsu The Nine Traditions New York: McGraw Hill 1988

Starlight Runner has also interviewed major stakeholders at Nickelodeon (and its licensees) involved in the production of Nickelodeon's *Teenage Mutant Ninja Turtles:*

- Steve Youngwood, EVP, Kids & Family Digital
- Keith Dawkins, SVP, Nicktoons, TeenNick & Nick Jr.
- Karl Aaronian (of Playmates)
- Pat Linden (of Playmates)
- Bill Beebe (of Playmates)
- Ciro Nieli, Executive Producer, Nickelodeon's Teenage Mutant Ninja Turtles
- Rich Magallanes, SVP Current Series Animation
- Hal Snik [Formerly] SVP, Domestic Licensing
- Suzy Lee Raia, VP, Apparel, Consumer Products Soft Goods
- Robert Prinzo, [Formerly] Director, Apparel
- Jorge Lopez, Manager, Alternative Accounts
- Michael Connolly, SVP, International Consumer Products
- Roland Poindexter, [Formerly] SVP, Animation Current Series
- Leigh Anne Brodsky, [Formerly] President Nick/ Viacom Consumer Products
- Sherice Torres, SVP, Global DVD & Records, Nick & Viacom Media Products
- Pam Kaufman, Chief Marketing Officer
- Paula Allen SVP, Global Publishing
- Linda Lee, Director, Books, Nick Consumer Products
- Lisa Silverman Meyers, SVP, Online Retail Business Development
- Jamie Drew, SVP, Strategic and Business Development
- Brown Johnson [Formerly], President of Animation
- Jeff Ventimilia, Showrunner, Nickelodeon's Teenage Mutant Ninja Turtles, Season 1
- Joshua Sternin, Showrunner, Nickelodeon's Teenage Mutant Ninja Turtles, Season 1
- James Stephenson, SVP, Short Form Content Development
- Matt Evans, SVP, Nick Digital
- Pete Danielsen, EVP Nick Programming
- Sarah Kirshbaum Levy, COO, Nick/MTVN Kids & Family
- Michael Joseloff, VP Consumer Marketing, Launches, Partnerships & Recreation
- Anhelo Reyes, VP, Property Planning
- Russell Hicks, President, Content Development and Production
- Manuel Torres, SVP & Managing Director Global Toys

Starlight Runner has also conducted its own research of the robust online fan community, as well as attending the Teenage Mutant Ninja Turtles Fan Event hosted by Nickelodeon at its Los Angeles Animation Studio held on March 30, 2011.

CONTACT:

Jeff Gomez
CEO

Starlight Runner Entertainment
5 Union Square West, 4th floor
New York, NY 10003

jeff@starlightrunner.com
212.337.0900

Never Surrender!