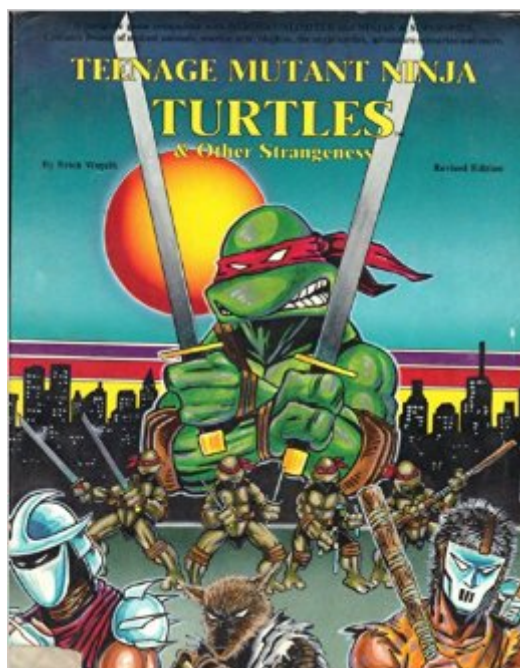


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# Teenage Mutant Ninja Turtles And Other Strangeness



## Synopsis

A Role-playing game book. A complete game compatible with Heroes Unlimited and Ninjas & Superspies. Contains dozens of mutant animals, martial arts, ninjitsu, the ninja turtles, adventure scenarios and more...

## Book Information

Paperback: 112 pages

Publisher: Palladium Books; Revised Edition edition (October 1985)

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Product Dimensions: 0.5 x 10.8 x 8.5 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 4.7 out of 5 starsÂ Â See all reviewsÂ (17 customer reviews)

Best Sellers Rank: #608,980 in Books (See Top 100 in Books) #170 inÂ Books > Children's Books  
> Animals > Turtles

## Customer Reviews

The first time I played this RPG was eight or nine years ago. Still, I think of it as the basis by which all other games I play are judged--which shows how much of an impact it has made on me. First off, this was the first product (besides the original comic book) featuring the Teenage Mutant Ninja Turtles to be released. To that end, the entire game, as well as the gameplay, retain the "edge" that the comic had when it was first released in 1984. If you've never played a Palladium game, then I highly recommend this one. The character generation system is unique, providing a flexible way to generate thousands of variations of major animals--including psionics, animal powers, and size levels. You can create characters that range from intelligent animals with all of their natural abilities intact (claws, teeth, etc.) to completely human-looking creatures who have only slight flaws that reveal their animal background, as well as any of the types in between. There are tons of supplements, as well as easy crossover to any of the other settings Palladium has established. (Rifts, Heroes Unlimited, and Ninjas and Superspies, to name a few). I know it might be considered blasphemy to the "Siembioties" (fans of the Palladium CEO--Kevin Siembieda) out there, but Erick Wujcik is the more talented writer of the two. His direct, often funny style, makes you forget that you're reading a game book. On top of all that, the book is filled with great illustrations from Eastman and Laird that are of exceptionally high quality--and you won't find them printed anywhere

else. Also included is a short B & W comic. My copy is frayed and torn from use. A bargain and a great introduction to the Palladium "Megaverse" at large.

Possibly the first RPG I ever played, TMNTaOS remains one of my favorite games of all time. Based on the Palladium system, this game moves quickly and doesn't get stuck in its own minutia. Spending Bio-E points to mutate your selected animal to whatever level of humanness is a fun, solid base mechanic. Add in the special abilities, psionics, and ninjitsu (of course) you have a really fun, quick type RPG that can be expanded into the Heroes/Villains Unlimited universe and be made as grand as you want. I realize that this system is not everyone's cup of tea, but it's a great storytelling experience with some solid, time tested mechanics.

This is a great RPG not only for fans of the original TMNT comics, but also for those who like mutant animals or good role-playing in general. Forget the turtles cartoons, it can definitely have a very gritty and serious feel if that's what you're after. It's also compatible with several other great RPGs!

If your a RolePlayer , this is deffinetly a game to have. Jam packed with adventures and fun filled things to use. If your a DM/GM this book is also great for using with other adventure games.

My friend and I picked this up quite some time ago and we both, along with a few other friends find it thoroughly enjoyable. As an RPG, it's very fun as long as you can figure out how to play. The rules are vague and inconsistent, and leave tons of room for interpretation by the GM. I have found that the other books for this RPG (After the Bomb, Transdementional TMNT, etc.) are good quality also, but are hard to link into an already existing game.

I purchased a used copy of this game strictly for nostalgic reasons. Even though TMNT wasn't my first RPG (that of course was the mighty red box version of D&D) it was the game I played the most. Of course we based our adventures on the original dark, violent, and gritty TMNT comics that I had recently purchased as a child. I doubt anyone will play this game but I recommend it anyway.

If you like TMNT or just mutant animals in general then this book is bomb-astic and a must have! It works off of the Heroes Unlimited / Paladium system. I personally don't mind the system. If I had a complaint its with XP. Its a D&D style 'Level 1 to Level 2' type of game mechanic. If tha doesn't bother you, then the rest of this game is golden. ALSO its Multi-Die...yet again don't let that scare

you off. ( I don't know why it would. I love multi-die)All in All, I'd say pick it up. Its a little harder to find, but well worth it. You could run a simple friday or saturday night game with this OR an extended campaign. Its all up to you.

A Paladium Games Classic. The system is easy to learn and great for beginners. Now that TMNT is making a come back I have bought a copy for my 11 Daughter for her birthday and another copy for my 11 year old nephew for his birthday.

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