

Print to "Fill Page" or 100% (do not "shrink to fit" or add margin)
 Cut line is between black and green border for standard pro size.



CHOOSE YOUR TURTLE

Hold both flippers to choose Co-Op or Team Play

<p>LEONARDO 1: Training Lit 2: +10 to timers 3: 2X Weapon 4: 2X Team-Up</p>	<p>DONATELLO 1: Turtle Power Lit 2: 2X Foot 123 3: +10 Ball Save 4: 3X Turtle Power</p>	<p>MIKHAELANGLO 1: Battle Again Lit 2: 2X April Hurry-Up 3: 2X Pizza Eating Co 4: 3X Ninja Pizza MB</p>	<p>RAFAEL 1: Episodes Lit 2: 2X Krang Combo 3: 3X Playfield Multiplier 4: 3X Episode Scores</p>
--	--	--	--

HURRY-UPS

Weapon: Turtle skill shot lights weapon, hurry-ups start from lit in-lane.

Krang: Top loop starts and increases Krang, shoot center ramp to collect.

Foot 123: Lights from in-lane. Spinner increases value.

April: Value is based on events currently happening.

APRIL Target: Lites *Battle Again* then *April Hurry-Up*.

Pizza Eating Contest: Hit action button to eat slices.

MODES

Episodes: Light by hitting L&R ramps then start in *Pizza Parlor*. Success adds perks to *Team Up* and *Final Battle*. New *Episode* re-enables *APRIL* and *LAIR*. *Dimension X* targets cycles lit ep.

Training: Shoot behind upper flipper to attempt leveling up.

LAIR Target: Lites *Training* then *2X multiplier*.

Extra Balls: - Start (2 to 4) *Episodes*
 - *Pict-o-Pops*
 - *Eating Pizza* (55-ish)

Pict-o-Pops: Complete Pics from Pop Bumpers for Award.

MULTIBALLS

Ninja Pizza MB: Lock balls in parlor. See *MENU* score card.

Turtle Power MB: Progress and start from right ramp. 4 ball.

WIZARD-MODES

Team Up: *Mini WM*. Hit left ramp after 4 episodes. 2 ball MB w/ special ally. *Relights MB's*

Final Battle: *Main WM*. lit after 8 episodes. Defeat *Shredder!* *Relights MB's*

Cowabunga: *Ultimate WM*. Complete all challenges to light.



PIZZA MENU

Stern pinball TURTLES

<p>Ice Cream: Mondo jackpot starts lit</p>	<p>Pineapple: Parlor spot +1 foot</p>	<p>Octopus: Pizza Frenzy! All switches score extra points.</p>
<p>Pepperoni: +250k jackpot value</p>	<p>Fudge: +1 to each Foot kill</p>	<p>Peanut Butter: +1 Pizza slices @Pizza Targets</p>
<p>Marshmallows: "Unlimited jackpots"</p>	<p>Sausage: Foot kills worth +50k more</p>	<p>Anchovies: +10k slice value</p>
<p>Chili Peppers: Super jackpot starts lit</p>	<p>Gummy Bears: +1 Ball</p>	

Please lock 3 balls in the parlor to confirm your order

Pop Bumpers: moves the toppings in the 2 left boxes: the 1st topping replaces the 2nd, 2nd topping is deleted, and a random topping is added to the 1st box.

Pizza Targets: shifts all unlocked toppings to the right.

Pizza Parlor: each ball lock also locks 2 toppings.

Ninja Pizza MultiBall: starts when 3 balls are locked in *Parlor*, adding their topping bonuses.

SCORE CARD BY: System-J

2023 Note (And Shameless Plug):

New Version Upgrades:
 -cleaner images used.
 -updated info based on newest code.
 -High res (600dpi!), professionally printed & cut.
 -Prem/LE versions

These are an earlier version of my score cards. If you like them, please consider supporting me by buying one of my updated versions in the future. (Which also will encourage me to keep updating and making cards.)

SystemJpinball.ca