

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures Mini-Series #1:
"Heroes in a Half-Shell" Part1

Cover: Kevin Eastman and Peter Laird

Writer: Michael Dooney adapting scripts by David Wise and Patti Howeth

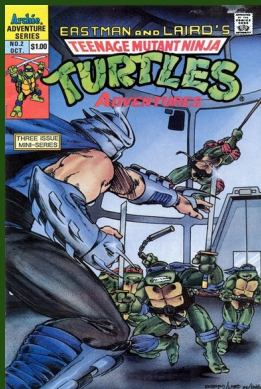
Pencils: Michael Dooney

Inks: Dave Garcia

Colors: Barry Grossman

Letterer: Steve Lavigne

First Printing: August, 1988



Teenage Mutant Ninja Turtles Adventures Mini-Series #2:
"Heroes in a Half-Shell" Part 2

Cover: Kevin Eastman and Peter Laird

Writer: Michael Dooney adapting scripts by David Wise and Patti Howeth

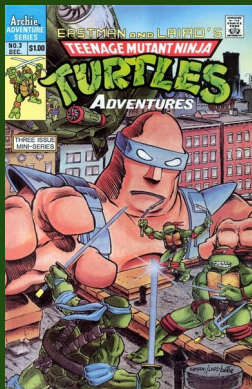
Pencils: Michael Dooney

Inks: Dave Garcia

Colors: Barry Grossman

Letterer: Steve Lavigne

First Printing: October, 1988



Teenage Mutant Ninja Turtles Adventures Mini-Series #3
"Heroes in a Half-Shell" Part 3

Cover: Kevin Eastman, Peter Laird and Steve Lavigne

Writer: Michael Dooney adapting scripts by David Wise and Patti Howeth

Pencils: Michael Dooney

Inks: Dave Garcia

Colors: Barry Grossman

Letterer: Steve Lavigne

First Printing: December, 1988

Michael Dooney adapts the original cartoon's first season!

**Jephael's Radical TMNT Fan Site Proudly Presents
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Teenage Mutant Ninja Turtles Adventures #1
"Return of The Shredder" Part 1

Cover: Kevin Eastman and Peter Laird with Steve Lavigne

Writer: Dave Garcia adapting a script by Christy Marx and David Wise

Pencils/Inks: Dave Garcia

Colors: Barry Grossman

Letterer: Dave Garcia

First Printing: March, 1989

Leonardo and Michaelangelo are shopping in disguise when two thugs attempt to rob the grocery store that they're in. Of course, our helpful heroes aren't going to stand around and let the thieves get away with this, so they quickly put the wrap on the punks. April covers the robbery for the news once Leo and Mikey have vanished. Then the Turtle lads head for home to have some well earned pizza.

Meanwhile in Dimension X, Shredder, Rocksteady and Bebop implore Krang to return them to Earth, so that they can seek revenge against the Turtles. Krang allows Saki to gate through to our planet, but cruelly forbids the bumbling henchmen a trip home.

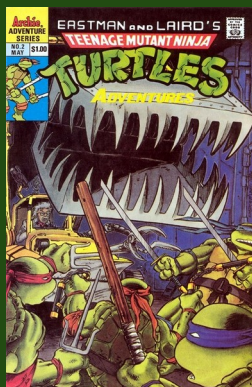
April has a run-in with her boss Mr. Thompson, who's convinced that the Turtles are a menace to society. April storms off, determined to prove that the Green Team truly are heroes.

Master Splinter gets a premonition that something horrible is about to happen... the Shredder is going to return!

Sure enough, at a park in New York, Saki makes his entrance via the portal. Two hapless muggers attempt to rob Shredder, who quickly defeats them in battle. The two crooks give Shredder all of their cash and flee in terror! Saki decides to check in with Krang, who tells the nefarious ninja that he's on his own in his attempt to destroy the TMNT. Saki decides that he'll need a little help, so he intimidates a local karate school into assisting him.

The next day at Channel 6 News, Vernon tries to impress Mr. Thompson with a story that he's taped... but of course the story is terrible and Mr. Thompson gets angry. In his rage, Thompson orders April to go dig up the dirt on the Turtles' conspiracy. This makes April mad and she storms off once again, all the more determined to set the record straight that the TMNT are good guys!

Meanwhile, Shredder has put his plan into action. Saki forces the the Karate students to dress up in turtle costumes and rob a bank. Shredder hopes that this will defame the Turtles and thus he will have his revenge. But when Saki calls Krang to report this "good" news, the antisocial alien is not pleased and screams at Shredder. Krang tells Saki not to bother him until the ninja villain has real progress to report.



Teenage Mutant Ninja Turtles Adventures #2
"Return of The Shredder" Part 2

Cover: Kevin Eastman and Peter Laird with Steve Lavigne

Writer: Dave Garcia adapting a script by Christy Marx and David Wise

Pencils/Inks: Dave Garcia

Colors: Barry Grossman

Letterer: Dave Garcia

First Printing: May, 1989

Shredder breaks Baxter Stockman out of an asylum and puts him to work.

April is at Channel 6 with Mr. Thompson as a news report featuring the Karate gang (disguised as turtles) rob another bank. Thompson is happy that there's now proof that the TMNT are a menace. April calls Leonardo and tells him to meet her at the station. When the TMNT arrive, April plays them the tape of the bogus Turtles, and Leo surmises that Shredder is behind the deception. Just then, Thompson and his new girlfriend (who is turtlephobic) arrive. The girl spots the TMNT and goes into hysterics, so the Turtles flee out the window. Thompson demands to know why the Turtle terrorists were at his station, and April decides to take a new approach and tells her boss that she lured them there to expose them.

Meanwhile, Splinter is home meditating when a huge, mechanized drill vehicle erupts into the sewer, piloted by Baxter. Stockman captures the Sensei and takes off, just as the Turtles get home. The TMNT follow the trail left by the huge contraption.

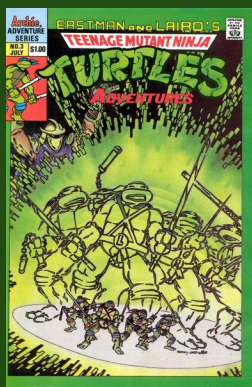
When the Green Team gets to the end of the trail, they find the costumed Karate gang and a battle ensues. The Turtles win easily and find a message from Saki to meet at the Karate studio... if they dare! Of course they do!

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April decides to visit the Turtles and finds the tunnel made by the drilling machine, and investigates.

The TMNT arrive at the karate studio just as Shredder is preparing to kill Master Splinter... but before the evil ninja can make his move, Baxter and his machine burst through the wall. The Turtles manage to get Baxter out of his vehicle and spoil Shredder's plans in one fell swoop. Saki grabs Stockman and makes his getaway.

April report on the news that evening reveals the whole story about the Karate gang and their hoax. Thompson's girlfriend gets enraged that his station is defending turtles and dumps him.



Teenage Mutant Ninja Turtles Adventures #3
"The Incredible Shrinking Turtles" Part 1

Cover: Kevin Eastman and Peter Laird with Steve Lavigne

Writers: Beth and Ken Mitchroney adapting a cartoon script by Larry Parr

Pencils: Ken Mitchroney

Inks: Dave Garcia

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1989

The Turtles are outside practicing in a park when a strange orb crashlands into a nearby pond. The TMNT dive into the water and rescue a strange looking alien from the sinking globe. The Shredder is watching the whole episode while concealed within the brush. The alien revives long enough to tell the Turtles that some sort of artifact called "The Eye of Sarnath" had separated into 3 parts during the crash. If these sections were to be joined together, they could be a terrible power on the Earth. The alien then gives the TMNT a device called the Crystal Converger that will help them locate the fragments of the Eye. Shredder overhears this, and sets off to find the pieces before the TMNT can.

The Turtles follow the path given to them by the Converger, which leads to a garbage barge. The Heroes in a Half-Shell hop into the drek to search for the Eye fragments. Don retrieves a section, but then Shredder shows up and takes it. As the TMNT prepare to fight for the fragment of the artifact, Shredder inadvertently activates its powers and shrinks the Turtle boys down to action figure size! Shredder prepares to squash our heroes, but they manage to escape with the Converger and make it home to the sewer. Splinter calls April for help, and the pair head off in the Turtle Van to find Saki and get the fragment from him before he can do more harm.

Shredder reports to Krang that the Turtles have been defeated, but the ornery alien demands proof... which Shredder does not have. Saki decides to start shrinking buildings all over the city...



Teenage Mutant Ninja Turtles Adventures #4
"The Incredible Shrinking Turtles" Part 2

Cover: Ryan Brown

Writers: Beth and Ken Mitchroney adapting a cartoon script by Larry Parr

Pencils: Ken Mitchroney

Inks: Dave Garcia

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1989

The Shredder gleefully claims that Krang will have to believe him about destroying the Turtles now that he has a collection of shrunken buildings.

April and Splinter get stuck in New York City traffic on their way to get the Eye fragment from Shredder.

The Turtles are enjoying being shrunk because they can get more than enough pizza... just as a sewer trickle flushes them down the pipes. The lads are attacked by a snake, but Leo saves the day.

Krang tells Saki that he doesn't care about shrunken buildings, he wants the Turtles! Baxter reveals a device that will help them find the tiny TMNT, so Shredder sends Stockman out alone to bring the Green Team to him.

The Turtles end up being flushed out into the harbor, where Baxter is waiting to capture them with a fish net. The mad scientist sticks the TMNT into a jar and returns them to Shredder.

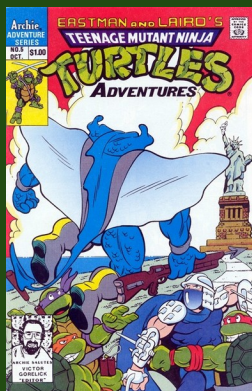
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April and Splinter are finally free of the traffic, and they park the van and prepare to enter Shredder's hideout.

Shredder shows Krang that he has the TMNT in hand, and prepares to crush them with a crowbar... much to the Warlord's delight. But before the evil ninja can deliver the killing blow, Splinter bolts into the room and engages Saki in combat. April finds the Eye fragment and uses it to return the Turtles to their normal size... but the battle between Splinter and Shredder isn't going well for the old rat!

Just as Saki prepares to murder Splinter, the Turtles save the day! In the confusion, the Eye fragment finds its way into Baxter's hands, who tosses it to Shredder. The two villains make their escape, with the crystal piece still in their possession.

The Turtles return home and watch April on the news, and then have their customary dinner... albeit a small bit altered.



Teenage Mutant Ninja Turtles Adventures #5
"Something Fishy Goes Down"

Cover: Ryan Brown

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dave Garcia

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1989

The Turtles are visiting the Burroughs Aquarium and admiring the manta ray there when the proprietor tells them that the place is closing down. The lads make their exit and head for home, in search of dinner.

Meanwhile the Shredder, Bebop and Rocksteady are piloting a submarine beneath the waters of the New York Harbor. Shredder informs Krang that Bebop and Rocksteady accidentally spilled an entire barrel of Mutagen in the city's sewers, which doesn't make the tentacled alien very happy. Saki then begins explaining his plan to ruin the Fourth of July holiday for all New Yorkers.

Later that night, the aquarium proprietor pats the large manta good night and then goes off on an environmental mission. The man is trying to discern if companies are illegally dumping toxic waste into the Harbor. As he investigates a large drainage pipe, the environmentalist discovers an odd substance (that we recognize as Mutagen). Not knowing the dangers of the substance, the proprietor grabs a handful of the goo - just as the pipe is being flushed out! A huge rush of water pours over him and washes him out to sea!

Just about that time, we see the TMNT excitedly running towards the beach to have some fun. As the guys are goofing off on the sand, they're spotted via periscope by Bebop. Shredder decides to off the Turtles by shooting a torpedo at them. Just as the deadly missile is about to impact on the beach, an odd shadowy form from the depths grabs it and sends it careening back toward's the sub. Fortunately for the villainous ninja and his cohorts, the torpedo bounces off the submarine's tough hull. Enraged by these strange events, Shredder orders Bebop to steer the sub back to their secret base. However, once the ship is parked, a mysterious shape attaches a huge amount of plastic explosives to its side.

Back in the sewers, the Turtles have gotten lost on their way home. As they walk along they see a huge black shape swim by. The boys find a grate, and when they peer through it they see Shredder's sub! The TMNT dive into the water to investigate the submarine.

Elsewhere, we see the shadowy form once again, as it prepares to detonate the plastic explosives attached to Shredder's sub!

By now, the Turtles have gotten inside the sub and it has set sail once again. The Green Team is discovered by Bebop and Rocksteady, and a fight breaks out. During the battle, Rocksteady's horn bursts through the ship's walls and water starts to pour in. The water-logged sub starts to sink to the bottom of the sea, as Shredder makes his escape. The Turtles grab life preservers and use them to save/capture Bebop and his boneheaded buddy.

As Shredder flees, he meets the mysterious stranger face to face... it's a mutated manta ray man, who calls himself (naturally) Man Ray. Shredder begins battling the angry Man Ray, but he's no match for a creature who can breathe beneath the waves, and the villain is quickly subdued... but once Ray has Shredder on the beach, the nefarious ninja gets in a cheap shot and makes his escape.

The Turtles speak briefly with Man Ray, but he's weakened from his recent mutation and quickly returns to the harbor. The TMNT enjoy the fireworks on the Fourth, since Ray helped stop Shredder from completing his mission of destruction.

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Teenage Mutant Ninja Turtles Adventures #6
"Of Turtles and Stones and Mary Bones"

Cover: Ryan Brown

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dave Garcia

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1989

Down in the bayou, a Cajun man named Jess Harley sneaks into the hut of the local witch, named Mary Bones. Harley wants to steal something valuable enough from the old woman that he'll be able to sell it and escape his life of poverty in the swamps. Jess quickly discovers a large crystal ball, which he takes to New York City in hopes of finding his fortune.

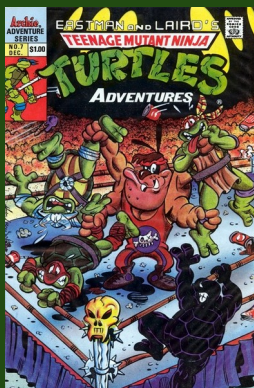
While walking the streets of the metropolis, Jess gets distracted by all the sights and bumps into a stranger... who happens to be one of the TMNT in disguise. The force of the collision causes Harley to drop the crystal ball, and it rolls down a drain and falls into the sewers! Jess finds access to the underground sewage system via the subway, and as Fate would have it, he quickly recovers the crystal... but no sooner does he pick up the treasure when he is interrupted by Mary Bones herself!

Harley falls to his knees in fright as the old witch explains that what he has stolen is no mere gem, but a powerful magical item capable of transmutation. Mary Bones then uses the crystal's powers to change Jess Harley into a mutated alligator man... a Leatherhead!

Leatherhead chases after the witch, but she vanishes into thin air. The mutant gator then crashes through a wall and falls through several layers of brittle sewer flooring and winds up on a table in Shredder's hide-out. Shredder lies to Jess and tells him that the TMNT and Mary Bones are working together for evil purpose and that they hold the key to how Harley can be returned to human form. Completely fooled, Leatherhead agrees to help Shredder capture the Turtles!

Eventually the TMNT end up fighting Bebop, Rocksteady and Leatherhead on a bridge located in the sewers. Leatherhead, confused by conflicting stories from Shredder and the Turtles, throws a fit. The frustrated gator man thumps his massive tail onto the aged structure, causing a huge section of it to collapse... taking Leatherhead with it!

As the TMNT make their exit, they run into Mary Bones, who gives them a strange message and vanishes. Just then, Raph notices something shocking...



Teenage Mutant Ninja Turtles Adventures #7
"Intergalactic Wrestling"

Cover: Ryan Brown

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Jim Lawson

Inks: Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1989

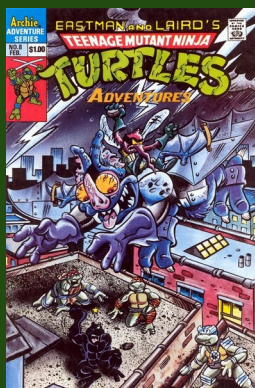
This issue opens with the TMNT being spit out onto an alien environment by a gigantic, disembodied cow head named Cudley Cowlick... cowabizarro! The Turtles learn that they've been kidnapped by intergalactic wrestling promoters Stump and Sling, who broadcast the galaxies' most popular TV show light years beyond the Earth. To win a return trip home, via the weird flying cow head, the TMNT will have to wrestle!

The Turtles agree (what choice do they have?) and are introduced to the other wrestlers... one of which happens to be Leatherhead! It seems that Cudley rescued the gator boy from his deathly fall and brought him to Stump Asteroid to become a wrestler as well.

Tons of madcap wrastlin' ensues, and the TMNT wind up victorious (o' course!).

Stump makes good on his deal and has Cudley deliver the Turtles back to Earth - Leatherhead decides that he likes life in outer space, where he won't be viewed as a freak, and so he stays behind to continue his wrestling career.

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Teenage Mutant Ninja Turtles Adventures #
"Wild Things"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1990

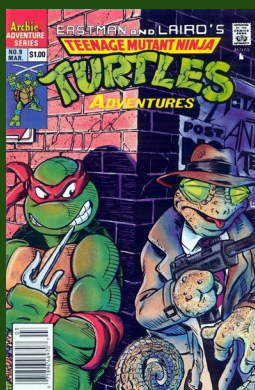
As the TMNT stand on the roof of the building that Cudley the Cowlick dropped them off on, they are assaulted by a bizarre flying bat creature! We're introduced to two new characters, the bat man named Wing Nut and his faithful sidekick, a mosquito-like being called Screwloose. Wing Nut was trying to break the skylight windows on the building that the Turtles are standing on, but he hit Raph in the head with a rock by accident. On his second attempt, the bat dude manages to shatter the window, and he flies off. The TMNT scatter so as not to be blamed for the vandalism.

The Green Team Supreme heads for home and greet Master Splinter. The boys turn on the news to discover that over 1,000 skylights have been broken! As April is reporting the crime wave, a live shot comes on about a blimp... being terrorized by a flying bat beastie! Wing Nut stabs the blimp with his sharp claw and then smashes the TV camera with a rock... the Turtles can't take any more of this and set off to stop the whacky winged nutcase!

For some reason, the Turty lads decide to take their own blimp, and it meets much the same fate as the previous one. Wing Nut dive bombs through the center of the air ship and sends it falling to the ground. Fortunately, the Turtles' blimp is equipped with an air car that can fly on its own, and the boys give chase, much to Wing Nut's glee.

Eventually the TMNT capture the crazy vandals on a rooftop, and find out from Screwloose that the pair are actually aliens! It turns out that Wing Nut is the last of his race... Krang destroyed his homeworld! This drove the poor bat boy mad, with Screwloose being his sole ally. The two are searching the globe, seeking retribution against Krang. In his delusion, Wing Nut believes that Krang is hiding behind a skylight, and he's breaking each one that he finds in hopes that he'll locate the evil alien warlord.

With their story told, Wing Nut makes his escape... but is quickly gobbled up by Cudley the Cowlick! When Cudley brought the Turtles home last issue, she inadvertently opened a dimensional portal that allowed Wing Nut and Screwloose to reach the Earth. The giant flying cowhead has returned to take the batty aliens back to Stump Asteroid, where she believes they might find a home.



Teenage Mutant Ninja Turtles Adventures #9
"Codename: Chameleon"

Cover: Peter Laird, Ryan Brown and Steve Lavigne

Plot: Steve Lavigne and Dean Clarrain

Writer: Dean Clarrain

Pencils: Jim Lawson

Inks: Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1990

The TMNT are watching the tube when Master Splinter walks in and asks them when the last time was that they had run their patrols... Leo motivates the mutants to go on patrol and then to pick up some groceries. Splinter sits down to watch the news, and sees April reporting about a spy, known as the Chameleon, who has stolen some classified weapons plans.

We then cut to the double-agent as he is fleeing from the police. To make his escape, the spy heads down into the sewers, and as Fate would have it, he arrives at a crossroads (crosspipes?) where he runs into both the TMNT and Bebop and Rocksteady! Rocky nabs Chameleon, and as the Turtles prepare to bonk heads, a Foot soldier shows up on a weird vehicle equipped with giant fists. The contraption proves to be enough of a distraction to allow Bebop and Rocksteady to escape with the Chameleon.

The two bogus baddies haul the agent to the Shredder, who wants the plans that Chameleon has stolen... but the spy doesn't have them with him. Shredder demands the secret documents, so Chameleon offers to sell them to the villain... but this only angers Shredder. The nasty ninja brings out a real live chameleon and a spray can of mutagen, explaining to the double-agent that if he doesn't reveal the hiding place for the plans, he will be turned into a mutant. Chameleon complies with Shredder's demands, and Bebop and Rocksteady hurry off to retrieve the weapons blueprints. Shredder, being a dastardly villain, decides to mutate Chameleon anyway! But once he is mutated, Chameleon changes his colors and makes his escape.

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Meanwhile, Donny is working on the weird new Foot vehicle when Bebop and Rocksteady come at the Turtle lads with guns blazing. The TMNT head for cover and a close-quarter shoot out takes place... Raph using his throwing stars and Shredder's henchmen firing their laser rifles.

As it turns out, Chameleon arrives back on the scene, because the crossroads is where the plans are hidden! He draws fire from Rocksteady and Bebop as he's perched upon the ceiling, and the lasers' blasts bring the roof caving in on the hapless henchmen (who were saved from death by hiding under the Foot vehicle). Before the debris hits the floor, Chameleon retrieves the plans from their hiding place and makes another escape!

With the tunnel sealed off, the TMNT head for home, thinking that Rocksteady and Bebop were killed in the collapse.

The Turtles reunite with their Sensei just in time to see April reporting about the stolen weapons plans... as it turns out, the blueprints were mysteriously returned, with a note pinned to them saying "Some things are not worth profiting from."

As the issue ends, we see the mutated Chameleon watching the report from outside a department store window, grinning.



Teenage Mutant Ninja Turtles Adventures #10
"Going Down?"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1990

As this issue begins, we see Bebop and Rocksteady dumping toxic waste into the sewers, an act that seems to have caused something wicked to happen to a large planarian worm swimming in the tepid waters...

Cut to the sewer hideout of our favorite mutant turtles. Leo and the boys are having a discussion and they seek out Master Splinter's advice. It seems that the recent events have deeply troubled our heroes and they've decided to stop being reactive to Krang's evil deeds and try to do something proactive to stop him. The Sensei recommends that they start with their best lead to Krang... the Shredder himself!

Raph is dressed once again in the all-black wrestling costume that he wore in issue #7. Splinter inquires why Raphael is wearing a suit so different from his brothers', and Raph explains that it will help him be stealthy in the dark. Splinter approves of this reasoning, much to Raph's delight (and Leo's disgust!)

Meanwhile, in the Shredder's secret hideout, an exterminator has arrived to get rid of Shredhead's roach problem. Shredder leaves the man to his work and calls Krang on the vid screen. It seems that the vile little alien has something planned... he's searching for something... and of course, Shredder wants in on the action!

The exterminator is busy chasing roaches around when he slips in a room full of mutagen and falls into the sewers...

By now, the TMNT have arrived where Shredder's sub was hidden (issue #5)... except the vessel is now missing. The Turtles decide to head down a tunnel that has lead to Shredder before, and begin their trek... unaware that a hideous giant planarian worm mutant is following them! As the ninjas head down the pipe, they end up running headlong into a giant mutated roachman! It seems that the exterminator got exposed to the mutagen and has been turned into a monster... much like the planarian worm directly in front of him!

The monsters end up battling over who gets to kill the TMNT, and in their fight they break a gas line and a fuse box, causing a deadly combination of free-floating natural gas and electric sparks. The TMNT realize the danger, and quickly huddle together, using their back shells for protection against the impending...

BOOM!

The explosion seems to have destroyed the two battling beasties, and thankfully the Turtles' shells saved them from harm. As they examine the debris, they notice that there are suddenly a lotta rats around.

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Teenage Mutant Ninja Turtles Adventures #11
"White Light"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Jim Lawson

Inks: Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1990

The issue opens with Bebop and Rocksteady, still trapped beneath the Foot vehicle and rubble. Suddenly, Bebop notices an odd smell... followed by a brilliant light... and we see four very alien creatures...

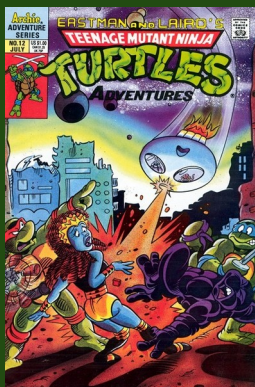
Meanwhile, the TMNT have gotten disoriented from the blast in the previous issue. The lads head down the passageway where the rats are streaming from, as they believe it to be the direction home. As the Turtles walk, the rodents begin swarming around them. Just as the TMNT decide it's time to whack some rats, a strange being comes into view... a man dressed in tatters who calls himself the Rat King!

Leo answers the Rat King's questions and the murky monarch tells the TMNT where to find Shredder. The ninjas follow RK's directions and eventually come to where Bebop and Rocksteady were buried... only to find that they have been removed by a very powerful force. The lads continue along and find evidence of Shredder, until they run into some sort of Super Foot Soldier standing guard in the sewer. The robot is quite deadly and gives the TMNT a run for their money, but Mikey saves the day with two well-thrown shurikens.

The Turtles find an open manhole cover and make their way to the surface. They find themselves in Shredder's headquarters... but as they close to investigate voices, they are apprehended by 5 strange aliens and held in suspended animation. Bebop, Rocksteady, Shredder and Krang are all reunited and gloat over their victory.

Cut to the Bayou, where we see the old witch Mary Bones watching the whole event through the mysterious crystal ball known as the Turnstone. The woman is disheartened to see Krang here on Earth and wonders how he has gained control over the aliens, who she names as the Sons of Silence. Mary decides that she must depart the Earth, and uses the Turnstone's powers to revert to her true form. As she disappears into the ether, she states that she will not be leaving alone... and we see the Turtles dematerialize from Krang's grasp!

Krang announces that the Turnstone and Mary have returned to Dimension X... no doubt with the TMNT in tow. The villains gather their things and head for Dimension X in their spacecraft!



Teenage Mutant Ninja Turtles Adventures #12
"The Lost World"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1990

We begin the story on a rich savanna, where we see two rhinos happily grazing on the fertile land. Soon enough we discover that it's Rocksteady dreaming of a more peaceful place than the spacecraft that he's currently aboard with Bebop, Shredder, the Sons of Silence and Krang. The villains are traveling to Dimension X to search for Mary Bones, the Turnstone and the Turtles.

Meanwhile, Mary Bones is explaining the scenario to the TMNT in front of a camp fire on the planet Hirobyl. Mary tells the Turtles that her real name is Cherubae, she was merely disguising herself as an old witch while she was living on Earth. Cherubae states that she was once a Warlord in Dimension X, just as Krang was. Eventually a Theocracy took control of Dimension X and banished all Warlords in their goal to seize absolute power. Some of the Warlords were publicly executed, sending others (like Mary) into alternate dimensions seeking refuge, while some (like Krang) chose to stay in Dimension X and went into hiding. The Warlords who remained in Dimension X would go on berserker attacks against the Theocracy, destroying entire planets in the wars. Hirobyl is one such planet, a world that Krang himself had heartlessly destroyed while searching for the Turnstone that Mary possesses. The Turnstone is a transanimating device of great power, capable of giving certain thoughts form.

The Turtles are curious what to do about Krang and Cherubae explains that he'll find them soon enough - and on cue, as the sun rises, Krang's ship zooms into their view.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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Cherubae flies up to meet the craft and transforms Krang's tracing device into a parrot with the power of the Turnstone. Krang retaliates by firing lasers at his fellow Warlord, which incapacitate the warrior woman. Cherubae drops the Turnstone and it falls to the ground far below.

The TMNT scramble to locate the powerful item while the Sons of Silence surround Cherubae, who hangs suspended in the air. Krang laments that he knew the aliens couldn't be trusted. Shredder, Bebop and Rocksteady board flying machines to search for the Turnstone while Krang decides to call another Warlord for help - an insect-like being named Maligna.

Maligna agrees to speak with Krang, but the warrior queen is not pleased with the brainy alien's destruction of worlds. Krang requests ten warriors to help him retrieve the Turnstone, for which he will give her the planet Earth. Maligna agrees to the terms.

Meanwhile, Shredder and his two henchmen are searching for the Turnstone on their flying buggies. Shredder tells his underlings that they must find the device before Krang does, as Shredder plans to use its power for his own desires. Fortunately the villains are looking in the wrong direction.

The TMNT are running on the ground, trying to locate the lost orb. The boys find a giant coliseum and spot an incoming airship... which turns out to be Cudley the Cowlick! Cudley explains that Mr. Stump wants to help the Turtles find the Turnstone and will give them some help if they agree to another wrestling match. The TMNT agree to the terms and Cudley spits out the helpers: Wingnut and Screwloose, Leatherhead and a fellow named Trap.

As Cudley flies off, the heroes notice that they've been surrounded by Maligna's insect warriors!



Teenage Mutant Ninja Turtles Adventures #13
"The Final Conflict"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown and Dean Clarrain

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1990

Stump Intergalactic Wrestling is once again broadcasting the Turtles' battle - only this time it's a fight to find the Turnstone. The TMNT and their allies (Leatherhead, Trap, Wingnut and Screwloose) are skirmishing with the the insect warriors sent by the creepy alien queen named Maligna.

The Turtles, Leatherhead and Trap aren't having too much trouble battling the bugs in hand to hand combat, although they're vastly outnumbered. Wingnut and Screwloose fly off to look for Krang. Leatherhead is eventually grabbed by two bugs and sent flying out of the arena where the battle has been taking place. Wingnut and Screwloose find Shredder, Bebop and Rocksteady flying in their hovercars and attack them. On the ground, Trap and the Turtles mop up the rest of the insect warriors and begin to celebrate their victory... just a bit too early, as Krang arrives in his spaceship and begins firing at our heroes.

Meanwhile, Leatherhead recovers from his throw and immediately sees the Turnstone sitting right in front of him. LH decides to think about the woman who turned him into a gator, and Cherubae appears - along with the four Sons of Silence! Leatherhead is surprised to see the aliens as he hadn't been thinking about them - Cherubae quickly orders him to "unthink" them. LH complies and the Sons of Silence vanish. The gator then asks Cherubae why she transformed him, and she asks him if he'd believe that she knew that Leatherhead would be the only one who could save the day by finding the Turnstone. LH doesn't believe her, but he hands her the crystal ball and tells her to "make things right."

Cherubae takes the Turnstone and uses its power to summon Rocksteady, Bebop, Shredder and Krang, who appear before her held immobile inside of a force field. She then uses the device's vast abilities to destroy all of Stump's TV cameras... much to the disappointment of the enraptured audience. Finally, Cherubae uses the power of the Turnstone to banish their foes. She sends Bebop and Rocksteady to a jungle world inhabited only by wild animals - a fate the pair seem to truly enjoy. Shredder is sent to a prison on Earth, where he vows vengeance. Krang is sent to Morbus - a toxic waste dumpworld.

Cherubae then makes the Turnstone vanish out of existence, explaining that its power was too great for anyone to wield. The TMNT complain that she could have sent them home before doing that, but Cherubae explains that they'll be traveling back to Earth with Cudley the Cowlick.

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Teenage Mutant Ninja Turtles Adventures #14
"Leave Heaven Alone"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Don Simpson

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1990

Cudley decides to drop off the TMNT in the tropical rain forest of Brazil, thinking they'll be of some help.

No sooner has Cudley left than the Turtles are met by a cat man that goes by the name of Jagwar. Friendly greetings are exchanged when a jeep filled with mercenaries suddenly arrives and fires at our heroes. The TMNT and their new ally escape into the jungle and the men leave to tell their partners what they've seen.

Jagwar leads the TMNT deep into the southwestern jungle to an ancient temple, a place that the cat man calls home. Jagwar then explains the troubles in his homeland, how some people wish to exploit the rain-forest and tear it down to make "a quick buck," like the mercenaries who had fired at them. He also tells the Turtles that these men assassinated a local union leader recently, a man named Chico Mendes, who was a friend to Jagwar. The mercenaries also kidnapped a reporter who had come to do a story on Chico Mendes, and so Jagwar has vowed to free the news-person. The TMNT quickly assert that they'll help Jagwar on his mission.

The five heroes sit down to eat some fruit and Jagwar tells them the lore of his homeland, how the rain-forest was both earth and heaven in one. After his tale is finished, the cat man states that it's time for them to rescue the reporter... who happens to be April O'Neil! The Turtles are astounded by this information, and the group runs through the jungle to save their friend.

Soon enough they find the mercenaries' camp and quickly defeat the evil men in combat. Once the fight is over, the Turtles and April share a tearful reunion. April notices that Jagwar is also crying, and when she asks him why, the cat man explains that he misses his friend Chico Mendes, and because fifty acres of rain-forest is lost every minute.

"April... my friends..." begins Jagwar, "At times I can only cry... because I know not what else to do."

Meanwhile, back in New York City, we see a skyscraper and hear a phone call to Mr. Null reporting about the problems his organization is facing from "mutant animals." Null orders the mutants to be followed and scrutinized.



Teenage Mutant Ninja Turtles Adventures #15
"The Howling of Distant Shadows"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1990

April, the TMNT and Jagwar have spent several weeks rafting down the Pursus and Amazon rivers, living off the land and experiencing an all new and invigorating lifestyle. Jagwar teaches our heroes how to thrive in the jungle and they tell him tales of their adventures, much to the delight of everyone involved.

Eventually the group meets a local tribe known as the Coipacu. They are lead by an elderly woman who holds the title of Paleocha. The woman speaks the "forest language" (something Jagwar is well versed in) and invites our heroes to supper. Jagwar explains that it's fortunate that the Turtles are turtles, as the Coipacu believe that the world is an island borne on the back of the Great Turtle.

The locals bring the protagonists to a majestic tepui, and lead them through a cave that reveals an unbelievable world within... populated by not only the Coipacu, but dinosaurs as well!

Later that evening, Jagwar translates the Paleocha's story about a new creature that has appeared in the tepui - a half man half wolf! Since discovering the wolfman, the tribe has set out a nightly offering of food for him.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
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Jagwar also relates that pirate-miners have discovered this paradise and have begun to kidnap their young men and make them into slaves. The Paleochoa seeks the help of the TMNT to stop the pirates and save her people. Suddenly a howl erupts out of the jungle and everyone spots the wolf-man, who has arrived to take his nightly offering. The beast quickly takes his food, noting in English, "That be good stuff, mon" before he zooms back into the jungle.

Later, the TMNT, Jagwar and April head out to investigate the pirate-miners camp at a nearby tepui. The spot hundreds of slaves being forced to dig, and are quickly discovered by an armed guard. Mikey dispatches the man and the heroes attack the pirates. The battle goes well, but Jagwar is surprised by a pirate and held at gunpoint. Before the man can force the Turtles to drop their weapons, something comes screaming out of the jungle at incredible speed and knocks out the villain. The rescuer is the speedy wolf-man, who tells Jagwar, "You owe me, mon." Jagwar cheerfully agrees and the anthropomorphs work together to free the Coipachu slaves.

From a distance, we see a cowboy who calls himself The Kid watching our heroes through binoculars. He notes that the Turtles have been joined by a wolfman and that they've wrecked this operation. He also states that Mr. Null is going to be very unhappy with this news. The Kid calls Null and briefs him on what's happened - Null is upset and tells his henchmen to keep tracking the TMNT to see what motivates them.

The Turtles are welcomed back by the Paleochoa and she gives Donatello a gift to thank the Turtles for saving her people. Don is honored to receive the present, which is the leader's ancient staff. The Paleochoa then asks to know more of the wolf-man, and he explains that his name is Dreadmon - but at this moment, he'd rather be eating than talking. Mikey backs up Dreadmon on this plan of action.

Later, Don practices with his new staff while the others bask in the beauty of the tepui.



Teenage Mutant Ninja Turtles Adventures #16
"Dreadging the Ocean Blue"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: January, 1991

Master Splinter is at home in the sewers of New York City, where he's attempting to contact the TMNT via astral projection.

Meanwhile, Mr. Null's henchmen, the cowboy named The Kid, is searching the jungle inside a helicopter, trying to locate the Turtles and their allies. Our heroes manage to escape detection and reach their destination: the Atlantic Ocean. April asks how they're going to cross the vast sea and the guys get to work building some rafts made from the debris found on the polluted beach (except Mikey, who takes the opportunity to do some surfing).

Once the rubber tube rafts are complete, Jagwar and Dreadmon bring fruit from the jungle so the TMNT and April will have food on their journey. Goodbyes are said and the heroes in a half shell set sail for America.

The group finds an island and decide to do some swimming and investigating. No sooner have the TMNT beached than they're attacked by a strange submarine that's equipped with robotic arms, which grabs the Green Team and April and stuffs them into its hull, carrying them off to an underwater headquarters.

Our heroes soon meet up with two other captives, Man Ray (aka Ray Fillet) and his diminutive buddy, a fishy dude from a species called Glublubs. Ray explains that he was swimming with some dolphins who were teaching him how to cope with his new body when he discovered the Glublubs. Unfortunately the fish folk's coral reef home has been the site for toxic waste dumping. While Ray and the Glublub were viewing the radioactive waste, they both became sick and passed out, eventually waking up as prisoners. The Turtles decide that they'll have to stop the illegal dumping and hatch a plan to escape. Ray uses his echo-location abilities to determine the thickness of the walls and discovers that the large mirror in the room is thin - which allows the Green Team to cannonball Mikey through the glass and create an escape route.

The TMNT find a group of men on the other side of the glass lead by The Kid - who tells the pirates (known as the Oceanauts) to capture the mutants alive. The Turtles have other ideas, however, and begin to kick Oceanaut butt. Ray runs down The Kid, who fires his pistol - the bullet narrowly misses Man Ray, but strikes the little Glublub in the chest, killing him. The murder enrages Ray, who starts to tear the ship apart. The Turtles try to calm Man Ray, but there's no stopping him - so they find an access pool that allows them to escape into open water.

Later, Man Ray and the Turtles bury their fallen Glublub friend on the beach, just as a shooting star falls from the sky.

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Teenage Mutant Ninja Turtles Adventures #17
"Fight the Power"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1991

An asteroid is hitting the Earth's atmosphere - but this is no ordinary meteor, it's actually a spaceship piloted by two of Maligna's insect warriors, Skul and Bean. The aliens report to their master, who orders them to find a human that will help them "feed our great hunger."

Meanwhile, Man Ray has found two humpback whales who were willing to carry April and the Turtles back to America, and they arrive at New Orleans. The whales drop the heroes off on a half-sunken ship that has hit a reef offshore. Everyone dives into the sea and begins to swim towards shore when they spot two shrimp boats dropping nets. Ray explains that the nets are supposed to be equipped with a device that will allow sea turtles and other larger animals to escape. April is interested in the process and asks Man Ray to show her how it works, and the former scientist agrees. Ray swims with April on his back up to the nets, but shockingly discovers that these nets do not have the proper extruder devices. This enrages Man Ray and he swims to the surface and demands that the shrimpers pull up their nets. Not surprisingly, the captain of the boat tells Ray to buzz off, but the mutant isn't happy with this reply and attacks. Unfortunately for the zealous Ray, he is quickly captured in a net and beaten into submission. April swims back to the Turtles to let them know what's happened.

The TMNT are back on board the abandoned ship, where Master Splinter has finally managed to contact them via astral projection. Splinter is pleased to discover his sons are doing well and experiencing so much of the world. As Splinter's image fades, April arrives with the news.

Later, the Shrimpers pull up their nets expecting to see a rich booty of shrimp, but only find trash and debris. The Turtles appear on the back of a giant turtle, wearing costumes and trying to pass themselves off as vengeful turtle spirits. The act fools one of the crews and they abandon ship, but Cap'n Mossback is unimpressed and fires a harpoon at the turtles. The TMNT dive into the water and climb aboard Mossback's ship, where a battle ensues. April uses the diversion to free Man Ray, who crashes through the deck and frightens Mossback into falling overboard. To everyone's surprise, the captain can't swim and soon sinks beneath the surface of the water. No one is in a hurry to rescue the pirate, but soon the giant turtle that the TMNT had arrived on surfaces, with the captain safely on its back.

Back in New York City, The Kid arrives at Null's headquarters to report his failure in tracking the Turtles. Null is angry, and introduces Kid to his new business partners... the insect warriors Skul and Bean!



Teenage Mutant Ninja Turtles Adventures #18
"Mondo Metal"

Cover: Ken Mitchroney, Ryan Brown and Mark Martin

Writer: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1991

April and the TMNT bid farewell to Man Ray as they board a train that will carry them back to New York City. The heroes arrive safely back in the sewers and as they head for their lair, they hear music. The guys decide to track the tunes and discover that they're coming from Shredder's abandoned headquarters. The Turtles wonder what's up, since Saki is in prison, and they investigate the source of the music. Soon enough the TMNT discover that a local Metal band has set up a practice space in the warehouse. The lead guitarist begins some histrionics that cause a fuse to blow and the room falls into darkness. The TMNT hear something entering the room, and when the lights come back on, they see that the Metalheads have been surrounded by robotic Foot Soldiers!

April and the TMNT spring into action as the Foot assault the group. The band's leader, Mondo, is punched and sent flying into a stockpile of barrels - filled with Mutagen! Mondo has a pet gecko on his shoulder, so the Mutagen begins to morph him into a gecko-man.

The battle with the Foot continues. A Super Soldier has grabbed Mondo's girlfriend and carries her off to a rooftop, with Mikey and Mondo in hot pursuit on skateboards. Mondo uses his thrashing abilities to knock the Foot off of the roof and saves his girl, Candace. Unfortunately for the mutant Metalhead, Candy tells him that she doesn't think she can deal with his new appearance, and the two split up.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
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The TMNT arrive and assure Mondo that he's welcome to stay with them. Donatello notices a bunch of meteors zooming around a building that bears a familiar logo. The guys note the weird phenomena and then head back to the sewers, where they find Master Splinter and some fresh pizzas.



Teenage Mutant Ninja Turtles Meet Archie

Cover: Dan DeCarlo and Ryan Brown

Plot: Ryan Brown

Script: Dean Clarrain

Pencils: Ken Mitchroney and Stan Goldberg

Inks: Ryan Brown and Rudy Lapick

Colors: Barry Grossman

Letters: Mary Kelleher

First Printing: Spring, 1991

"Green Legs and Gams"

Cudley the Cowlick drops the TMNT off in the world of Archie Andrews and his friends. The TMNT have to help Archie, Betty and Jughead save Veronica from her kidnappers.

"Red Sails at Sunset"

By Dean Clarrain and Don Simpson

April, the Turtles and Man Ray discover a pirate ship inhabited by the walking dead.

"Storm Drain Savers"

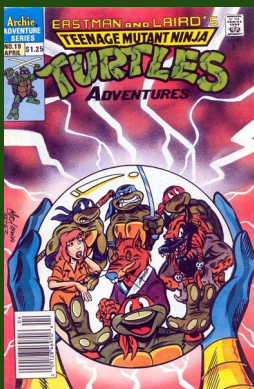
By Steve Murphy and Jim Lawson

An ecological mini-comic.

"Origin of the Species"

By Ryan Brown, Doug Brammer and Dave Garcia

The Shredder creates a mutant mastadon man to terrorize the Turtles.



Teenage Mutant Ninja Turtles Adventures #19
"The Man Who Sold the World"

Cover: Ken Mitchroney, Ryan Brown and Dan Berger

Writer: Dean Clarrain

Pencils: Garrett Ho

Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1991

Leo, Mike, Don and Mondo are enjoying the view high atop a New York skyscraper. Donatello is studying the building with the familiar logo and pondering what the strange meteors that had been floating around it could have been when April and Master Splinter arrive. The Sensei states that Raph is on his way. O'Neil announces that Splinter has begun to teach her how to use a katana and that the pair have been investigating the owner of the building that Donatello was wondering about. April states that the news is not good - the skyscraper is owned by a businessman named Null, a fellow who owns numerous nefarious corporations, like the one that had enslaved the locals back in issue #15 as well as the group that was dumping toxic waste into the sea in issue #16. Our heroes begin to ponder what other evils Null has his fingers in...

Meanwhile, Mr. Null is negotiating with the buggy Skul and Bean. The aliens are unhappy with Null's proposal that a contract must be signed and state that their Queen Maligna's word is enough. The pair then reveal how they had disguised their ship as a meteor and followed Cudley the Cowlick across the universe to the planet Earth, where they met Null. The bogus businessman dictates the terms of their agreement: Null wants Maligna to give him the means to take his businesses off-planet and in return he will give the bugs the Earth. Maligna's ambassador agrees to the deal and shakes hands with the crooked capitalist. Skul and Bean state that Maligna is on her way to the planet.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
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Meanwhile, Man Ray is swimming with some dolphins when he discovers a strange array of meteors on the floor of the ocean. When the mighty mutant investigates, one of the asteroids springs to life and crashes into his chest, carrying him out of the sea and high into the sky at tremendous velocity.

Soon enough, the meteor comes crashing down onto a beach - that's inhabited by Jagwar and Dreadmon! Ray is dazed from the crash, but recovers quickly - as does the asteroid, which begins to crack apart.

Back in the Big Apple, April, Splinter and Don are trying to come up with a plan on how to get inside Null's headquarters when they're interrupted by The Kid - who holds them at gunpoint. Fortunately Raphael shows up and knocks out the Kid. As everyone congratulates Raph for his quick take down, Skul and Bean arrive and a battle ensues. Our heroes have a hard time as the bug's body armor is tremendously durable. Eventually Bean launches a stink bomb out of his skull, which creates a noxious cloud that knocks out our heroes. As the aliens congratulate each other for a job well done, Mr. Null arrives and reveals his true form - that of a devil!



Mighty Mutanimals Mini-Series #1
"The Wild Angels"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Ken Mitchroney & Garrett Ho

Inks: Ryan Brown & Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1991

A meteor crashes on the beach near Jagwar, Dreadmon and Ray Fillet. The space rock then cracks open and dozens of alien larvae emerge.

Meanwhile, Maligna has captured Slump and Sling (hosts of the Intergalactic Wrestling show) and sentences them to be burned alive for disrupting her plans for the planet Hirobyl. As the two woody aliens are being dragged away, Leatherhead bursts into the chamber and starts bashing Maligna's minions. The mutant gator is briefly overwhelmed by a large group of soldiers and Slump and Sling attempt to flee on their own. Just then, Wingnut arrives and flies the announcers safely to Cudley the Cowlick, who waits in the sky above.

Back on Earth, Null arrives to observe that the TMNT, Splinter and April have been captured. The demonic businessman and Kid Terra leaves with Skul and Bean to finalize their deal to sell the world to Maligna. After the villains have departed, Splinter calls upon the others to calm down, so he can reach out for help...

On Stump Asteroid, Leatherhead, Wingnut and Screwloose learn of Maligna's plans to invade Earth. Stump is excited to cover the event, as it will boost his ratings. Cudley offers to take the three Mutanimals to Earth and they take off. While in route, Cudley is suddenly zapped by a mysterious spaceship.

Back at the beach, the alien larvae have made it to the tree line and begin devouring a path through the jungle, much to Jagwar's dismay.

By this time, Splinter has made contact and dozens of rats arrive and chew through the ropes binding our heroes. Skul and Bean burst into the room and a battle begins. The TMNT get the upper hand, so Bean drops another stink bomb and the villains make their escape.

In the jungle, the hungry larvae have turned their attention to Dreadmon, Jagwar and Ray, who flee, and eventually stumble upon Cudley the Cowlick, who has crash landed and looks awful.



Teenage Mutant Ninja Turtles Adventures #20
"Sun and Steel"

Cover: Jim Lawson, Ryan Brown and Losme

Writer: Dean Clarrain

Pencils: Bill Wray

Inks: Hilary Barta, John Beatty and Mark Pacella

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1991

Recapping the events from Mighty Mutanimals #1: Skul and Bean captured our heroes via Bean's stink bomb. The TMNT and friends were tied up and held in Null's skyscraper, but were saved thanks to Master Splinter being able to summon rats that chewed the ropes and freed everyone. The Turtles attacked Skul and Bean, but this time they held their breath when a stink bomb was launched and managed to maintain consciousness.

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However, they weren't able to see through the smoke created by the projectile, which allowed the villains to escape in a spaceship that crashed through the roof of the building. Unbeknownst to Null, Skul and Bean, Mondo Gecko and Raphael had gotten on board their craft!

As the smoke from the rubble created by the spaceship begins to clear, police helicopters arrive and our heroes make their escape to the streets. They find a nearby bin filled with clothes and don disguises. As the Turtles make their way through China Town, Donatello asks Splinter what they're going to do about Mondo and Raph, and the Sensei replies that there's nothing that they can do other than trust in Raph's abilities and have faith that they will return. The group hears sirens and makes for cover, as a fire truck races by. Splinter suggests that they do some shopping at a nearby curio shop, but when they get to the store, they discover that it's the building that has caught fire.

An old man is trying valiantly to save his goods, but a police officer grabs him and holds him back, saying that the items aren't worth the fellow's life. Just then a woman screams that her baby daughter is trapped in the building - the TMNT immediately decide that they have to save the child, but a fireman rushes into the falling structure first. He finds the baby, but as he picks her up, the roof collapses!

Outside, the old curio shop owner clutches a golden dragon statuette and states, "This must not be..."

Inside, the fireman begins to transform - and he becomes a gigantic, golden dragon! The dragon gives the baby girl to her mother, and then collapses, reverting back to the fireman. Splinter and the Turtles speak with the owner of the curio shop and they carry the fireman off to receive treatment.

Meanwhile, the fire continues to blaze out of control as a giant Foot robot appears in the city and begins to wreak havoc!

The curio shop owner, Chu, has done what he can for the fireman. Splinter compliments the man on his healing techniques, and Chu explains that they have been handed down to him from his forefathers. Splinter asks if the dragon spirit is also a family heirloom, and Chu asserts that it is. Suddenly, the TMNT hear the sounds of the Foot robot's attack and rush to investigate.

Outside, the monstrous Foot is demolishing everything in sight. The Turtles attack, but their efforts seem useless. They decide to climb to the head of the robot and do what they can from there - which proves to be very little.

Back inside, the fireman is finally awake. The old man explains that the fireman, Chu Hsi, is now one with the Warrior Dragon spirit. Splinter asks the young Chu if he can summon the dragon again, since the city is under siege by another giant. The fireman is unsure if he can manage it, but for the good of all, he makes the effort, and the Warrior Dragon walks once more.

A gigantic battle ensues, and the Dragon eventually defeats the robot. The TMNT congratulate the golden avenger on his accomplishment, and head for home.



Mighty Mutanimals Mini-Series #2
"Under a Big Black Sun"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Art Leonardi

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1991

The mystery ship that shot Cudley docks inside Maligna's hive mothership. The pilot reports his success, and as a reward, the alien queen bites and kills him.

Meanwhile, Jagwar recognizes Cudley from stories he had heard from Michaelangelo. Just then, Leatherhead, Wingnut and Screwloose come over a hilltop and warn the others to back away from their friend Cudley. Before Dreadmon has time to comply, Wingnut attacks him, and a fight breaks out between the two groups of Mutanimals. Cudley is slowly recovering and yells at them to stop fighting each other and to focus on their common enemy - Maligna's minions.

Null and Kid Terra are onboard Skul and Bean's ship, which is traveling through space to meet up with the hive mothership. Kid Terra spots Raph and Mondo Gecko hiding onboard - but mysteriously, he does nothing about it. After the ship lands inside Maligna's vessel, the villains take their leave. As they disembark, Kid Terra gives the "thumbs up" signal to Raph and Mondo. The mutants wait until the coast is clear and then set out to do what they can. Raph hatches a plan after they find an exoskeleton graveyard left from dead alien soldiers - the two disguise themselves as Maligna's warriors by wearing the insectoid exoskeletons as armor. Unfortunately the pair couldn't disguise their smell, and they're immediately discovered. A fight breaks out, but our heroes win easily. As they drag the bodies of their defeated adversaries into hiding spaces, Mondo and Raph are unaware that Maligna herself is stalking them.

Back on Earth, Ray Fillet and the other Mutanimals investigate weird pods that are hanging from the limbs of the few trees that weren't devoured by the larvae. Screwloose insists on burning the pods before more aliens hatch, but Leatherhead and Dreadmon don't like the idea, as it would be dishonorable to kill a foe in their sleep. Screwloose gets angry and he and Wingnut fly off. The remaining Mutanimals build a campfire, and as the evening passes, they tell one another their origin stories. Once morning arrives, Wingnut and Screwloose return, with a horde of bats accompanying them. Unfortunately, the pods have now hatched, and the mutants face a fresh army of insect warriors.

On Maligna's ship, the vile queen easily captures Raph and Mondo as her vessel approaches the Earth.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #21
"Space Junk / Face Funk / Cyber Punk"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Byron Vaughns

Inks: Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1991

A U.S. spy satellite falls from its orbit and crashes into a pile of U.S.S.R. space junk, becoming entangled with a radioactive canister. The two fuse together in their descent towards the earth below.

A man is watching the news in his cabin in the woods and becomes frustrated and angry with all of the reports dealing with mankind's effect on the failing environment. He lifts his TV set and carries it outside, where he tosses it into a garbage can - suddenly, he's struck with a blast of light and energy...

Moments later, we see that the woodsman has been transformed. He's now some sort of hybrid between man, television and satellite!

"What goes around, comes around," the creature states, "What comes around... goes around!" With that, the cyborg morphs into a ball of fiery energy and flies off.

The TMNT are working out in the sewers, still concerned about their missing brother, Raphael.

Splinter and April are using the computers at April's news office to do research when one of O'Neil's co-workers arrives. Splinter hides while April has a joyful reunion with her friend, Malcolm, who thought she had been killed back in issue #14. The man asks April if she's investigating the reports of the fallen spy satellite, but O'Neil states that she's interested in something else. Malcolm politely excuses himself so April can get back to work. Splinter wishes to leave, and April sits at the keyboard to save her work - only to be pulled into the screen of the monitor by the cyborg! The Sensei tries to pull April free, but he's too late and is blasted by the satellite dude.

Later, Splinter explains to the Turtles what happened. Donatello hacks into the news station's computers, attempting to trace where April was taken.

Meanwhile, April is surprised to discover that her abductor is interested in having her interview him. The man states that he's about to destroy the world's communications systems - when April asks why, he tells her to grab her camcorder and he'll explain everything.

The fellow stands and explains that he first wants to show people what's really going on in the world: starvation, disease and war - and then he'll shut everything down and force people to pause and think about what's happening - and then, together, humanity can do something about the problems. He hopes this plan will work so he doesn't have to do something more drastic - like using the nuclear waste within his body to irradiate the world's oil fields and rendering them useless for human use.

April declares that his plan is madness, and the cyborg states that he is mad - and he's not going to take it anymore!

Just then, the TMNT come crashing through the window and battle the 'borg, who finally reveals his name to be Vid Vicious. Vid dives into a nearby computer monitor, with Donatello close on his heels. The two are transported to a bizarre dimension and begin to fight, as the others ponder how to rescue their brother.

Suddenly, the Shredder arrives with a gang of Super Foot Soldiers! A fight breaks out, and Shred-head manages to download Vid and Don to disc before destroying the computer. With his prisoners in hand, Shredder escapes!



Mighty Mutanimals Mini-Series #3
"Ride of the Ruthless"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Ken Mitchroney

Inks: Mike Kazaleh & Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1991

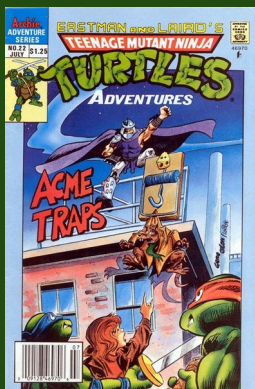
**Jephael's Radical TMNT Fan Site Proudly Presents
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On Earth, the Mutanimals rush into battle against the alien invaders while Raph and Mondo are being dipped in honey sauce on Maligna's ship so they can be eaten later. The Mutanimals do a good job of defeating the enemy, but as things look good, Maligna's mother-ship arrives on the scene and jettisons hundreds of small warships from its hull. Skul and Bean also arrive and begin attacking our heroes.

Raph and Mondo have been paralyzed by the poison in the honey sauce and are unable to battle their foes. As the two despair over the situation, they hear two gun shots, and the insect warriors that were basting them fall to the floor. Kid Terra arrives, his six-guns smoking. The cowboy helps the mutants wipe the sauce off of their bodies and they quickly regain their mobility. The three head off to face Maligna.

By now, Maligna's ships have covered the entire planet and are attacking - things look pretty bleak for planet Earth. Fortunately, back onboard the hive mother-ship, Kid Terra fires a shot that severs one of Maligna's antennae (which she uses to control her forces). Raph tells the queen to call her minions back, or Terra will finish her off. Desperate to maintain her armies and save her life, Maligna does as she's ordered. The warships all dock back inside the mother-ship. Terra holds his gun to Maligna's head and Raph makes her promise to leave the Earth forever. Our heroes make their exit and Maligna and her minions fly back to outer space.

Kid Terra tries to apologize to Ray Fillet for killing Bubbla the Glublub (TMNT Adventures #16), but Ray isn't in a forgiving mood. The Mutanimals build another campfire and rest, while we see Null skulking off into the jungle.



Teenage Mutant Ninja Turtles Adventures #22
"Rat Trap"

Cover: Gene Colon and Steve Lavigne

Writer: Dean Clarrain

Pencils: Gene Colon

Inks: Gene Colon

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1991

The Shredder makes his escape with the disc containing Vid Vicious and Donatello, leaving Master Splinter, Leonardo, Michaelangelo and April to look for clues. The Sensei notes that the best clue is the remains of the defeated Foot robots themselves. Noting that they've recently encountered another robotic Foot foe, the foursome heads to Chinatown to investigate the building that had housed the giant Foot robot from issue 20.

Upon investigating the abandoned structure, our heroes find a matchbook from Acme Traps. Splinter notes that the Shredder is leaving them obvious clues and thus they are probably walking into an obvious trap - but they must save Donatello, so the protagonists head to the headquarters for Acme Traps.

Meanwhile, the Shredder opens the disc containing Vid and Don. Vicious escapes by flying out of a window, and Donatello uses the distraction to attack Shred-head. Unfortunately the ticked off turtle is no match for Saki and his robot minions, and is quickly subdued.

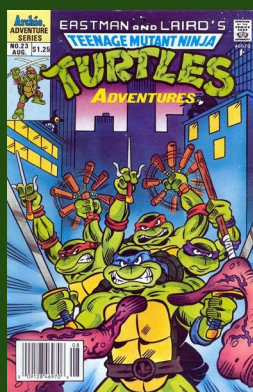
The door to the Acme Traps building is unlocked, allowing easy access for Leo, Splinter, Mike and April, who proceed warily. They quickly discover that Don has been tied up and hung from the ceiling of the high room. There are three doors on the ground floor, and Leonardo, Michaelangelo and April head off to investigate them. Splinter sits and ponders why Shredder has only left three doorways for four foes, when he spots another route. Meanwhile, Mikey runs into some Foot robots and defeats them with ease while Leo and April discover that their doorways connected them to a circular hallway.

After climbing a ladder and walking a scaffold, Splinter soon runs into Shredder and the two begin to fight. The Sensei leaps through a broken window to the structure's rooftop, with Shredder close behind him. The two old enemies exchange blows, but Shred-head wins the battle when Splinter's coat gets entangled with Acme Traps' billboard.

Shredder moves in to deal the killing blow, but a mysterious stranger arrives in a red cloak and kicks Saki's butt. Leo, Mike and April arrive on the roof and help Splinter down - and as they wonder who their rescuer might be, the red cloaked fighter reveals himself to be none other than Raphael!

As everyone greets the fiery mutant, Shredder makes his escape.

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Teenage Mutant Ninja Turtles Adventures #23
"Search and Destroy"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1991

The TMNT are enjoying Donatello's latest creation - a sewer hot tub. April decides that bathing in warm sewer water isn't anything that she's interested in doing and heads off to stand watch. Raph explains that Cudley the Cowlick brought him home after his outer space adventure with the Mighty Mutanimals.

Meanwhile, in Dimension X, Krang discovers an unexpected ally on Morbus, the garbage world where he'd been banished to by Cherubae.

Back on Earth, April discovers an approaching intruder - who turns out to be Master Splinter. The Sensei tells O'Neil that it's time for her next lesson, and he admonishes the TMNT. Splinter's not happy that his four mutant students are lounging about. The riled rodent orders the Turtles to get busy finding the Shredder before anything else terrible happens. Raph is happy to be proactive, but the Sensei reminds him that he needs to work with his brothers rather than on his own.

Slash demands that Krang help him find his palm tree - or die! The brainy alien quickly surmises the circumstances and promises to take Slash to a world filled with palm trees, and thus Krang has found his next minion. The two set off together and Slash explains that he was sentenced to a prison term on Morbus - as many other unsavory characters have been. The toxicity of the place usually kills prisoners, but some can survive in the environment.

As the Turtles transverse the sewers, they come upon a group of men who are assembling a bazooka.

Back on Morbus, Slash and Krang spot a landing spacecraft. As the villains close to investigate, two armed guards escort a chained prisoner named Bellybomb off the ship. The guards read Bellybomb's long list of offenses and ask him if he has any last words before they abandon him on the toxic planet, to which the cosmic criminal replies, "You neglected to mention my unpaid parking tickets." Krang is most impressed with the toothy alien.

The TMNT discover that the men in the sewer plan to use the bazooka to fire a missile through the street and into an armored car's vulnerable underside. The Turtles launch an attack on the would-be thieves.

Slash attacks the guards holding Bellybomb and the two criminals charge into the ship to battle the remaining law men. Krang looks on happily and as he crawls towards the craft, decides that it's time to find a new body.

The Turtles easily defeat the well-armed bandits and tie them up, while the villains in Dimension X commandeer the prison ship and set a course for Earth.



Teenage Mutant Ninja Turtles Adventures #24
"Gimme Danger"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Garret Ho and Jim Lawson

Inks: Brian Thomas and Rod Ollerenshaw

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1991

Included: an additional story starring April O'Neil and the Warrior Dragon titled "It Started in Chinatown" by Dean Clarrain and Chris Allan.

Slash, Krang and Bellybomb are on their way to Earth when they decide to stop at a nearby planet and hunt for some lunch - much to their surprise, upon landing they discover Bebop and Rocksteady! The two complain about being bored and join the terrible trio on their trip to our planet.

Meanwhile, the TMNT are on a mission to investigate one of Shredder's numerous bases. As the Turtle boys arrive, they quickly discover that Shred-head is home - and a battle ensues. After a brief skirmish, Krang's spacecraft suddenly smashes through the ceiling and the Turtles are face to face with quite a motley crew. Slash, Bebop and Rocksteady attack the TMNT while Shredder slips away to investigate the spacecraft. Inside the ship, Saki finds Krang and Bellybomb, who gives Shredder a face full of mega-halitosis that knocks the ninja unconscious. The aliens lay Shredder on a table, and Krang proceeds to possess the man in a most disturbing manner.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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Teenage Mutant Ninja Turtles Adventures #25
"Raw Power"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Writer: Dean Clarrain

Pencils: Chris Allan

Inks: Rod Ollerenshaw

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1991

Included: an additional story starring April O'Neil and the Warrior Dragon titled "Dragon Rage" by Dean Clarrain and Chris Allan.

Bebop and Rocksteady have taken to the streets and rob a pet store of its supply of food. The deadly duo then make their way to the zoo, where they apparently begin to fire their weapons upon caged animals.

Meanwhile, the TMNT are facing their worst (and weirdest) foe yet - the head of Krang on the body of Shredder! With little time to spend gawking at this oddity, the TMNT brace themselves for another attack by Slash, Bellybomb and the Krang/Shredder monstrosity. Early on, Raph entices Slash to run off in search of his palm tree, making the odds better for our heroes. Shortly, Slash finds a pet store and breaks the window to gleefully steal a small plastic palm tree.

Eventually the Turtles' teamwork enables them to get the upper hand in the fight. Raph rips Krang off of Shredder's body, while Mikey twirls his nunchukus and forces Bellybomb to get a giant whiff of his own toxic breath, thus disabling their remaining adversaries. Just as the Green Team is ready to celebrate, Bebop and Rocksteady arrive with a huge array of animals that they've freed from the zoo and level their guns at the Turtles. The TMNT drop their weapons as Shredder awakes. Saki reluctantly states that the Turtles saved his life and dejectedly walks off, but before he gets too far, Leonardo reminds his old foe that he owes the Turtles now. With his head bowed, Saki replies, "I know... I know." and disappears into the night.

Bebop and Rocksteady load the spaceship with their animal companions from the zoo, as well as Krang and Bellybomb, and head for outer space. The Turtles worry that both Shredder and Slash are on the loose again, and make their way back to the sewer.

Bebop and his partner drop Krang and Bellybomb back on the toxic waste planet before returning to the jungle world - which they've decided is home.



Teenage Mutant Ninja Turtles Adventures #26
"The Keeper"

Cover: Dan Berger, Ryan Brown and Steve Lavigne

Writer: Doug Brammer

Pencils: Ken Mitchroney

Plot/Inks: Dan Berger

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1991

Included: an additional story starring April O'Neil titled "Questions" by Dean Clarrain and Garrett Ho.

A spacecraft lands in the icy mountains of Tibet...

In New York City, Master Splinter settles down to meditate and rest. As the Sensei begins to dream, he finds himself in the mountains of Tibet and comes upon a Yeti named T'Pau. T'Pau tells Splinter that 3 of his associates have "ceased to be" around the same time that the snowman has had visions of a strange creature that he fears is up to no good. The Yeti asks Master Splinter to help him, before he too ceases to be.

Splinter awakes and tells the Turtles to prepare to leave. The Turtles are reluctant, as April is on her way over with pizza. The Sensei grows angry with his students, and as they make their peace, all five are suddenly transported to Tibet (just before April arrives with the food).

Our heroes spot the cave entrance to T'Pau's home and climb the mountain to get there. Inside the cavern, they find the Yeti in the robotic grasp of a strange octopus-faced alien. The Turtles attack the intruder, but he has a staff that quickly disintegrates anyone who makes a move. Splinter is the first to go, followed by Raph, Don and Leo. Mikey manages to disarm the fishy faced foe, but the creature activates a device on its wrist and both T'Pau and Mike vanish.

Later, Mike wakes up inside a room with T'Pau. The Turtles pick the lock on the door and the two head out to investigate. They find two guards, but Mike makes short work of them. Eventually the duo find a door and the ninja kicks it down, revealing the control center of the spacecraft. Inside are the alien, some guards, as well as Splinter, Don, Leo and Raph. The Sensei introduces the alien as Boss Salvage and he explains that he has only come to Earth to save the rare species before the planet is ruined by toxic waste. He's already collected the Loch Ness Monster, Bigfoot and a Merman and planned to save T'Pau as well. The Yeti becomes agitated and states that while things look bad for the Earth, there is still time to save it - and in fact, many people are working hard to do so. After the snowman's invigorating speech, Boss Salvage agrees that there is still hope.

Everyone says their goodbyes and T'Pau transports the TMNT and Splinter back to the sewer, where they enjoy some pizzas with April.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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Teenage Mutant Ninja Turtles Adventures #27
"In the Dark"

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Plot: Ryan Brown

Script: Doug Brammer

Pencils: Ken Mitchroney

Inks: Gary Fields

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1991

Included: an additional story starring April O'Neil titled
"The White Ninja" by Dean Clarrain and Garrett Ho.

A chemical company in Innsmouth, Massachusetts is illegally dumping toxic waste by paying two men to load their truck full of the muck and pouring it out in the hill-towns of the state. The factory is also illegally burning waste, causing deadly dumes to rise out of their chimneys. An owl and a crow accidentally fly through the lethal steam and fall into the smokestack. Inside the facilities, a factory foreman trips over the truckers' cat and angrily tosses it into a vat of waste. All three animals are pumped out of the factory via a drainage pipe and arise in new mutated form - with a vendetta against humanity.

One year later, April is driving to Boston to write a story about toxic waste when her rental car gets a flat tire. O'Neil is in the middle of nowhere, but notices that Innsmouth should be within walking distance. After a very long trek, April is found by an Innsmouth police officer, who takes her to the station. The sheriff tells April that he'll have her car repaired, in the meantime, she can grab a bite to eat at the local diner. As soon as April leaves, the lawman calls the restaurant and tells the waitress to "take care" of O'Neil. The woman slips something into the reporter's milkshake. When April gets up to leave the diner, she suddenly feels very ill and falls to her knees in tear-inducing pain. A teenage girl named Beth Ann shows up and helps April stand up, telling her that they have to go, before "they" show up. O'Neil is suspicious and heads off on her own, only to be grabbed by the sheriff, who tells her that she won't be permitted to leave. April runs off and soon has the entire town chasing her in eerie silence.

O'Neil manages to give her pursuers the slip and makes a call to the TMNT. Mikey answers the phone and thinks that it's a prank. As he hangs up, we see that April has been snatched out of the phone booth.

Master Splinter asks Mike who called, and he states that it was a prank asking for April. The guys remind him that no one knows that they're friends with the reporter and only April knows their phone number - so it had to be O'Neil on the phone! Mikey slaps his forehead in disgust as the TMNT pile into their van and race out to save April.

The Turtles make it to Innsmouth and find it quiet - oddly, people are walking the streets like zombies, taking no notice of the mutant teens. Beth Ann arrives and leads our heroes to an old house where April has been taken. The Turtle teens break into the abode just in time to stop the cat, owl and crow mutants from forcing April to drink some toxic waste. Raph sends the evil mutants flying with a kick and a battle breaks out. The TMNT vanquish their foes with ease, sending them flying out of a window. Mike apologizes to April for thinking her call was a prank, but the reporter is so thankful to see her friends that she doesn't mind. After the cheerful reunion, Beth Ann points out that the bad guys have flown the coop.

One week later, the factory has been closed down. April reports to the police chief that the mutants were created by illegal toxic waste. The three had been adding the same waste to the townspeople's food and water supplies, which put them into a zombie-like state and allowed the mutants to control them. The lawman thanks April for her help and April says goodbye to Beth Ann.

As April rides off in the Turtle van, we see the three shadowy forms of the evil mutants watching our heroes depart.



Teenage Mutant Ninja Turtles Adventures #28
"Midnight Sun" Part One

Cover: Ken Mitchroney, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: January, 1992

The issue opens with Splinter teaching the Turtles about Japanese mythology, where a male god named Izanagi is accompanied by a female god named Izanami, who watches as the male removes his eyes and creates the sun and the moon with them. Together, the two formed the Japanese islands.

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The TMNT, Master Splinter and April have stowed away on a plane headed for the Land of the Rising Son. Leonardo asks April to reiterate her tale, and the reporter reluctantly agrees. O'Neil explains that she had been in Chinatown when she ran into Fu Sheng and Chu Hsi (the human alter ego of The Warrior Dragon from issue #20), and soon after ninjas had shown up and kidnapped Fu Sheng. Chu changed into the form of the Dragon and fought the ninjas, but they used a powder to knock him out and revert him to his human form - and then they took off with both Chu and Fu.

April and Splinter then began investigating Chinatown looking for clues, and eventually found some thugs involved in the kidnapping. When they began questioning one of the villains, strange ninjas dressed in white attacked them. April was shocked to discover that when the white ninjas were dealt a severe blow, they dissipated into a vapor. After defeating the strange ninjas, the thug told April and the Sensei that Chu Hsi and Fu Sheng had been taken to Hiroshima, Japan. Just as her tale concludes, the plane begins its descent to the Japanese city.

Meanwhile, we see a youthful Japanese girl kidnapped by some ninjas garbed in black, who take her to a secret warehouse headquarters near the ocean. There, she meets a new villain, wearing a Samurai mask and calling himself Chien Khan. Khan states that the girl's soul will serve them well, when Fu Sheng interrupts and states that it is his soul that they seek. We then see that Chu is lying unconscious on a table, and Chien Khan states that he desires neither the old man's nor the young girl's soul - but that of the Warrior Dragon that resides in Chu Hsi - and he intends to get it, with the assistance of Fu!

Meanwhile, the TMNT and April scam their way out of a jam at the airport by convincing the security guards that they're American actors in costume. One of the guards recognizes April as a famous reporter and escorts our heroes to their "limousine." As soon as possible, everyone ducks into a sewer. Splinter announces that they'll need to look for clues topside once night falls, and the group heads to the east under the sensei's orders. The TMNT are surprised to find that the sewers are newer than those of NYC, since they thought the Japanese city was older than their home, and Splinter explains that everything had to be rebuilt after the city was almost completely destroyed during World War II.

As they transverse the sewer, the group stumbles into a group of young men, who do not take kindly to the presence of our protagonists. Splinter attempts to negotiate a peaceful meeting...

Back at the docks, Chien Khan revels in his opportunity to appropriate the soul of the Warrior Dragon. The villain demands that Fu assist him and the old man refuses - until Khan threatens to kill the girl.

Unfortunately for the Turtles, as they try to negotiate safe passage through the sewer, a group of black-garbed ninjas attack the youths. Having started the fight, the ninja retreat to leave the battle to be fought between the TMNT and the young men, who think that the Turtles are "oni" (demons). The TMNT win the fight and move on, as there's no sight of the ninjas who had begun the struggle. Splinter states that they will go to the Peace Memorial at the heart of Hiroshima - the Sensei's comments are overheard by one of the ninjas, and he retreats to Chien Khan's headquarters and tells him the news. Khan tells Fu Sheng that his friends have arrived to try to help him - so the masked villain sends his most trusted warrior to defeat the Turtles - the fox named Ninjara.



Teenage Mutant Ninja Turtles Adventures #29
"Midnight Sun" Part Two

Cover: Chris Allan, Rod Ollerenshaw and Nakrosis

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1992

The issue begins with Master Splinter recounting his first hand experience witnessing the atomic bomb being dropped on Hiroshima back in 1945 (Note: TMNT Adventures utilizes the same origin for Splinter that was used in the original cartoon, in that he was once a man named Hamato Yoshi as opposed to being the pet rat of Yoshi, as he was in the original comic book from Mirage). Our heroes have arrived at the Industrial Exhibition Hall, one of the few structures that withstood the force of the blast. It has been left in its decimated state to remind everyone of the horrors of war. Splinter reveals that this is the first time that he has seen the building since that fateful day in 1945.

The Sensei is interrupted as Ninjara arrives on the scene and a battle erupts between the TMNT and her sorcerous white ninja forces.

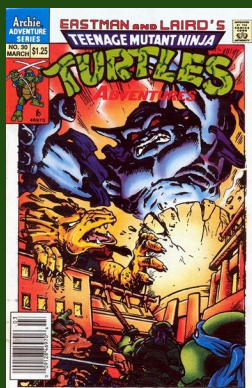
Back at the docks, Fu Sheng agrees to help Chien Khan if he promises not to harm the girl. The Khan agrees and then states that it has taken Ninjara many years to steal all of the artifacts required to perform the ritual.

The Turtles continue to battle Ninjara as Fu Sheng prepares the transformation powder for Khan. The Warrior Dragon is released and is now under the control of Chien Khan, who sends him on a mission.

The TMNT are fairing well in the battle when the Warrior Dragon arrives on the scene. The Turtles notice that something is wrong with their friend, so they hop on board to see what he's up to. Ninjara also manages to climb onto the Dragon, as she threatens to cut out Raph's heart.

At the warehouse, Fu Sheng admonishes and uncaring Chien Khan for ordering the Dragon to destroy a nearby nuclear power plant and use its power to open a gateway to a world of demons.

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Teenage Mutant Ninja Turtles Adventures #30
"Midnight Sun" Part Three

Cover: Peter Laird and Steve Lavigne

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Rod Ollerenshaw

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1992

Chien Khan negotiates with a demon lord named Noi Tai Dar. Khan offers the souls of all mankind to the hell-spawn, as he seeks vengeance against humanity and wishes to see them destroyed. Noi Tai Dar states that if Chien Khan will open a doorway for him, he will see it done. To open the passage, Khan must sacrifice a life and the Warrior Dragon must unleash the power of the nuclear power plant.

Meanwhile, the Dragon, under the control of Khan, begins to destroy the nuclear power plant. The TMNT attack their friend to try to stop him, to no avail. Ninjara is enraged when she discovers that the Warrior Dragon has been ordered to destroy the power plant - she is disgusted that Chien Khan would allow more radiation to foul Japan considering the bombing in 1945.

Chien Khan prepares the young girl for sacrifice while the damaged nuclear power plant opens the gateway for the massive demon. The hell-spawn attacks the Dragon, who comes to his senses after being blasted by a bolt of energy. The mighty Warrior is dismayed at what his actions have caused.

Master Splinter tries to meditate to find a solution to their enormous problem as the Warrior Dragon attacks the demon. The Sensei notes that he feels another great presence nearby...

Leo asks Ninjara what Chien Khan has planned, and she reveals that the summoning requires both a power source and a sacrifice. Apparently Khan hasn't performed the sacrifice yet, as Noi Tai Dar is still tied to his power source - but once Khan completes his part of the ritual, the demon will be free to destroy all humanity. Leo determines that since the demon is too powerful for them to fight, they must stop Khan from making his sacrifice. Ninjara states that his headquarters are far from where they are, and Leonardo tells her that gives them all the more reason to hurry.

Master Splinter stays in his meditative state, noting that the spirits are coming closer... behind him, two gigantic forms begin to appear in the sky... it's none other than the gods, Izanagi and Izanami!

Fu Sheng breaks free of his bounds and smashes into Chien Khan, preventing him from sacrificing the girl.

Izanagi blasts Noi Tai Dar with a beam of light from his eyes and destroys the demon.

Chien Khan's helmet is knocked off by Fu Sheng's attack - revealing Khan to be a dog-faced man! Chien punches a shocked Fu Sheng in the face and then returns to his sacrifice, but the TMNT and Ninjara arrive in time to stop him. Khan is livid and calls Ninjara a traitor before ordering his henchmen to kill our heroes - but the villains are no match for the Turtles and their new foxy ally. Suddenly, the roof of the building is ripped apart by the Warrior Dragon, who has returned to save his friend Fu Sheng. The old man is fine, but Chien uses the distraction to strike Ninjara and make his escape.

Raph helps Ninjara to her feet, and everyone breathes a sigh of relief for another hard fought victory.



Mighty Mutanimals #1

Cover: Garrett Ho, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Garrett Ho

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1992

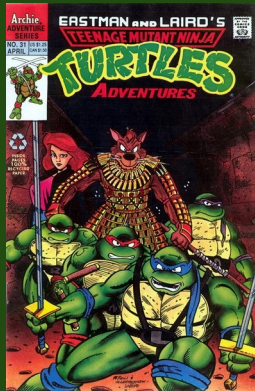
Mondo Gecko has a brief conversation with Wingut and Screwloose before they fly off. Kid Terra steers his raft out to sea, musing on his past life and the difficulty he's having changing over to being a good person. Ray Fillet has led the Glublubs to a new place to live, but while he's showing it to the little sea creatures, they're attacked by sharks. Ray uses his telepathic abilities to call in some manta rays, who scare the deadly fish away. With the sharks gone, the Glublubs can live in peace in the coral reef. Ray bids his friends farewell and swims off to find Kid Terra. The two have a short exchange, Terra tells Ray that he plans to inform the local government about Null's illegal dumping and help them clean it up. Ray hesitates for a moment, still upset over Kid killing his Glublub friend, but then shakes Kid's hand, thanking him for helping to save the planet from Maligna's invasion.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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Wingnut and Screwloose meet a huge flock of bats who are flying out their caves as the sun sets.

Later, Mondo, Dreadmon, Ray and Leatherhead meet Jagwar at his palace in the jungle. Jagwar tells his friends his origin story and how his mother, Juntarra, had left six years ago on a quest to walk the Path of the Four Winds. Jagwar hasn't seen her since that time, and he doesn't know if she's alive or dead. As the feline mutant tells the tale, his father, the Jagwar Spirit, arrives and informs his son that Juntarra is in grave danger and in need of help. Jagwar sees a vision of his mother in the eastern desert, being stalked and captured by Death. When Jagwar awakes from his vision, he and the other Mutanimals head out to save Juntarra.



Teenage Mutant Ninja Turtles Adventures #31
"Turning Japanese"

Cover: Chris Allan, Rod Ollerenshaw and Steve Lavigne

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Rod Ollerenshaw and Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1992

After the struggle against the demon Noi Tai Dar, our heroes seek activities to soothe their souls.

Leonardo and Master Splinter train on a hillside. The Sensei explains to Leonardo that a true swordsman must empty his mind of all thought when doing battle - there must only be flow, the swordsman must become one with his blade. Splinter has little trouble disarming and defeating his student, and Leonardo tries to take in the lesson before the two break for lunch.

The pair join the other Turtles, Fu Sheng, Chu Hsi, April, Ninjara and Oyuki, the girl Chien Khan kidnapped in the previous issue, for some sushi. Raph isn't happy about the menu, and Ninjara needles him by saying "I thought you weren't afraid of anything!"

Leo notes that Japan is where all of their lives began - it is the home of Master Splinter as well as the Foot Clan. The Sensei agrees, and asks his students to explore their homeland, so that they can better understand their teachings and origins. The Turtles eagerly agree and ask where to begin, and Splinter tells them to first separate from one another. Mike joins the girl and the two head off to fly a kite. Ninjara takes Raphael to visit some stone monuments. Donatello decides to check on how the containment process is going at the nuclear power plant - but he chooses to go alone. Splinter asks Leo to continue his lessons. Fu Sheng is left alone, as April and Chu are wrapped in conversation.

Ninjara and Raphael arrive at the shrine. The Turtle wonders why there are so many crows around, and the fox explains that they are probably drawn to the dark power contained in the Torii. Raph asks if these monuments are really a gateway to a dimension filled with demons, and Ninjara assures him that it is true - the Torii are a gateway to the Yomi, or Underworld or "Land of Gloom." Raph feels compelled by the Torii and Ninjara warns him to be careful, as they contain mesmerizing power over those who are open to it. The Turtle begins to stutter and Ninjara orders him to "Let it go!" in the nick of time. Shaken, Raph leans on the fox for support and thanks her for her help. Ninjara notes that Raph has an affinity to the Torii, and she tells him that she likes that. Suddenly, the foxy ninja smells something on the wind... cologne? We see four human figures hidden in shadows, spying on the mutants.

Donatello is watching helicopters pouring cement on the nuclear power plant. The men are burying the radioactive plant in concrete, the same way that Chernobyl was sealed. Don finds the solution somewhat pedestrian, but is impressed by the engineering involved. His thoughts are interrupted as two crows fly by - and then a strange white energy ball forms in front of the mutant. Donatello wonders if it's an after effect of the demon's sorcery, or of the radiation.

Leo and Splinter continue to train, but once again Leonardo is unarmed. Splinter reminds him, "Be one with your sword, Leonardo." The Turtle thanks his mentor and the teacher thanks his student as the sun begins to set.

Mikey and Oyuki exchange haiku as they fly a large kite decorated with a yellow dragon.

Feng Shu trains Chu Hsi to control the spirit of the Warrior Dragon while April practices with her katana. After a time, Chu manages to shrink the gigantic form of the Warrior Dragon down to his normal height. April is impressed.

Ninjara and Raph attack the people spying on them - it's the gang of youths from the sewer fight! Raph states that they mistakenly thought the Turtles were allied with Chien Khan's ninjas, and one of the men incredulously declares, "Mistakenly?! Yet you keep company with the greatest thief in Japan?!"

Surprised, Raph asks Ninjara if the man means her and she replies, "'Fraid so, sweetheart."

"I'm honored." replies the ninja turtle, as the two battle the young men.

Donatello watches the energy ball as it transforms into the Yin Yang symbol and speaks to him, explaining that it is all things feminine as well as all things masculine - for it is the Tao. Don is bewildered at first, but then smiles and introduces himself. The Yin Yang asks Donatello to follow it, and it leads him up a mountain. Once he reaches the top, Donatello can see that the men have finished filling in the damaged nuclear power plant, and the concrete forms the Yin Yang symbol.

"I still don't get it..." Don states.

"There is ebb, there is flow," the symbol explains, "There is give, there is take. Every saving has its cost. Tao is all." And with that, the Yin Yang symbol disappears.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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"Too weird." notes the Turtle as he looks on in awe.

Raph and Ninjara put the finishing moves on their opponents. Raph wonders aloud why the men attacked them, and the last one standing notes, "It was you who attacked us! We came seeking..." Raphael punches the fellow in the face, but before he falls unconscious, he finishes, "...you're help..."

April and Chu share a kiss by the moonlight. April breaks away and says that they need to slow down, and Chu agrees. He takes O'Neil by the hand and the pair head off to join Fu Sheng for dinner.

Leonardo and Master Splinter continue their training. The pair lunge at one another, and both their blades shatter upon impact.

"Interesting." notes the Sensei.

"My katana...!" Leo laments.

"We shall find you another," Splinter assures his student, "Well done, my son."

"Thank you, Master." Leo replies, as the two bow to one another.

Far above the Japanese islands, the Yin Yang symbol joins Izanagi and Izanami.



Teenage Mutant Ninja Turtles Adventures #32
"The Good, the Bad, and the Tattooed"

Cover: Peter Laird and Dan Berger

Plot: Eric Talbot

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1992

The gang of youths that Raph and Ninjara had battled in the previous issue inform our hot headed heroes that they've come to seek help for a friend. On cue, the mighty Sumo wrestler named Tattoo arrives and tells the Turtles that his pet chihuahua, Inky, has been taken hostage. The mob has threatened to kill the massive man's best friend if he doesn't take a fall in his next match - Tattoo states that he can't lose the match as it will ruin his career. The TMNT vow to help him get his pooch back without having to throw the match.

While Tattoo is engaged in his Sumo match, the TMNT, Ninjara and the Warrior Dragon infiltrate the mob headquarters and rescue the feisty pup. Tattoo wins his match and the Turtles return Inky to his beloved master. The wrestler awards Leonardo a katana as thanks for saving his dog.



Mighty Mutanimals #2
"Snake, Rattle & Roll"

Cover: Garrett Ho, Ryan Brown & Steve Lavigne

Script: Dean Clarrain

Pencils: Garrett Ho & Mike Kazaleh

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1992

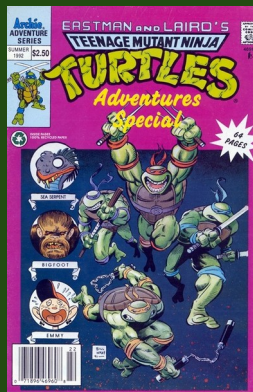
The Mutanimals begin the Path of the Four Winds to find Juntarra. They use an old bone and snake rattle called an Exodus to steer them in the right direction. Their travels eventually lead them along the Serpent's Path, where they are attacked by a giant snake. The beast grabs Wingnut and breaks his mechanical wings. The others grab the snake's body and tie a large knot into it and then manage to escape the monster by slipping through a cave it cannot fit through (due to the knot). The Mutanimals advance through the caves until they come upon a humanoid snake named Snake Eyes. The snake man asks what they seek and Jagwar explains their mission. Snake Eyes recalls Juntarra and tells them that she passed his test with ease and challenges them to do the same. The beast-man removes his sunglasses and all of our heroes are immediately mesmerized by his gaze. Snake Eyes then states that each of them will be forced to deal with their past - and he picks Wingnut to be the first, as he senses a great weight upon the alien's shoulders.

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Wingnut remembers his past, and how his crippled wings prevented him to fly like everyone else - everyone else, save for Screwloose, who also had a set of inoperative wings. The two became instant friends and pooled their allowances until they could buy Wingnut a set of artificial wings. Later, Wingnut recalls how his world was invaded, and how he witnessed the death of his parents as they were gunned down by alien spacecraft - driving the young batman insane. Snake Eyes breaks off the trance and Screwloose reprimands the snake dude from forcing his friend to relive his trauma, especially after he's already had his artificial wings broken. Snake Eyes tells Screwloose that one must shed the past if one wants to be free, and then tells the bug that he's next. However, Screwloose has no interest in reliving his past, so he bites Snake Eyes and gets him to look into his own gaze via a reflecting pool. Snake Eyes becomes mesmerized by his own powers and the Mutanimals take their leave.

Later, the guys have built a campfire. Wingnut reveals that he actually feels better, more relaxed and relieved. Jagwar explains that he has successfully completed the Serpent's Way and has shed the weight of his past. Wingnut laughs in glee and Screwloose smacks himself in the forehead, because he prevented the rest of them from doing the same. The flightless mosquito apologizes to his friends, but Dreadmon tells him not to worry about it, as he was only doing what he thought was best.

Meanwhile, the skeletal figure has taken Juntarra to his skull fortress in the desert.



Teenage Mutant Ninja Turtles Adventures Special #1

Cover: Bill Wray

Scripts: Steve Sullivan

Artists: Brian Thomas and Bill Wray

Colors: Barry Grossman

Letters: Gary Fields and Willie Schubert

First Printing: Summer, 1992

"If a Tree Falls"

By Steve Sullivan and Brian Thomas

The Turtles help a band of sasquatch save their land from developers. 30 pages.

"The Last Sea Serpent"

By Steve Sullivan and Bill Wray

Slugg takes the TMNT on an ocean vacation where they manage to save the life of a sea serpent fleeing from a maniacal sea captain.



Teenage Mutant Ninja Turtles Adventures #33
"The Karma of Katmandu"

Cover: Peter Laird and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Rod Ollerenshaw

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1992

Master Splinter has a nightmare about being caged and when he awakes, he determines that it's time for the Turtles to leave Japan. Splinter, Mike, Don, Leo, Raph and Ninjabid farewell to April (who is flying home) and their other friends and set off for China.

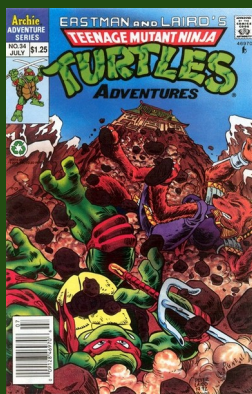
After a very long trip, our heroes finally arrive in Tibet. They rent some yaks to climb the mountains on the last leg of their journey, and discover a four armed tiger named Katmandu in battle with Whirling Dervish assassins on the high trail. The TMNT help Katmandu and discover that he is headed to the same place that they seek - the Crystal Palace, which is home to Master Splinter's spiritual guide, Charlie Llama. Katmandu explains that he wishes to become a guardian of Charlie Llama to improve his karma.

As the group arrives at the palace, they discover that it's been attacked! Before anyone can get their bearings, a skeletal dervish escapes the scene, laughing as it goes.

Katmandu notes that this is very bad karma...

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
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Teenage Mutant Ninja Turtles Adventures #34
"The Search for the Charlie Llama"

Cover: Peter Laird, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1992

Master Splinter, Ninjara and the TMNT have traveled the globe to visit the Sensei's old teacher, Charlie Llama, in the Crystal Palace in Tibet. On their way they met a four armed tiger man named Katmandu who was on his way to the Palace to guard the Llama. Unfortunately, upon their arrival, our heroes find the palace in shambles - and a four armed skeleton escapes their grasp.

As Katmandu and Leo ponder where the skeleton may have gone, a young pregnant woman named Jang La explains that she has come to the palace in order that Charlie Llama (the fourteenth reincarnation of the Buddha) can serve as her midwife during the birth of her child. She also points out a distant palace among the mountains that the Dervish skeleton has escaped to.

Katmandu explains that this building is the home of the evil sorcerer Mang-Thrasha. Typically, the wizard does not involve himself in the lives of men - so the tiger warrior is surprised that he has kidnapped Charlie Llama. As the protagonists decide what course of action to take against Mang-Thrasha, Jang La suddenly goes into labor. The TMNT take her back inside the Crystal Palace and make her as comfortable as possible. Soon, a group of monkey monks called the Tantric Monkeys arrive. Leo, Mike, Raph, Ninjara and Katmandu leave for Mang-Thrasha's palace as Master Splinter, Don and the Tantric Monkeys help Jang La during her birthing.

The group of heroes arrive at the foot of the mountain holding the evil sorcerer's palace and soon run into a strange mist. Raph and Ninjara are separated from the others due to the fog. Mike, Leo and Katmandu are attacked by two dervishes. Meanwhile, Raph and Ninjara spot the palace and begin to climb towards it - when the mutant turtle loses his grip and causes an avalanche that carries both ninjas down the mountain.

Leo, Mike and Katmandu discover the four armed skeleton Dervish in the mist and Katmandu makes short work of the bone brain. The trio heads into Mang-Thrasha's unlocked palace and find the wizard accompanied by a large Chinese militia. The sorcerer states that he plans to ally himself with the Chinese (which enrages Katmandu) and hand Charlie Llama over to them. The Chinese government will then force Charlie Llama to tell his millions of followers that he is not the Buddha and that his spiritual claims were all lies, thus ending the any threat that the Chinese might lose control of Tibet.

Suddenly, Raph and Ninjara come crashing through the wall and a battle ensues. While the Turtles and fox fight the militia, Katmandu rushes to Charlie Llama's side - but as he stands guard over his master, the Buddha dies comfortably on his bed, due to natural causes.

At that moment, Jang La has her baby, much to the delight of the Tantric Monkeys.

With the death of Charlie Llama, Mang-Thrasha's plans are ruined.

That evening, Charlie Llama is burned upon a funeral pyre. Ninjara laments for Splinter that he has traveled all this way to speak with his mentor, only to lose him upon arrival. Splinter smiles and states that while the Master he knew is gone, he will return later, when the new incarnation of the Buddha (Jang La's child) has grown up.



Mighty Mutanimals #3
"Deadheads"

Cover: Garrett Ho, Ryan Brown & Steve Lavigne

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1992

Death reveals that he has kidnapped Juntarra in order to get the Mutanimals to seek him out. However, the mutants are ahead of schedule, so the skeletal villain cooks up some distractions.

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The Mutanimals return to Jagwar's palace. Jagwar explains that they next have to face the Jaguar Spirit to continue their quest. Ray Fillet doesn't understand why they just can't skip ahead to the east, where they know Death holds Juntarra. Jagwar explains that they have to follow the spiritual path in the proper order, or the route will not open ahead of them. Ray struggles with accepting that the supernatural is real, and as Jagwar assures him that it is, the Jaguar Spirit arrives. The Spirit takes Ray's astral projection on a journey, where we see Ray's origin retold. As the events that followed that unfold, the Jaguar Spirit suddenly pulls Ray's astral form back to his body, as it senses great danger. As soon as Ray has recovered, the Mutanimals are attacked by Death's first distraction - a group of bat-winged skulls. Our heroes defeat their adversaries, but as soon as the coast looks clear, a gigantic fire monster looms over the jungle and tosses fireballs into the jungle and at the Mutanimals. Ray Fillet gets the beast to chase him through the thick foliage and into a hidden lake, where it is doused and defeated.

Back at Death's fortress, Juntarra has recovered and tries to find an escape route. As she spots an opening high above her, Null arrives.



Teenage Mutant Ninja Turtles Adventures #35
"The Black Stone"

Cover: Peter Laird, Ryan Brown and Steve Lavigne

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Rod Ollerenshaw

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1992

Continuing their journey, the Turtles, Ninjara and Master Splinter find themselves in the deserts of Iran, where they sneak aboard an oil freighter heading for Oman. Our heroes then cross the sands of Saudi Arabia, heading for Al Hadidah (the Valley of Fallen Stars), which is nearby Mecca, where the legendary Black Stone is kept. Ninjara reveals that the Stone is highly prized by thieves, and it is said to be fifth most difficult item in the world to steal. When the group arrives in Al Hadidah, a large crater in the Earth's surface, they decide to camp for the evening. While they rest, Master Splinter tells them the history of the area and that of the Black Stone and its importance to the religion of Islam. Splinter also states that since they are so close, they must at least take a look at Mecca.

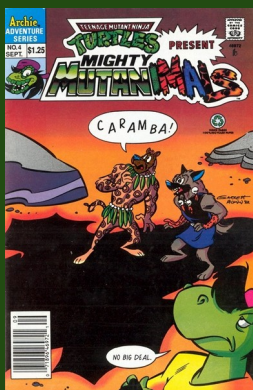
The next day the mutants ride out on camels, and Ninjara tells the tale of a second stone. According to legend, two stones fell - the Black Stone, as well as a White Stone. Reportedly a nomad disappeared with the White Stone before anyone else arrived on the scene. Supposedly wealthy men have been selling the stone for the past 3,000 years and have been trying to steal its Black twin - as legend has it that the man who holds both Stones will live forever.

The protagonists pass by another caravan of six camel riders. Pleasant greetings are exchanged and the groups continue on their separate ways - although one of the other riders seemed to recognize Splinter...

Later, the TMNT find an abandoned city, long ago forgotten when the trade routes changed. The team takes shelter, as a huge sandstorm looms on the horizon. Unbeknownst to them, a falcon has taken news of their arrival to an usual eagle-headed mutant, who resides nearby.

Back at the abandoned city, the Turtles are attacked by a group of men. As they fight, the eagle-headed mutant flies into the fray and smashes into Michaelangelo. We discover that this new threat goes by the name Al 'Falqa, and he's under the impression that our heroes have stolen the Black Stone of Mecca. The Turtles and Splinter manage to convince their flying foe that they have not taken the artifact. Al 'Falqa explains that he was sure they had taken the Stone, as it was reported that six riders had escaped with it. Suddenly, the sandstorm is upon them. Everyone tries to take cover, but Master Splinter is overcome by the force and passes out due to lack of oxygen.

From a distance, the Shredder watches the scene via his binoculars and laughs.



Mighty Mutanimals #4
"Day of Future Past"

Cover: Garrett Ho, Ryan Brown & Steve Lavigne

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1992

The Mutanimals are half way to completing the Path of the Four Winds, where they will meet the Dragon of the North and discover the ancient wisdom it holds. Meanwhile, Jagwar's mother, Juntarra, tries to escape from Death's desert stronghold, but is captured by Null.

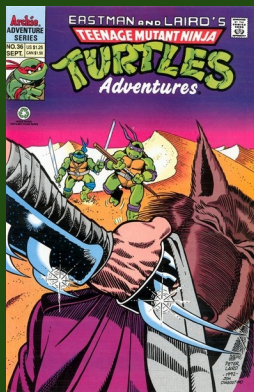
**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
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The next day, the Mutanimals renew their trek and soon discover a work camp, where men are being enslaved and forced to strip mine the area. Enraged by both the environmental damage and the evil of slavery, the mutants attack. After a short battle, the Mutanimals are victorious, and Jagwar tells the slaves that they are free.

Later, our heroes arrive at a mountain cave in the desert and are greeted by the Dragon of the North, whose name is Glyph. The Mutanimals note a junkyard in the valley below, and the ancient reptile begins his story. Glyph explains that two alien races had arrived on one of Jupiter's moons four billion years ago, and immediately started a war with one another over the satellite's resources. Eventually one side used its weapons of mass destruction to destroy their enemy - but in the process, they destroyed most of their own troops along with the moon itself. A few remaining ships continued the war across the galaxy, until they arrived at the planet Earth - where one alien was victorious, none other than the "dragon" Glyph. The junkyard below is actually the remains of the final battle between the two warring states.

The next day, the Mutanimals ponder the meaning of the dragon's tale as they search the ship graveyard for weapons to fight Null and his minions. After a successful search, our heroes set out on the final leg of their journey, where they are met by a shape-shifter (transforming herself from an eagle to a human woman) named Azrael. The woman welcomes the Mutanimals to the East, the last path of their endeavor.



Teenage Mutant Ninja Turtles Adventures #36
"Steel Breeze"

Cover: Peter Laird and Jon D'Agostino

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1992

Once the sandstorm has passed, Shredder arrives on the scene and lifts the unconscious body of Splinter, cursing his existence. Ninjara, Al 'Falqa and the TMNT arrive and a battle breaks out, but our heroes are soon trapped inside a force field created by a new villain, the cat mutant cyborg from the future named Verminator-X!

Verminator-X kicks the force field bubble and sends our team rolling through the sand. The villains then climb onboard their camels and take Master Splinter with them as they ride off into the desert.

Several hours later, the force field finally collapses and frees our heroes. Al 'Falqa sends his falcon ally, Talyn, to find their foes. The bird soon finds Shredder and his new henchman. Verminator-X spots Talyn and fires, but his shot only wounds the bird rather than killing it (much to Master Splinter's pleasure).

Talyn tells Al 'Falqa that Shredder is camped at a nearby oasis, and the eagle mutant leads the Turtles through a foggara (an underground aqueduct) to the spot.

Verminator-X and Shredder are waiting for a time-slip portal to open, which will give them the means to escape with their prize - the stolen Black Stone of Mecca.

The Turtles discover Foot Robot guards and attack, while Ninjara and Al 'Falqa battle Shredder and Verminator-X. The TMNT mop up the Foot bots with little trouble, but they soon find Master Splinter held hostage by Verminator-X and their arch enemy. Leonardo reminds Shredder that he owes the Turtles for freeing him from Krang (back in issue #25). Shredder reluctantly turns the Sensei over to the TMNT, just as the time slip opens and the villains escape with the Black Stone...

Except they didn't escape with the Stone! Ninjara had used her thieving skills to replace the Black Stone with a fake while Al 'Falqa kept the criminals busy. The mighty eagle mutant is overcome with gratitude and kneels in praise with the real Black Stone of Mecca.



Teenage Mutant Ninja Turtles Adventures Special #2

Cover: Peter Laird and Ryan Brown

Scripts: Steve Sullivan

Artists: Brian Thomas and Doug Crane

Colors: Barry Grossman

Letters: Gary Fields and Don Simpson

First Printing: Fall, 1992

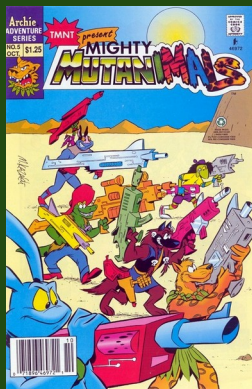
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"The Wrath of the Fire God"
By Steve Sullivan and Brian Thomas

The Turtles save the world from alien invaders.

"The Ghost of 13 Mile Island"
By Steve Sullivan and Doug Crane

April and the Turtles solve the mystery of the "ghost" inhabiting the 13 Mile Island scientific facility.



Mighty Mutanimals #5
"Big Guns Bad Attitudes"

Cover: Mike Kazaleh

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Scott Shaw!

Colors: Barry Grossman

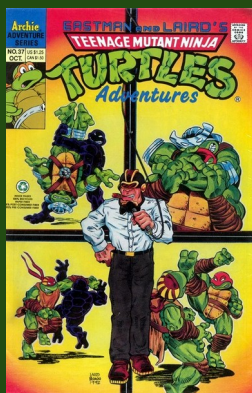
Letters: Gary Fields

First Printing: October, 1992

Azrael asks the Mutanimals to help her save the Path of the Four Winds - but before she can explain her plight, Ray Fillet passes out from dehydration. The shape-shifter leads our heroes to a cave which holds a spring that allows Ray to recover. As they wait for the heat of the day to pass, Azrael explains that the Grim Reaper that has kidnapped Juntarra has also created the desert that they're in. It wasn't long ago that the area was filled with swamps, lakes and tropical vegetation - including Lake Resurrection, which was the final stop for those who traveled the Path of Four Winds. With this extra knowledge, everyone is more determined than ever to defeat the Grim Reaper and his allies and save Jagwar's mother.

Later that night, the Mutanimals and Azrael journey through the newly formed desert to the Grim Reaper's skull-like stronghold. Inside, we see that Juntarra has been tied to a chair with none other than Kid Terra, who Null has captured for purposes of revenge. Juntarra angrily tells Kid Terra her origin story, how her parents were Spanish missionaries that had journeyed to Brazil to convert the Mayoruna people. However, the tribe had no interest in being converted and thus killed the missionaries, although they respected the innocence of the child and allowed her to join them. As she grew older, Juntarra became disenchanted with the Mayoruna's belief that only men could become Shaman, and thus she set off on the Path of Four Winds to become a person of knowledge. Kid Terra asks the woman why Null and the Reaper were interested in her, and Juntarra explains that it might be because she is Jagwar's mother.

As darkness falls, the Mutanimals prepare their attack, but before they get far, they're met by Null and six robots armed with guns. Everyone begins firing, but the robots seem mostly impervious to the Mutanimal's weapons. One by one our heroes are shot, until only Leatherhead and Azrael remain.



Teenage Mutant Ninja Turtles Adventures #37
"Stump'd Again"

Cover: Peter Laird and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1992

Our heroes continue to cross the desert when their old acquaintance Cudley the Cowlick arrives and informs them that Mr. Stump, head of the Intergalactic Wrestling Federation, wants them to appear on his show again. The Turtles are so tired of walking the desert that they agree to have Cudley take them across the galaxy to Stump's asteroid to see what he has to offer. Master Splinter isn't happy that they've cut their tour of the world short.

Upon their arrival, Stump tells the TMNT that he wants them to take part in his wrestling tournament. If they agree, Cudley will take them anywhere and anytime in the universe as payment. Donatello angrily notes that all they'll be getting for their appearance is a ride home, a fact that Stump acknowledges. Master Splinter points out that the Turtles had agreed to come here, so if they want a ride home...

The TMNT head to the locker room to don their wrestling costumes, where they meet Cryin' Houn', Ace Duck (issue #7) and Trap (from issues #12 and #13). Trap informs the mutant dudes that Stump has decided that this time, since it's a tournament, they'll have to wrestle each other! The winner of the tournament will then have to take on El Mysterio for the title.

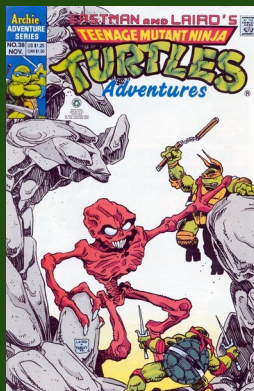
**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

As Ace Duck begins the tournament against a werewolf named Bloodbath, Master Splinter and Ninjara discuss her relationship with Raphael. The Sensei admits that while he initially didn't trust her due to her partnership with Chien Khan (issue #29), he has come to trust her completely - but it is difficult for him to accept her relationship with Raph, as it means that his sons are growing up. Ninjara hugs Splinter as they view the beauty of outer space through a gigantic window.

At this point, the main event begins - the TMNT in a free-for-all against one another. After a long bout, Donatello finally manages to pin Raphael and win the match. El Mysterio (Cryin' Houn' in a costume) arrives in the ring, but Don is too quick for the lumbering four-armed wrestler and quickly pins him as well. Donatello is declared the winner and receives a kiss from the ring girl.

Soon, Cudley is flying through space, carrying our heroes home.



Teenage Mutant Ninja Turtles Adventures #38
"United We Stand, Divided We Fall" Part One

Cover: Peter Laird and A.C. Farley

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1992

Continued from The Mighty Mutanimals #5

Man Ray, Jagwar, Dreadmon, Mondo Gecko, Wingnut and Screwloose have been knocked unconscious by a group of skeletal robots controlled by the evil corporate weasel, Mr. Null - the devilish dude hellbent on ruling the universe. Leatherhead and a shape-shifter named Azrael are still standing, but the gatorman's gun runs out of ammo and he is overpowered by the cybernetic psychos. Azrael changes into an eagle and escapes.

Before Null can kidnap the Mutanimals, the TMNT, Ninjara and Splinter show up and the fight is renewed. A laser beam that Leo deflects with his swords nicks Man Ray's shoulder which awakens the mutant and he joins the fray. Eventually all of the Mutanimals recover and battle escalates. As laser beams and robot body parts fly, Null manages to capture Azrael when she returns to human form and punches her in the face. Null then carries the unconscious woman through a secret doorway hidden in the nearby rocky hills.

Mr. Null meets with four shadowy figures, the foremost looking like the Grim Reaper, who states that the group is ready.

Meanwhile, with the help of the Turtles, the Mutanimals finish mopping up the Robo-Skeletons. As the group exchanges greetings, Jagwar notes that Azrael is missing. Leonardo points out that Cudley is also gone and wonders if they're together, but Dreadmon states that he saw Azrael flying off in her eagle form.

Man Ray then explains that the Mutanimals have come to this place to search for Jagwar's mother, Juntarra, who was kidnapped by the Grim Reaper. A nearby giant skull is where they believe the Reaper to be - but when they found it, Null's robots attacked them. Thus the fishy mutant surmises that Null is working with the Grim Reaper. Jagwar points out that the stoney desert they're now standing in was a lush tropical jungle before the Reaper arrived. Ninjara notices a fire in the jungle far off and everyone rushes to investigate.

When our heroes arrive, they discover four zombies with torches setting fire to the jungle. Jagwar and Dreadmon destroy the monsters quickly. When the heroic mutants turn to look at the fire, four shadowy figures emerge from the flames...



Mighty Mutanimals #6
"United We Stand, Divided We Fall" Part Two

Cover: Peter Laird & A.C. Farley

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Scott Shaw!

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1992

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

The Mutanimals, the TMNT, Master Splinter and Ninjara face off against Pestilence, Famine, War and Death. Ray Fillet notes that the Four Horsemen of the Apocalypse will not have an easy battle when facing the combined force of the mutants, and thus Death uses sorcery to divide our heroes into three separate groups and teleports them away from one another.

Null dumps the unconscious form of Azrael inside Death's stronghold where Juntarra and Kid Terra are held captive. Kid beseeches his old boss to let the women go, but Null states that he plans to put them in his harem. Juntarra screams in rage and Kid Terra vows that he'll stop Null.

Outside, Death opens a crate and removes marionettes of Famine, Pestilence and War and begins jostling them around, exclaiming how much he loves his toys...

Master Splinter, Leo, Ray Fillet, Wingnut and Screwloose find themselves in the country wearing military garb. Jagwar, Don, Raph and Mondo are teleported into a research center and are dressed in scrubs. Mike, Ninjara, Dreadmon and Leatherhead find themselves standing in a cornfield - starving. They head out to look for food and see a huge line of people waiting to get some meager supplies.

Back at the research center, we see a lab full of caged monkeys. Jagwar ponders if they should set the primates free when Pestilence appears and warns them against it, as you never know what type of virus might be released along with them.

Back at the farm, our heroes receive orders to infiltrate a nearby barn and remove the hidden missiles. Leo remarks on the absurdity of the endeavor, but they forge ahead, and discover that War resides within the building, and he has a huge nuclear weapon with him.

By the time Ninjara, Dreadmon, Raph and Leatherhead get to the end of the food line, there's nothing left for them. Our heroes stand shocked and emaciated.

Pestilence attacks and Jagwar releases the monkeys to help the mutants fight the beast.

Ninjara points out that there's still one truck full of food stock, but the woman distributing it explains that the food on that vehicle is going to the president's office. Dreadmon exclaims that's wrong when the people are starving, but the woman points out that she can do nothing about it because the military is too strong. As the truck drives off, one can fall out of the back and our heroes rush to pick it up. Dreadmon opens the container, but inside is Famine, who emerges and captures the mutants.

War battles our heroes in the barn, when it is struck by a "friendly fire" missile. War carries the defeated mutants away.

Pestilence is able to possess the monkeys and turn their attack on the mutants, who are defeated.

Back in the desert, we see Death with his marionettes, the prone bodies of the Turtles and Mutanimals at his feet.



Teenage Mutant Ninja Turtles Adventures #39
"United We Stand, Divided We Fall" Part Three

Cover: Peter Laird and A.C. Farley

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1992

Null has the TMNT and Mutanimals shackled to posts. Jagwar demands to know why Null has destroyed the rain forest and kidnapped his mother. The evil corporate devil explains that he did it to make the Earth inhospitable to all life.

Splinter asks Null what he plans to do with his captives and the villain explains that they will all be slowly electrocuted to death on the posts. Ninjara snarls for him to get it over with, but Null delays and states that he will not be the one to push the button that begins the execution, he has someone else in mind for that task. The demon then he walks off to his hidden headquarters in the hills.

When Null gets to his destination, he discovers that both Azrael and Juntarra have escaped.

Azrael arrives at the spot where our heroes are tied and attacks the Four Horsemen of the Apocalypse. In his efforts to capture the eagle, War crashes through the posts holding some of our heroes, freeing them. A battle ensues while Don quickly frees the others.

In the distance, the cowboy known as Kid Terra spies on the Reaper, who is controlling War, Famine and Pestilence by means of puppetry. Juntarra is with Kid - she runs off to help her son while Terra heads up the cliff where the Grim Reaper is preoccupied with the battle below. Kid Terra punches the bonehead, but Null arrives on the scene and shoots the cowboy, who falls from the top of the cliff to the ground below.

The battle between the mutants and the Horsemen continues, while the Reaper seizes the Kid's lifeless body.

Juntarra, Ninjara and Azrael corner Null - who freaks out when faced by three powerful women.

While the Reaper is preoccupied with the Kid's body, Screwloose finds the puppets that the deathly villain was using to control the other Horsemen. Screwloose grabs the puppets and smashes them on a rock - causing the real monsters to disappear into thin air!

Null pulls a gun and keeps his adversaries at bay, before sprouting bat wings and escaping.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

Our heroes gather around the Grim Reaper as it holds Terra's body. Kid is having a vision about a hallway full of doors... he finds one cracked open, bright white light escaping from it. Kid opens the door...

The Reaper laughs with satisfaction and holds a glowing orb high above his head, gloating that it has captured Kid Terra's soul. Juntarra grabs the Reaper's scythe and smashes the skeleton to bits - Azrael leaps and catches the Kid's soul and places it on his head, where it seeps back into his body. Once he's absorbed his soul, Kid Terra stirs back to life!

The Reaper's bones turn to dust and Kid asks someone to remove the bullet from his chest - Raph states that he can do it with the right implements.

Jagwar is finally reunited with his mother.

Mondo comments, "After all this, I can only say one thing... WHEW!"

Off in the distance, the Grim Reaper's dust reforms into its skeletal form and rides off on its horse.

Later, Kid Terra peacefully recovers from his impromptu surgery as the Turtles wonder where Cudley the Cowlick could be.



Teenage Mutant Ninja Turtles Adventures #40
"1492"

Cover: Peter Laird and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: January, 1993

The TMNT, Ninjara and Master Splinter set sail for home when they're met by a terrific storm that capsizes their tiny craft and washes them ashore a nearby island. When our heroes awake, they're welcomed by local natives who think the mutants are emissaries of the ocean god.

Then, much to the Turtles' surprise, Christopher Columbus and his soldiers arrive. The invaders surround our heroes while Columbus congratulates himself for discovering a new route from the west to the east. The captain orders one of the Turtles to be separated from the rest and taken to his ship - Donatello is chosen.

Later that night, Don is awakened by Columbus, who explains that he's seeking enough gold to recover Jerusalem, his personal crusade.

Meanwhile, on the beach, Columbus' soldiers begin to assault the local women, and the Turtles leap into action. The mutants make short work of the soldiers and head out to rescue Donatello.

On the ship, Donatello meets a strange creature, an Earth spirit called the Other. The Other explains that the TMNT had arrived on this spot exactly 500 years after Columbus had done the same. The locale is one of Earth's "power spots," where the sacred energy of the planet collects. So the Turtles' arrival on the Power Spot on such a historic anniversary has triggered a temporal overlapping, causing the mutants to travel back in time to witness Columbus' arrival.

The Other also explains how the "discovery" of the "new world" lead to fiasco for the native inhabitants of the land, from killer disease to enslavement. The Earth spirit then hands Don his bo staff and disappears, just as Mikey arrives. The brothers hug and then make their escape - a huge storm has arrived once again, and everyone jumps into the sea.

The next morning, Donatello awakes to find a cruise ship anchored offshore.

Our heroes get on board the craft, which carries them back to New York City.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures Special #3

Cover: Michael Gaydos

Scripts: Stanley Wiater and Scott Fulop

Artists: Ken Mitchroney and Doug Crane

Colors: Barry Grossman

Letters: Gary Fields and Don Simpson

First Printing: Winter, 1992

"The Night of Monsterex"

By Steve Sullivan and Brian Thomas

Krang uses his mutating ray to create a monster that menaces the Turtles.

"Monsters are the Rage"

By Scott Fulop and Doug Crane

The Turtles battle beasts that are emerging from a young boy's nightmares.



Mighty Mutanimals #7

"I Am Armaggon..."

Cover: Ken Mitchroney & Ryan Brown

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Scott Shaw!

Colors: Barry Grossman

Letters: Gary Fields

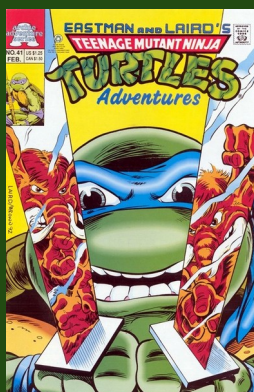
First Printing: February, 1993

Azrael bids the Mutanimals goodbye, as she has to return to her post as the guide for the final Path of Four Winds. Man Ray asks Kid Terra how he had been captured by Null. The cowboy explains that he had done as he'd promised (back in Mutanimals #1) and cleaned up the toxic waste dump that Null had created on the floor of the ocean. After the hard work was finished, Kid took a vacation to Aruba to decide what to do next, where he was drugged and kidnapped by the devilish Null. Ray decides to visit the Glublubs and tell them that their ancestral homeland is safe to return to.

When Man Ray arrives, he notices a shadowy figure in the ruins of Null's old vessel and investigates. As Ray searches, he's clobbered from behind with an iron girder by none other than the evil shark-mutant from the future, Armaggon. The shark-man wraps the girder around the unconscious Mutanimal and goes about salvaging parts from the remains of the ship. Suddenly, Merdude arrives and attacks Armaggon. The villain gains the upper hand, but a brave Glublub rides a ray into the fray and distracts Armaggon long enough for Merdude to get the drop on him and knock him out. The fishy mutant then revives Man Ray and the pair make their introductions to one another. Soon thereafter, Man Ray notices that there are numerous sharks circling ominously above them and their Glublub allies. Armaggon orders the man(mutant?)-eaters to attack as the Glublubs flee in fear. Man Ray grabs his foe and smashes him into a sand dune, but he gets bitten and then smashed with the girder once again. As Ray slumps in pain, Merdude chases Armaggon, who is trying to escape via a time-slip portal. Unfortunately for the fishy one, rather than preventing the villain from escaping, he gets pulled through the gateway just as it closes. Ray calls out in vain as the portal disappears from view.

Later, Ray returns to the spot where the rest of the Mutanimals are and meets Mondo Gecko. Mondo is excited because he's found a shark's tooth while combing the beach. Ray pulls Armaggon's teeth from his side and gives them to his younger teammate and walks off sullenly.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #41
"...And Deliver Us from Evil"

Cover: Peter Laird and Ryan Brown

Plot: Ryan Brown

Script: Doug Brammer

Pencils: Ken Mitchroney

Inks: Ken Mitchroney and Marlene Becker

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1993

As Ninjara and Raph head back to the sewers, the foxy ninja sees a sign advertising a mastodon exhibit at the Museum of Natural History. The image reminds Raphael of a story, which he relates to his gal pal:

April interviewed Dr. Selena Davis, curator of the Natural History Museum, regarding her controversial theory regarding her intent to create clones. Soon thereafter, a homeless man who had once been a great reporter investigates a story about a monster, and discovers a mutant mammoth man! The beast roars at the fellow, who runs for his life. Moments later, the mutant collapses and dreams of how he had been frozen in ice thousands of years ago, only to be thawed by Shredder and turned into a monster - but befriended by four green turtle men. After an adventure with the TMNT, the mastodon dude had fallen into an icy river and was thought lost, but he had survived and remained hidden for months. Recovering from his flashback, the mammoth man then spots some life-sized dinosaur sculptures being hauled by a truck and sets off to follow them... "home."

As it turns out, Dr. Davis had managed to get a strand of hair from the mammoth man from his earlier adventure - and has used it to create her own clone of the creature! As she and her two henchmen prepare to bring the clone to life, they see a news report regarding the "riverfront monster", none other than the original mastodon mutant himself. Davis sends her cronies out to retrieve the mammoth man. The two men have no trouble in luring the beastie to Davis' secret headquarters at the museum.

At the same time, April and the Turtles were discussing the possibilities of their strange friend surviving the icy waters when the news report came in, and the ninjas head out to investigate. After a long search, all they manage to find is a clump of hair, which they take back to their lair so Don can analyze it. Mikey sees a TV ad for the dinosaur exhibit at the Metropolitan Museum and jokes that perhaps the mammoth dude has gone there to see the exhibit. Raph scoffs at him, but Donatello thinks Mikey is on to something, so the gang pile into their van and head off to the museum.

The Turtles break into the building and soon find their friend caged by Davis and her henchmen. The Turtles order the scientist to free their ally, but she orders her clone to attack and a battle ensues. Enraged, the original mastodon dude breaks the bars of his cage and clobbers his clone. Unfortunately the force of his attack causes the museum to buckle on its foundation and it begins to collapse. The TMNT and April make their escape in the nick of time.

Shortly, the original mammoth man digs out of the rubble, carrying Davis and her assistants. April finds a police officer, who doesn't know what to do - so O'Neil arranges for the mastodon dude to be shipped via boat to Arctic Island, where he will finally be truly at home.



Mighty Mutanimals #8
"The Cruel Sea"

Cover: Ken Mitchroney & Ryan Brown

Script: Phil Nutman

Pencils: Ken Mitchroney

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1993

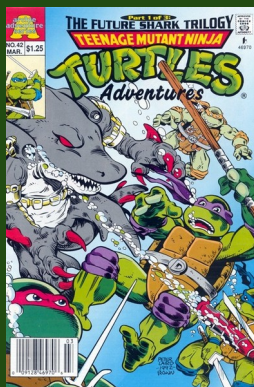
Juntarra bids farewell to her son, Jagwar, and leaves to complete the Path of the Four Winds with Kid Terra in tow. The Mutanimals spend time enjoying the tropical island lifestyle when Man Ray decides to go for a swim and discovers a whale entangled in a fishing net. Ray screams for the others to come and help him save her, but unfortunately the creature dies. Man Ray vows vengeance against those that caused her death and storms off into the jungle, where he rips a tree out of the ground in angry frustration. The rest of the gang arrives while Ray cools down and explains that the whale was a minke, a species that is still hunted. Man Ray declares that he's going to put a stop to it and the others agree to help him.

The guys swim into a nearby port and Ray tells them that they'll have to steal some motorboats if they hope to stop the whale hunters. Jagwar, Leatherhead and Dreadmon are very unhappy about the plan, as stealing is wrong - but Ray states that sometimes it's okay to do something wrong if it's for the greater good.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

Wingnut and Screwloose side with Man Ray and help him break into a boat supply store, where they find, and take, some high speed rafts. The group head down to the pier where they plan to wait for dawn to set sail and find their quarry, but Ray is impatient and pacing. Leatherhead tells his friend to take a swim as it will make him feel better, so the former scientist jumps into the sea - but rather than cooling him down, it only serves to give Ray more time to dwell on things, which makes him more angry. The sun rises, Man Ray returns and the Mutanimals head out. Once at sea, Ray uses his telepathic powers to locate struggling whales and he soon finds a fishing boat, owned and operated by Cap'n Mossback, the pirate that Man Ray and the Turtles tangled with in TMNT Adventures #17. Ray and his friends attack and after a prolonged battle, the boat crashes into a reef and begins to sink. The men and Mutanimals escape in their rafts and the fight ends. Ray broods and feels bad about using violence as a solution and declares "Justice is a double-edged sword."



Teenage Mutant Ninja Turtles Adventures #42
The Future Shark Trilogy Part 1: "Future Tense"

Cover: Peter Laird and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1993

Additional Material: 5 full page pin-ups of the TMNT and Splinter by A.C. Farley

As the TMNT and Ninjara workout, they're interrupted by the future versions of Donatello and Raphael, who have come to their past to take the Turtles and Master Splinter to the future.

In the future, Armaggon arrives at his headquarters with an unconscious Merdude as his prisoner. Shredder and Verminator X explain that they were unable to procure the Black Stone of Mecca (TMNT Adventures #35), which sets Armaggon into a rage that Shredder does not appreciate and a fight seems imminent. Before any blood is shed, Verminator X holds the two at bay with a gun and explains that while they had failed to get the Black Stone that they were going to use to power their time machine, they did manage to steal the White Stone.

The future Turtles bring the present day TMNT, Ninjara and Splinter to their time. As soon as they arrive through the time portal, they're attacked by flying robots - just as it looks like curtains for our heroes, the 'bots explode. Future Don explains that the machines are his security robots and shouldn't have attacked, but they were apparently confused by the appearance of two Dons and Raphs, so he hit the self-destruct button on his remote control. Future Don then escorts the group into the lavish future headquarters of the TMNT.

Future Raph explains that their building was invaded by Armaggon, who was messing with Future Don's Time-Slip Generator. Future Don shut down the machine before Armaggon was able to transport, but the shark man managed to escape through a window and into the flooded streets below. The Future Turtles gave chase and caught Armaggon, but as they were beating him into submission, Shredder and Verminator X arrived and blasted our heroes with a laser, knocking them unconscious. While the Future TMNT were down, Armaggon then shot them with a torpedo. Eventually Future Don and Raph woke up - to find Leo and Mike missing and Raph's left eye gone... not to mention, the villains had stolen the Time-Slip Generator!



Teenage Mutant Ninja Turtles Adventures #43
The Future Shark Trilogy Part 2: "Past Lives"

Cover: Peter Laird and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1993

Future Don explains to the present day TMNT, Ninjara and Splinter how New York City came to be flooded due to the Greenhouse Effect. The floods caused the rats of the city to move higher into the buildings of the city, creating a huge problem. Future Don worked with a cat mutant named Manx to devise robots that would kill the rats, and the two were very successful. Too successful, as their machines earned them the ire of the Rat King, who attacked the TMNT relentlessly. The Turtles eventually chased Rat King and his remaining minions away.

Future Don and Manx became extremely wealthy, thanks to their robots' effectiveness. But Manx wanted more than wealth, he sought immortality as well - and he devised his own cybernetics that he used to "enhance" himself. Unfortunately, the bio-mechanics altered Manx, he changed his name to Verminator X and began to steal things and kill anyone who tried to stop him in the pursuit of his goal.

Of course, Verminator X had a falling out with Future Don, who began his own research on time travel. Don had initial success using the Eye of Sarnath as his power source, but the demands of the machine soon depleted the Eye and Don needed a new power supply. Future Don began work on a new Time-Slip Generator, as he knew his old one was only good for a few more uses. Unfortunately Armaggon arrived and stole the original time machine.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

Don then finished work on his second Time-Slip Generator, only to be assaulted by Armaggon, Shredder and Verminator X, who stole the new machine as well! So Future Don then set about building his third time machine - which he powered with normal electricity to go back in time and retrieve the TMNT of his past so they could help him and Future Raph stop Armaggon, Shredder and Verminator X.

While Future Don is telling his tale, Future Raph corners his past self and asks him to learn to lighten up and appreciate his friends and family. Naturally, Present Day Raph gets upset.

Meanwhile, Armaggon is completing work on his Time-Slip Generator, powering it with nuclear fuel, the bones of the Roswell Alien, Hitler's brain and the White Stone of Mecca.

Future Don then gathers our heroes together so they can use his time machine to ambush Armaggon, Shredder and Verminator X.

As Armaggon loads the White Stone into his Time-Slip Generator, the portal screen begins to radiate with energy - and our heroes leap through and attack their foes! A battle erupts as Armaggon arrives in a gigantic exo-skeleton, but the Turtles defeat it easily. Armaggon leaps from the mech and grabs Leo, bolting towards the Time-Slip Generator. The shark man takes Leo through the portal, with Future Don and both Raphaels in close pursuit.

On the other side of the portal, the Turtles find themselves in a swamp - with no way back and no sign of Leonardo or Armaggon.



Teenage Mutant Ninja Turtles Adventures #44
The Future Shark Trilogy Part 3: "Here Today, Gone Tomorrow"

Cover: Peter Laird and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1993

Future Don and the Raphaels begin their search for Armaggon and meet some mermaid-like fairies.

Back at Armaggon's headquarters, the battle continues, but the tables are turned on our heroes when thousands of rats arrive and begin to attack.

In the swamp, a mermaid fairy welcomes the Turtles to Thanatia and asks if they seek the land shark - just as Armaggon fires a missile that knocks the TMNT unconscious.

Rat King arrives at the headquarters and tells the Turtles that he has not forgotten what Future Don did to his "children." Donatello decides that it's too risky to be seen by Rat King and sets off to rescue Future Mike, Future Leo and Merdude. Mikey takes advantage of Rat King's ego to strike a knock-out blow and the fight begins anew.

Future Don awakes just as Armaggon looms over him and the battle in the swamp erupts.

Rat King awakes just as Mike, Splinter and Ninjara have defeated Shredder and Verminator X. The rodent leige uses his rat-controlling powers on Master Splinter and forces the Sensei to attack Mikey. Just as Splinter is about to finish Mike, Donatello arrives with Future Mike and Future Leo.

Meanwhile, Future Raph and Raph battle Armaggon near a waterfall.

Shredder, Verminator X, the Rat King and the rats now have the upper hand in their fight, but Merdude entices the cat mutant to fire his blaster, which knocks a hole into the wall and allows the sea water to come pouring into the room. Rat King and his minions flee as the other villains are washed away.

Future Raph and Raph use teamwork to kick Armaggon over the edge of the falls and they find Leonardo. Master Splinter taps Future Raph on the shoulder and the Turtles turn to see an open time portal. Everyone leaps through just as it closes.

Back at Turtles HQ, Future Raphael bids a tearful farewell to Ninjara and everyone returns to their own time.

On the final page, we see a disgruntled Armaggon sitting forlornly in Thanatia - which is revealed to be the far future of our world.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Mighty Mutanimals #9
"Slash!"

Cover: Ken Mitchroney & Ryan Brown

Script: Dean Clarrain

Pencils: Mike Kazaleh

Inks: Scott Shaw!

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1993

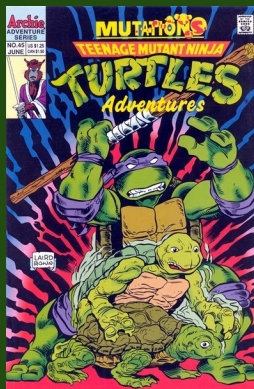
Slash is laying waste to Rio de Janeiro in a fit of rage, searching for his palm tree. Eventually the army is able to capture the crazed alien turtle by hitting him with a giant missile.

Meanwhile, the Mutanimals land on a nearby beach and Jagwar spots a newspaper that has a cover story regarding the capture of a "monster." Jagwar states that they must free Slash as he's being victimized for being different - the others agree that they should rescue the troubled turtle. The guys sneak onto the army base and Mondo picks the locks holding Slash prisoner. The group carries the sleeping alien out of the base, but soon thereafter Mondo steps on a twig which snaps, awakening Slash, who goes into another rage and attacks the Mutanimals. Leatherhead gets angry and pins Slash to the ground.

After being subdued, Slash agrees to calm down. Ray asks him what the problem is and Slash tells the tale of how he had rescued Krang from a toxic waste dump planet with the promise of being taken to a world full of palm trees (TMNT Adventures #23-25). Ray asks why Slash has such a fascination for palm trees, and the alien explains that he grew up on a world called Palmadise, which was filled with the trees. Slash lived there in bliss and peace until an alien race arrived and cut down all of the trees and took them away. On that day, Slash swore vengeance on all authority figures... which lead him to where he is now - hunted, angry and without any palm trees.

Leatherhead states that he has an idea, and so the Mutanimals take Slash to the tropical island that they had been enjoying in the previous issue. Ray tells the turtle that he can make this place his new home. Slash thanks the Mutanimals for their help.

Thus the Mutanimals monthly series ended, due to faltering sales.



Teenage Mutant Ninja Turtles Adventures #45
"Mutations"

Cover: Peter Laird and Ryan Brown

Plot: Dean Clarrain

Script: Philip Nutman

Pencils: Ken Mitchroney

Inks: John Beatty

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1993

Splinter meditates upon his life, from the time that he was a young man named Yoshi learning the martial arts from his Uncle Gyogi, to his years at Osaka University studying history and philosophy, to his life as a member of the Foot Clan. Eventually Yoshi left the Foot to continue his religious studies in Tibet, where for one year he was taught by the Charlie Llama. At the end of World War Two, Yoshi returned home and witnessed the atomic bomb being dropped on Japan. He managed to escape death and later rejoined the Foot, where he was framed for murder by none other than Oroku Saki, who desired Yoshi's position in the Clan.

Yoshi was cast out of the Foot Clan and traveled to America, where he took up residence in the sewers of New York City. Soon, he discovered four turtles in a green ooze and cleaned them up. That night, Yoshi transformed into the mutant rat we know as Master Splinter. As you know, the turtles also mutated. Splinter decided that since they would be outcasts from society, he must teach the turtles how to survive, thus he became their sensei and taught them ninjitsu.

Years later, Saki arrived in New York City with his branch of the Foot and began his criminal empire. Splinter decided that he and the Turtles must stop his old foe, and the battle was on.

After contemplating his past, the Sensei investigates a noise in the sewer and discovers that his students and Ninjara have prepared a birthday celebration for him.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



April O'Neil #1
"You're Fired!"

Cover: Chris Allan & Ryan Brown

Plot: Dean Clarrain

Script: Steve Sullivan

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letterer: Gary Fields

First Printing: January, 1993

After returning from a long absence (as detailed in TMNT Adventures #28-31), April is fired by her angry boss, Murdoch Maxwell, for being unreliable. As April packs her belongings and takes the subway home, she reflects upon the events that lead to her dismissal...

After returning from Japan, April bid farewell to Fu Sheng and Chu Hsi (the human alter ego of The Warrior Dragon who first appeared in TMNT Adventures #20), and returned home with her friend Oyuki, where O'Neil had many messages waiting for her on the answering machine - several of them from her upset employer, Murdoch Maxwell. April hurried out to go to the office and explain to her boss why she'd been absent, but as she rode on the subway it suddenly stopped and was attacked by a band of ninjas from the Dog Star Gang (who were after a group of men from the rival gang, Golden Triangle). As O'Neil helped an old woman escape the violence, a shuriken narrowly missed hitting her. April grabbed the throwing star and tossed it towards one of the Dog Star ninjas - striking him in the shoulder and causing him to drop his magic sword. O'Neil grabbed the strangely glowing blade and leaped into the fray, turning the tide of the fight in favor of the Golden Triangle, who then noticed the empowered weapons of their foes and set about disarming them. The Dog Stars were forced into retreat and vanished after dropping a smoke grenade.

The leader of the Golden Triangle thanked April for her assistance, but O'Neil wasn't pleased once she recognized them as the "scourge of Chinatown." The gang leader insisted that they protected the neighborhood from rival gangs - but he also revealed that they only did this for people who bought their "insurance policies." The train then lurched into motion and the Golden Triangle members began leaping off. Their spokesperson, Wing Min, grabbed the sword out of April's hand and called out to O'Neil that he owed her a favor as the subway sped off. April finally made it to Maxwell's office, who promptly fired her.

Once April gets back to her apartment, she rummages through a closet and finds a video camera. She hands it to Oyuki and tells her that they're going freelance.

Elsewhere, Wing Min of the Golden Triangle presents the black magic empowered weapons that were taken from the Dog Star gang to his master, who declares that he'll have to become personally involved in the skirmish.



April O'Neil #2
"The Chinatown Connection"

Cover: Chris Allan & Ryan Brown

Plot: Dean Clarrain

Script: Steve Sullivan

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letterer: Gary Fields

First Printing: February, 1993

April and Oyuki are prowling Chinatown at 3 AM trying to document the gang war between the Dog Star and Golden Triangle gangs. April pops into a store to pick up some food while a member of the Dog Star gang named Kato tries to pick up an appreciative Oyuki - but the fellow disappears as members of the Golden Triangle arrive. Inside the shop, Dog Star ninjas burst through the window and attack the members of the Golden Triangle. Oyuki manages to film the fight as April ducks for cover. An explosion causes the gangs to flee as the fire department arrives, lead by Chu Hsi. The fireman asks April if she's okay, but O'Neil is too preoccupied with the story and she and Oyuki hurry off in pursuit of the Golden Triangle.

April and Oyuki follow the trail down into the sewers, and discover where the Golden Triangle resides. The gang members are arguing over the threat the Dog Star ninjas present when Wing Min spots Oyuki's lit cigarette. The thugs leap into action - April tells Oyuki to go get help while she distracts the gangsters. April is captured and taken to see Johnny Yen - the Golden Triangle's master. Oyuki tries to get Chu Hsi to help, but he's upset that April ran off earlier and is too busy fighting the fire... thus Oyuki decides to try to find the Dog Star gang member who had been hitting on her earlier...

April is brought before Johnny Yen just as Oyuki arrives with a bunch of Dog Star ninjas. April dives for the video camera as a battle breaks out. As the fight escalates, Yen transforms himself into a gigantic spider monster and bites Kato. Oyuki attacks the beast and is quickly captured in its web, but April cuts the line before her friend is hurt. Johnny Yen returns to human form and grabs a sword to fight April... but before the battle can begin, the Dog Star Gang's leader arrives... none other than Chien Khan (from TMNT Adventures #30).

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
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April O'Neil #3
"Big Trouble Under Chinatown"

Cover: Chris Allan & Ryan Brown

Plot: Dean Clarrain

Script: Steve Sullivan

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letterer: Gary Fields

First Printing: March, 1993

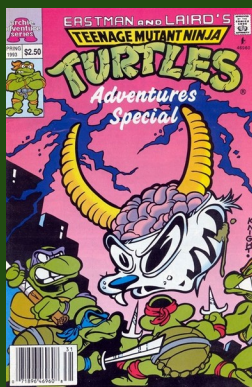
When Johnny Yen spots Chien Khan he asks why the dog man hasn't joined him to take over New York City, but Khan has no love for the maniacal Yen. Chien explains his origin, how he was once a powerful member of the Golden Triangle until jealous underlings convinced Yen that he was a threat - so Chien and his dog were chained and locked up in an air tight shipping container - where they were supposed to perish. But Chien escaped his chains and used what spells he knew to summon a Japanese oni (a demon) named Noi Tai Dar to help him. The creature agreed to help Chien survive if he would help the beast cross over to Earth... Khan agreed, but to his dismay, the demon morphed Chien and his dog together and made them into a dog mutant. While the transformation was horrible, it did give Chien the strength needed to break open the container that held him. Chien Khan then set about trying to free the demon (TMNT Adventures #28-31) - but after those plans were foiled by April and the TMNT, he went back to New York and formed the Dog Star gang so he could seek retribution for what Johnny Yen had done to him.

After the story is complete, Johnny Yen transforms into a lion monster and attacks Chien - but the canine warrior is ready for the attack and hits Yen with a spell that drains his mystic energy and turns him into an old man. The demon orders his underlings to attack while it retreats into a tunnel. The Dog Star gang easily defeats the Golden Triangle and they take April and Oyuki hostage. As they follow the path Yen had taken, Chien explains that the real reason he is fighting the demon is to locate its source of power... and now it's nearly in his grasp... literally! They enter a room, and the decrepit form of Johnny Yen is reaching out for a goblet, but before the creature can grasp it, Chien Khan snatches it away. Chien knows that the goblet holds the power that allows Johnny Yen to transform - so the Khan wants to use it to change himself back into a human. Chien then kicks Yen into a pool of gasoline that incinerates him.

Chien Khan then explains to April and Oyuki that he plans to sacrifice them to demons in order to gain more power. Chien grants the two women one final request. Oyuki asks for a cigarette and April tells Khan to "go to the devil" - something that Chien is not eager to do. April struggles to come up with a plan when she notices Oyuki's lit cigarette... and the pool of gasoline. O'Neil kicks the cigarette out of her friend's mouth and it lands in the pool, setting off an explosion.

April and Oyuki escape to the surface and spot Chien Khan, who is about to drink from the goblet. April springs into action and knocks it from his hand, and it breaks on the ground. Chien Khan is infuriated and swings his sword madly at April, as Chu rushes to her aid. April tells her friend to fight the fire - she has this battle covered... and she does, as Master Splinter has taught her well! Chien Khan is no match for April's swordsmanship, and he falls before her attack - but the dog man has other tricks up his sleeve, and he calls upon the dark arts. Unfortunately for Khan, he opened a portal that allows the demon Noi Tai Dar to seize him and pull him through! Once the dog man is gone, Chu asks April if she's okay. O'Neil jumps into his arms, telling him that she's fine as she plants a big kiss on his lips. Oyuki films April as she reports on the battle and fire.

Later that evening, April, Oyuki and Chu watch the broadcast. The bell rings and April answers the door to find her ex-boss, Murdoch Maxwell, standing there with a huge bouquet of flowers. Maxwell offers April her job back along with a substantial raise, but O'Neil angrily slams the door in his face. Back in the apartment, April, Oyuki and Chu make a toast to April's new freelance career.



Teenage Mutant Ninja Turtles Adventures Special #4
"Louie's Pasture" / "Pig Heaven"

Cover: Milton Knight

Script: Robert Loren Fleming

Artist: Milton Knight

Colors: Barry Grossman

Letters: Mary Kelleher

First Printing: Spring, 1993

Every 100 years, Louie's farm emerges from another dimension into the heart of Times Square - bringing with it tons of alien animals. This time, a goat and a moose run off and get mutated after drinking some sewer water - turning them into super-powered, crazed villains. Fortunately the Turtles now reside in NYC and save the day with a little help from their friends.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



April O'Neil - The May East Saga #1
"Lost Island of Past Lives"

Cover: Bob Fingerman

Script: Stanley Wiater

Pencils: Bob Fingerman

Inks: Bob Fingerman

Colors: Barry Grossman

Letters: Bob Fingerman

First Printing: April, 1993

While April is reporting a story about a "lost" island, she suddenly blurts out a non-sequitur, "maiest", and then declares that the isle would make a good vacation spot for her. The TMNT and Splinter are watching the news, and the Sensei is astounded by what he heard...

So the Turtles and Splinter accompany April on her trip to the Lost Island. O'Neil is uncharacteristically upset with the guys for following her and she yells at them. Splinter tells the Turtles to calm down - perhaps they'll find what is drawing April to the island once they reach their destination.

Upon landing, April sets off on her own, as the TMNT promised not to follow her around once they arrived. O'Neil heads off into the jungle, but Splinter tracks her, as he had made no promises. An angry storm moves in as the Sensei heads out to see what April is up to.

Soon enough, O'Neil stumbles upon a palace in the thick jungle. April continues to say "maiest" as she walks into the building. The reporter finds a body of a woman wrapped in bandages and encased in a glass sarcophagus. Suddenly, a huge lightning bolt rips through the roof and strikes the casket, awakening the prisoner within. April asks who the woman is and she declares that she is April's ancestor, May East, who was imprisoned here one thousand years ago, awaiting a kin member to set her free. April faints at this news, and May East puts the reporter into a chair and connects some sort of strange apparatus to her head.

Master Splinter arrives and demands that May East set April free. Of course, East has no plans to do so, as she intends to use her psychic powers to drain April's knowledge of the modern world so it can be conquered... and she promises Splinter that he'll be next. Thus a fight breaks out. The two battle to a standstill - Splinter demanding April's freedom and May East declaring that she will keep April asleep for one thousand years.

At that moment, the TMNT arrive. They distract May and April wakes up. Splinter frees his friend from the psyche-draining helmet and the Turtles corner East. April's ancient ancestor grabs a bottle and drinks from it, which transforms her into an armored cyborg that grows to towering proportions. The TMNT rush outside and attack the giant robot, but they're unable to dent it. Inside the palace, Splinter asks April to drink from the same bottle to awaken her own latent powers - April scoffs at the idea, but she tries nonetheless... and also grows into a giant robot!

April attacks May and defeats her - but before O'Neil can deliver the finishing blow, both cyborgs revert to their human forms. May East flees back to her palace and seals herself inside. Splinter declares that the battle is done for the day, but they will face May East again. With that, our heroes pile into their hovercraft and head for home.



April O'Neil - The May East Saga #2
"The Battle for Splinter's Brain"

Cover: Bob Fingerman

Script: Steve Sullivan

Pencils: Bob Fingerman

Inks: Stephen Destefano

Colors: Barry Grossman

Letterer: Bob Fingerman

First Printing: May, 1993

April is having a difficult time with her life since running into May East - O'Neil is questioning everything that she's doing and why she's doing it. April finally decides that she'll have to deal with her (ancient) past, and seek out May East.

In the sewers, the Turtles are training when a white ninja bolts into their lair and captures Master Splinter. April is pleased that she was able to impress her teachers, but the TMNT complain that they sensed that she presented no danger, which is why she slipped by them. Splinter is angry at his students for making lame excuses and they apologize to O'Neil - who in turn apologizes and declares that she thought everyone would be happy with her progress in ninjitsu. Splinter remarks that he is surprised by her skills, as she displays talent in the way of invisibility that far outreaches someone of her training. April worries that May East may have a hand in this...

Master Splinter pulls out a book entitled "Legends and Mysteries of the Orient" and explains that he's been researching May East's era. The Sensei tells April that all he's been able to discover thus far is that East comes from a time when dark forces and magic were much more prominent than they are now. Leonardo suggests that they go see Bookworm, as he may have some more tomes about the subject at hand.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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As the guys prepare to head out, a giant bubble arises from the sewer water, carrying none other than May East. East easily defeats the Turtles in battle and April prepares to attack - but East states that she has no desire to fight her own blood and uses a magic crystal to shrink herself and enter Splinter's brain - who she promptly possesses.

The Turtles capture their ailing Sensei and tie him up. The group then heads further down into the sewers to seek Bookwurm's help, with Splinter in tow. When they arrive in the sage's lair, April balks at his appearance. The Turtles admonish her for (forgive me) judging a book by its cover, and April apologizes. Bookwurm explains that April's close proximity to May East is corrupting her. The strange librarian then tells April that he has no powers to help them, that sorcery must fight sorcery. Thus April grabs May East's crystal and uses its power to shrink herself and the TMNT and they enter Splinter's head via his ear.



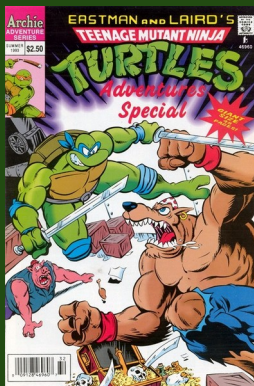
April O'Neil - The May East Saga #3
"Splinter's Wicked Headache"

Cover: Bob Fingerman
Script: Stanley Wiater
Pencils: Bob Fingerman
Inks: Bob Fingerman
Colors: Barry Grossman
Letters: Bob Fingerman
First Printing: June, 1993

April and the Turtles search for May East inside Splinter's brain. Fortunately, Bookwurm engages East in conversation, which leads April to where her ancestor is hiding. Our heroes discover their adversary and a battle breaks out. Splinter's antibodies join the fray - but they attack the Turtles as well as May East! The antibodies' attack is so forceful that April and May are forced to combine their powers to put a protective bubble around everyone.

East asks April to hand over the crystal so she can get them out of Splinter's brain, and April complies. May East does get everyone out of Splinter - but she doesn't use the Touchstone's power to return April or the Turtles to their normal size. As East prepares to capture our heroes, Bookwurm throws a book at her, distracting her from her endeavor. Once again the distraction works, and April and the TMNT return to their normal size while East is preoccupied with Bookwurm. Disgusted, May East curses April and for abandoning her sorceress bloodline and disappears.

Later, April types in her journal that she finally understands that her place is with her friends - and whatever abilities she has - she will use to help them.



Teenage Mutant Ninja Turtles Adventures Special #5

Cover: Peter Laird and Ryan Brown
Scripts: Phillip Nutman and John Gentile
Artists: Rich Hedden, Tom McWeeney and Michael Gaydos
Colors: Barry Grossman
Letters: Rich Hedden, Tom McWeeney and Gary Fields
First Printing: Summer, 1993

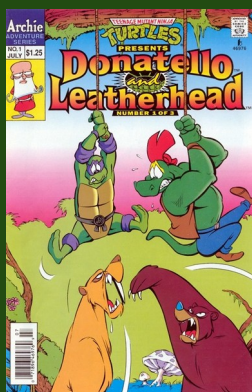
"Yo-Ho-Ho! And a Bottle of Mutagen"
By Phillip Nutman and Rich Hedden & Tom McWeeney

The Turtles battle a polluting sea captain and his band of thugs - two of which are mutants - a pig and dog man!

"The Darkest Hour"
By John Gentile and Michael Gaydos

April and the Turtles run into an evil sorceress who's able to animate trash into dangerous creatures.

**Jephael's Radical TMNT Fan Site Proudly Presents
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Donatello and Leatherhead #1
"Hassles in Hollow Earth"

Cover: Garrett Ho & Dan Berger

Script: Stanley Wiater

Pencils: Garrett Ho

Inks: Marc Schirmeister

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1993

Don and Leatherhead are salvaging parts from a junk yard when a spacecraft arrives. Our heroes find that they cannot control their legs and thus they walk involuntarily into the waiting ship. Inside are three diminutive people, lead by one named Murtal, who asks Don and Leatherhead to help them prevent the Hollow Earth from being destroyed. The mutants aren't too happy with the circumstances, but before any negotiations can begin, the ship blasts off into the stratosphere and eventually travels through a hidden volcano and arrives inside the Hollow Earth - a place filled with lush jungles.

As Don and LH debate the request, they're suddenly jettisoned from the craft and left on their own. Almost immediately a tribe of humans arrive and attack them, thinking that they're demons. Our protagonists are herded to a spot where they're caught in nets and taken prisoner. Don and Leatherhead are put into cages and loaded on the back of mastodons. Once they arrive in the village, their cage is strung high up into the air. The tribe's leader, apparently a witch of some kind, orders Don and LH to be sacrificed. While they await their fate, a young boy named Emur arrives and tries to free our heroes - but the witch spots him and he is also captured. The three are strung up to the Tree of Sacrifice, where ferocious beasts await them in a pit below. Emur explains that the tribe fears the cave entrance that the animals guard inside the pit - thus the people make sacrifices to the beasts to keep whatever is inside the cave at bay.

Don uses his skills to swing himself onto the tree limb and frees Leatherhead, but before they can save Emur, his leather binding breaks and he falls into the pit, landing on the back of a woolly rhino, which takes off and runs straight into the cave. Although Leatherhead is reluctant, he and Donatello head into the foreboding cavern to find their new ally.



Donatello and Leatherhead #2
"Found: One Lost World!"

Cover: Garrett Ho & Michael Dooney

Script: Stanley Wiater

Pencils: Garrett Ho

Inks: Marc Schirmeister

Colors: Barry Grossman

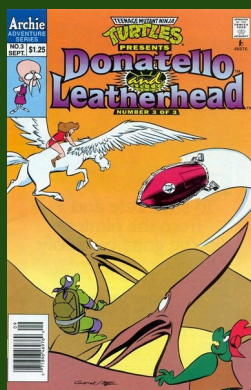
Letters: Gary Fields

First Printing: August, 1993

Don and Leatherhead run through the cave and come out the other side, where they spot a gorgosaurus about to munch on their friend Emur. The guys escape the strange dinosaur by fleeing into a maze of tar pits. Emur manages to discover a path out, but as soon as they're on solid ground, the guys find themselves facing a stampede of triceratops. Fortunately there are vines nearby and our heroes use them to swing out of harm's way - but no sooner do they think they're safe than Emur is captured by a carnivorous plant. LH and Don beat the plant into submission and the three head out, eventually coming upon a beach. As they approach what seems to be an ocean, Don spots the spaceship that dropped them off flitting about the sky, but it disappears as quickly as it appeared.

The guys build a raft, determined to cross the underground sea. Once the work is complete they set sail, but their craft is destroyed when they're run into a raging storm. The protagonists grab the mast and float, when a gigantic prehistoric sea turtle arrives and begins to carry them safely away. Suddenly, a huge gator erupts from the ocean and approaches with ill intent. Leatherhead stands up to his prehistoric ancestor and oddly enough, it turns tail and leaves. Soon after, the sea turtle approaches an island and lets our heroes off on the beach. Sure enough, no sooner do they bid farewell to the giant turtle than they attacked yet again, this time by pterodactyls - one of which grabs Leatherhead by the ankle and carries him skywards. Before Don or Emur can react to this, they are set upon by armed Amazons who are riding winged horses.

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Donatello and Leatherhead #3
"Attack of the Amazons"

Cover: Garrett Ho & Michael Dooney

Script: Stanley Wiater

Pencils: Garrett Ho

Inks: Marc Schirmeister

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1993

While the pterodactyl carries Leatherhead off, Don and Emur try to negotiate peace with the Amazons, but things don't go so well. Emur suggests that Don and he should try to escape on a pegasus - but the animal will not fly when our heroes jump onto its back. The Amazon leader is impressed with their bravery, and so she offers to hear them out. As the group discusses the strange place known as Hollow Earth, they are attacked by a monstrous insect that emerges from the sand. Don and Emur are joined by the Amazons in battle and the monster flees. The Amazon leader is impressed with our heroes fighting abilities and she offers peace.

Leatherhead is taken to the pterodactyl's nest, where two hungry babies await their meal...

The Amazons have mounted chariots to their pegasus and are heading out to Darkuroz, an outpost of Atlantis, where the Amazons have seen flying spacecraft in the past. As the group travels, they're surprised to see the pterodactyls fly in to meet them - with Leatherhead riding on one of the dino's backs! It turns out the LH was also able to convince the pterodactyl not to harm him. Suddenly, an earthquake begins to destroy the road they were following, so Don and LH jump onto the pterodactyls while Emur joins the Amazons on the pegasus, and the group flies to Darkuroz.

As soon as they find the golden city, they spot numerous spacecraft flying around. The ships zap our heroes with a ray that forces them to land, and they're greeted by Murtal. Everyone is angry at the diminutive man and demand to know why they've been brought to this strange place. Murtal tells them that they deserve to know the truth, and removes his disguise... it turns out he is one of the last Atlanteans - who came to the Hollow Earth eons ago after they destroyed their homeland in a military accident. The fall out radiation from the accident caused the Atlanteans to mutate - and they knew they wouldn't be welcome on other parts of the Earth because of this, thus they fled to Hollow Earth - where time passes extremely slowly and no one seems to age, allowing people and animals from all different eras to live together. Murtal then goes on to explain that the remaining Atlanteans brought everyone here because they were lonely and wanted to populate their new home with things that reminded them of the surface world. When the forlorn Atlantean asks if he can do anything to make up for his actions, Don and Leatherhead ask to be taken home, and the Amazons ask the Atlanteans to help them lead more comfortable lives via their technology. Murtal agrees to their requests.

Emur decides to stay inside the Hollow Earth and help them build a new society with the Atlanteans' help. Don and Leatherhead board Murtal's ship and are taken back to the junkyard where the adventure began, their memories of the trip completely erased.



Teenage Mutant Ninja Turtles Adventures Special #6

Cover: Bob Fingerman

Scripts: John Gentile

Artist: Michael Gaydos

Colors: Barry Grossman

Letters: Gary Fields and Don Simpson

First Printing: Fall, 1993

"Doomsday Hassle in Banshee Castle"
By John Gentile and Michael Gaydos

The Turtles and April take a vacation in Scotland to visit O'Neil's uncle, where they run into trouble with Shredder and Krang while searching for a magic sword.

"The Darkest Hour II"
By John Gentile and Michael Gaydos

The evil sorceress Mistia captures April in a crystal cage, but Raphael saves the day with a well thrown sai.

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Merdude #1: Merdude and Michaelangelo in
"Dawn of the Kraken"

Cover: Michael R. Gaydos & Dan Berger

Script: Dan Berger

Pencils: Michael R. Gaydos

Inks: Ryan Brown

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1993

In the far reaches of the future, two aliens, Grundle and Dundor, answer a distress call that they spot on a planet in the Forbidden Cluster. Unfortunately for the two philanthropic explorers, the signal was created by none other than the monstrous shark-like alien known as Armaggon (from TMNT Adventures #42-44). After Grundle lands the spacecraft, Armaggon attacks and takes the two men hostage and commandeers the craft.

Back on Earth, Michaelangelo meets up with Merdude and the two head off into the deep seas to hang out.

Back on the spacecraft, Armaggon is furious that the technology at hand doesn't meet his demands. The amicable aliens only have the ability to open a small time portal (which they send probes through to gather information). Armaggon had wanted to travel through time to destroy the TMNT, but faced with this situation, he decides that his unwilling comrades will modify one of their probes so it will be able to perform a task.

Meanwhile, Merdude and Mike arrive in an underwater cave and the aquatic mutant shows his turtle friend an ancient plant called Lorien that has remarkable qualities. Mikey chews a few leaves from the plant and they enable him to breathe underwater! Merdude explains that this is but one of the magical abilities that the plant contains.

By now, Grundle and Dundor have modified the probe to Armaggon's demands. The vile shark explains that the probe will go back in time to the bottom of the Earth's ocean, tunnel through the sediment and awaken the long slumbering Kraken - which will destroy all life on the planet, including the TMNT.

Merdude tells Mike that the plant has amazing healing abilities. Any sick creatures that he encounters are always cured by chewing just a few leaves from the plant. Mikey is very excited about this news, as he thinks that they'll be able to plant seeds from Lorien all over the ocean floor and use them to save millions of lives - but Merdude states that he has already tried this thousands of times, but the seeds will not grow anywhere. Mike is bummed, but Merdude says that Don might be able to figure something out, and the two swim off - only to nearly collide with the probe sent by Armaggon.

Our heroes follow the strange machine, which quickly burrows into the ocean floor. The probe soon finds its goal, and it awakens the giant Kraken, which erupts from its slumber and immediately starts draining the life force out of the creatures it finds. Mikey attacks the brute, but he's easily captured and his life is drained by the monster! Shocked, Merdude hatches a desperate plan and rushes back to where the Lorien is - he pulls the entire plant from the sand and swims back to face the Kraken. The beast is amused by Merdude's defiance, and the mutant uses this to his advantage and tosses the plant into the Kraken's mouth. The gargantuan swallows Lorien and its abilities take quick effect - for even the mighty Kraken cannot handle such a large dose of the plant, and it falls into a coma.

Merdude laments the loss of the amazing Lorien, but he spots the prone form of Michaelangelo and rushes back to the cave that housed the plant. Merdude recalls that he had left the roots of the plant and hopes that they'll have enough power in them to save Mikey. Fortunately the roots do the trick, and Mike is quickly revived. Merdude explains that Lorien is gone now, and he sadly begins to swim off. Mikey notices something in his mouth... he didn't swallow one of the plant's seeds. Figuring he has nothing to lose, Mikey plants the last seed where the original Lorien had lived for thousands of years and swims off to join his dejected friend.

As the two disappear into the murky depths, something magical happens inside the cave... the seed sprouts a new Lorien plant.



Merdude #2: Merdude and Mondo Gecko
"Voyage to the Bottom of the Barrel"

Cover: Michael R. Gaydos & Dan Berger

Script: Dan Berger

Pencils: Michael R. Gaydos

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1993

Future Donatello is working with the Mighty Mutanimals to finish off their new headquarters - a huge base disguised as a volcanic island.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
PAGE 44 OF 67**

**Jephael's Radical TMNT Fan Site Proudly Presents
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Meanwhile, Candy Fine, Mondo's rich ex-girlfriend, stands on the deck of her yacht as the metal band Doom Nation plays in the background. Candy muses about Mondo and how he was the one who got changed, and yet she was the one who freaked out over the incident. Before she can spend much more time contemplating the bizarre situation, a ship emerges from the sea and grabs the girl with a long robotic arm, pulling her into the briny deep. Unphased, the band plays on...

Once the work on the exterior of the Mutanimals' base is finished, Mondo wants to celebrate - but the others are too tired. Merdude asks Mondo if he'd like to accompany him to a festival of mermaids and Glublubs, and the rockin' Gecko agrees to make the trip. Mondo grabs a scuba suit and the two swim off together. In short order, a strange little fish creature arrives and speaks frantically to Merdude. Mondo is unable to understand the Glublub's language, so Merdude explains that the festival is under attack! The two mutants hurry to investigate, and they spot a strange submarine (the same one that had grabbed Candy) chasing the mermaids. One of the maidens stops and offers herself as a sacrifice so her friends can escape - and Merdude realizes that it's his girlfriend, Eowithe! The sub grabs the mermaid and zooms off into the ocean depths, with Merdude and Mondo in hot pursuit. Unfortunately Mondo can't match the sub's speed, and it escapes. Mondo Gecko is out of breath and struggling, so Merdude tells him he'll take him to the surface, where he can rest.

Inside the sub, Candy Fine meets her captor - a strange pirate called the Murk Mariner, whose speech is incomprehensible due to the mask that he wears. Fortunately (or unfortunately), the Murk Mariner's first mate explains what the strange pirate captain is saying to the girl. The villains plan to ransom Candy and sell Eowithe to an aquarium. Candy is shocked to meet Eowithe, who speaks only a little English, but after what happened to Mondo, Ms. Fine is pretty unflappable. Candy angrily announces that she'll get both of them out of this mess.

Merdude and Mondo break the water's surface and spot Candy's yacht. MG is impressed by the tunes he hears from the deck of the boat (Merdude less so), and the two mutants board the ship to find out who's playing. Mondo recognizes Doom Nation and the band explains that they were hired by Candy Fine's father to play on her yacht to cheer her up - which was going pretty well until she was kidnapped by a submarine with robotic arms. MG and Merdude quickly surmise that both of their friends are held captive by the same pirates, and the two set off to catch the crooks. This time Merdude summons a hammerhead shark for Mondo to ride, so he won't get tired.

On board the Murk Mariner's sub, Candy picks the lock of her cell. With the help of Eowithe's strong tail, they overpower the Mariner's first mate and lock him up. Candy helps Eowithe transverse the vessel as the two look for a path to freedom.

Merdude and Mondo Gecko find the sub resting on the floor of the ocean and are attacked by some scuba suited pirates. Our heroes have no trouble defeating their adversaries.

Inside the sub, Candy and Eowithe find an air lock that Eowithe can use to escape. The mermaid gratefully dives into the water as the Murk Mariner arrives on the scene. Candy confronts the pirate, who slaps her in the face. This really angers the girl, and she proceeds to kick the villains butt, telling him ""You'd never last two seconds in a mosh pit with moves like that!"

Mondo suddenly arrives and tells his ex-girlfriend that he's here to rescue her. Candy hugs MG and tells him that she doesn't need to be saved. Merdude boards the sub and mans the controls, steering it back to Candy's yacht, where Mondo and Ms. Fine bid farewell to their fishy friends. Later that night, after the yacht has been moored to the pier, Mondo and Candy walk on the beach. MG tries to make small talk, but Candy interrupts, telling him she has something to say. Mondo looks dejected and says that he knows she doesn't want to hang with him anymore now that he's a freak - but Candy announces that she doesn't see him that way, that he's the nicest boy she's ever known, and that she wants to be his girlfriend again. Mondo is practically speechless in his joy.

Nearby, a time portal opens, and Armaggon steps through it, vowing vengeance.



Merdude #3: Merdude vs Ray Fillet
"The Last Tsarnian"

Cover: Michael R. Gaydos & Dan Berger

Script: Dan Berger

Pencils: Michael R. Gaydos

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1993

The issue opens with Ray Fillet attacking Merdude!

As it turns out, a criminal worm-like alien named Bloho was banished from his galaxy and wound up appearing in the Earth's ocean, near where Ray Fillet was having a conversation with Merdude in his sandy castle beneath the sea. Bloho is able to possess whatever creature he attaches himself to - so he attached himself to Ray Fillet and promptly attacked Merdude. As the two friends battle, Armaggon arrives on the scene. The villain waits to see how the fight turns out, deciding he'll take care of the winner after the battle has finished.

Eventually Ray knocks out Merdude, and Armaggon zooms in for the kill. The shark is surprised to see Bloho attached to Ray Fillet, and the worm mouths off to the toothy villain. Armaggon snarls and clobbers Bloho with one punch, and the worm floats unconscious down a sea cliff and lands on the neck of the comatose Kraken.

Meanwhile, as Armaggon attacks the confused and groggy Ray Fillet, Merdude awakes. The merman attacks Armaggon and short circuits the power belt around his waist - as it turns out, the belt was the device that Armaggon had used to travel through time, and Merdude's attack has short circuited it. As Armaggon realizes what's happened, he's teleported away. Ray and Merdude make amends as Armaggon sits alone, trapped in a strange galaxy.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures Special #7

Cover: Chris Allan and Dan Berger

Scripts: Stan Wiater and Bob Fingerman

Artists: Garrett Ho and Bob Fingerman

Colors: Barry Grossman and Bob Fingerman

Letters: Gary Fields and Bob Fingerman

First Printing: Winter, 1993

"The Return of Monsterex"

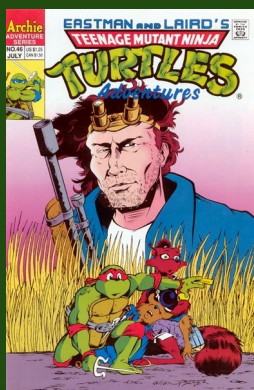
By Steve Sullivan and Brian Thomas

The TMNT, Ninjara and Master Splinter face the monstrous menace in an amusement park.

"It Takes Guts"

By Bob Fingerman

April and her police officer friend Kenya help a bizarre mutant named Innardo find a home.



Teenage Mutant Ninja Turtles Adventures #46
"Fox Hunt"

Cover: Chris Allan and Dan Berger

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1993

The TMNT, Ninjara and Splinter are relaxing in the lair when an intruder arrives - a fox dude that turns out to be Ninjara's brother, Naga. The young fox states that he has come because Ninjara's grandmother has been captured by a hunter. Raph demands to know how the mutant found their secret lair, and Naga states that Ninjara gave him directions. This upsets Master Splinter and the TMNT, and Ninjara apologizes, saying that she only told her brother where she was. Raph isn't appeased by her apology, but before an argument can erupt, April suddenly appears on the TV giving a report about a giant, four armed creature attacking the city. The Turtles announce that they've got to investigate, but Ninjara states that she has to leave with her brother. Raph asks Splinter if he can accompany her, and the Sensei grants him permission and tells his student that he must release his anger concerning Ninjara giving away the address to their lair.

Of course, Raph doesn't do this. The three stow aboard a plane to Japan, and Raph badgers Ninjara about telling her brother the secret. Ninjara screams at him to shut up and the two fall into angry silence, leaving Naga to awkwardly try to make peace for the duration of the long, long flight. Once the trio lands, they take a boat to an island hidden by clouds, the home of Naga and Ninjara. The children welcome the foxy ninja home, but an Elder is not happy to see her because she has left her people. Kenji, Ninjara's old boyfriend, tells our heroes that the Council of Elders has decreed that no rescue will be attempted for Ninjara's grandmother.

The next morning, Raph, Ninjara and Naga set out on their own to rescue the foxes' grandmother. No sooner have they entered the forest when Ninjara and Raphael are ensnared by a trap net. Ninjara orders Naga to cut them free, but the youth reveals that he's made a deal with the hunter - he's offered the man Raphael in trade for his grandmother. The hunter arrives and decides that he will keep both Raph and Ninjara as his trophies. Naga tries to argue, but the hunter smashes him in the head with the butt of his rifle and then shots the netted Raphael with a tranquilizer.

Raph awakes in a cage next to Ninjara in the hunter's trophy room. Naga and his Grandmother are there as well, though they are not caged. The man gloats, which sends the Elder fox into a rage and she attacks. Naga uses the distraction to open the cages, and Raphael punches him in the face for betraying them. Ninjara notes that they can settle their dispute with her brother later, right now they need to escape. A fire bursts into life and the mutants head outside, where they find themselves stranded upon a high cliff. Grandmother explains that they'll have to escape via the Underworld - a place Raph is not interested in visiting, but a huge explosion rips out of the hunter's building as his ammunition begins to ignite. The blast convinces the Turtle that they'll have to go through the Torri gate to make their escape. Just then the hunter arrives and begins firing his pistol at our heroes. Raph is able to hold him off while the Elder fox opens the gateway to the Underworld. The four mutants jump through the portal, but the hunter chases them and manages to get through the gateway before it closes.

The five out-worlders arrive in the Underworld and are welcomed by a demon, who tells them that they can leave via the Torri that they arrived in.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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The hunter makes a dash for the gate, but rather than passing through a portal to his dimension, he simply plunges through the framework and falls into the pit. The demon asks if she had forgotten to mention that it only works for the pure of heart.

Grandmother decides to test if the demon is telling the truth, and walks through the Torri, vanishing. Naga is next, and he too disappears. Ninjara and Raph embrace, and then run to the Torri holding hands.

The couple pass through the Torri and arrive on Ninjara's home island, where they are greeted by Grandmother and Naga. Ninjara compliments her kin on her fighting ability and Raphael makes peace with Naga.



Teenage Mutant Ninja Turtles Adventures #47
"The Eyes of Sarnath"

Cover: Chris Allan and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1993

The alien four armed creature continues to attack the city, now accompanied by an even stranger four legged beast Mikey dubs "dino-dog." Leo, Don, Mike and Splinter attempt to stop the destruction while April and a slimy reporter named McIntyre broadcast the story. Leonardo cuts off one of the armored figure's arms, sending it into a painful retreat. The dino-dog leaps at the camera crews filming the action and embeds itself into a news van, where it lays unconscious. The armored warrior then grabs one of the video cameras from a newsman and takes it to an abandoned alley. The Turtles discover that their adversary is blind, but in short order it attaches the camera to its head and uses it to see.

Leonardo approaches the being, holding the severed arm. The Mutant Turtle apologizes for the attack and tries to give the limb back, but it suddenly springs to life and chokes him! The other Turtles implore the alien to release their brother. The creature slowly begins to assimilate the English language. After releasing Leo from its grasp, the alien explains that it is a Triast, one of a race of sentient, silicon-based lifeforms created by the Mergia.

The Mergia had created the Triasts to work for them, but after time, the Triasts desired freedom, and a war broke out. The battles lasted for years, until the Triasts themselves created the "dino-dogs" called "Battle-Beasts", which gave them the upper hand in the conflict and sealed their victory. The Triasts tried to lobby for equal rights with the Mergia, but the creator race wouldn't accept the terms (even in defeat), so they fled the planet. This Triast's master left it with a final insult, taking its eyes before he left, leaving it blind. The Triast explains that the Battle-Beast accompanying it, named Qark, is helping it track its master. The alien pair have followed their prey to Earth. As the Fates would have it, the alien in issue #3 was the Triast's master. The former slave was able to retrieve one of its eyes from the wreckage of the space craft. It then explains that it needs all three of its eyes before it will be able to see properly.

Mikey asks the alien if its name is Sarnath, and sure enough, it is. The Turtles take Sarnath back to their lair, where they receive a call from April, who informs the terrapins that McIntyre's TV show "Inside Affairs" is about to broadcast live footage of the captured Qark. Sarnath states that he can see what Qark sees, and the "dog" is surrounded by cameras. Donatello reattaches the symbiot's arm and then hooks up a monitor to the video camera that the alien is using to see, giving everyone a clear view of Qark's predicament.

Donatello breaks into the control room of the TV studio and destroys the circuit box, sending the theater into darkness. The Turtles free Qark, just as the lights return - leaving our heroes in the spotlight. Leo shouts "Vanish!" and our heroes make their escape, leaving the studio full of bewildered reporters. April mocks McIntyre for losing his big story, and the man suspects that she's involved with the mysterious "green men" due to her smug attitude.

Outside, Donatello explains to the disheartened Sarnath that his other two eyes were transported 100 years into the future. The other Turtles lament that the whole world has seen them, thanks to McIntyre's live broadcast. Splinter states that they'll have to maintain a low profile for quite some time and then Sarnath invites them to accompany him to Dimension X. Mikey is excited about the idea and Leo muses that they could try to find out what happened to Cudley the Cowlick. Splinter consents, and Mike, Don and Leo head off to the other dimension with Sarnath.

Meanwhile, Raph and Ninjara are having a picnic in Japan when Sarnath's ship arrives. Ninjara and Raph join the others, and as they head into space, Leonardo tells the pair about their unexpected TV appearance.

Back in the TV studio, McIntyre studies the footage of the TMNT.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #48
Black Hole Trilogy Part 1: "Out of the Blue (Into the Black)"

Cover: Chris Allan and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1993

Included: "Megadeath" Part 1 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

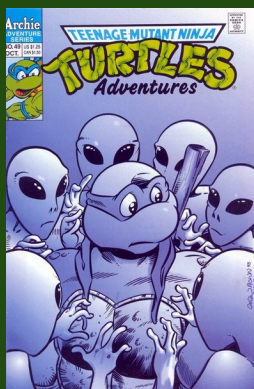
Sarnath's ship arrives in Dimension X near a Black Hole. As Don explains to everyone what a Black Hole is, their craft is suddenly attacked by Ki'Rec and his Imperial Aerwyl Fleet. Sarnath fights back and a space dogfight ensues. Everyone puts on pressurized space suits in case they need to abandon ship.

Sarnath does well dispatching the attackers, but his ship takes heavy damage and is eventually destroyed. As the Turtles and Ninjara float in space, they see the wreckage of Sarnath's ship being pulled towards the Black Hole. Mikey screams to their friend to eject, but Sarnath states that there's no time to save both Qark and himself, and he jettisons an escape pod as his ship disappears into the Hole.

The Turtles find themselves under attack from the remaining Imperials. Just as all seems lost, a strange ship arrives and destroys the attacking vessels. The pilot pulls alongside our heroes, explains that the ship belongs to the Nova Posse, and offers them a ride. Once on board, the TMNT met the rest of the Posse. The pilot is a gargoyle-like alien named Zebulon, who is accompanied by a humanoid woman named Trip, a blue woman named Luna Azul, a purple man named Rave and a four-armed bat-like woman named Exeen. Trip explains that the Black Hole they've just encountered didn't exist in that spot a mere six months ago - in fact, there wasn't even a star in that location that could have become a Black Hole. Donatello states that's impossible, and the Posse explains that not only is it possible, it's getting bigger and devouring everything in its path.

The ship then comes upon Stump Asteroid, where a huge fleet of ships is circling (among them Cudley the Cowlick). The Posse land on the asteroid, where they're greeted by Stump and Sling. Luna tells the materialistic duo that the Posse is at their service. Much to Luna's surprise, Stump and Sling are far more excited to greet the Turtles and begin planning their next wrestling match. When the Turtles explain that they're not interested and the Nova Posse has arrived to help assist them against the Imperial Forces, the wooden aliens couldn't care less.

Donatello excuses himself to go to the restroom. On his way, he encounters the Sons of Silence... and disappears.



Teenage Mutant Ninja Turtles Adventures #49
Black Hole Trilogy Part 2: "The Dream of the Blue Turtle"

Cover: Chris Allan and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: October, 1993

Included: "Megadeath" Part 2 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

Donatello finds himself floating in a white void, but soon discovers a "floor" and spots the Sons of Silence seated around the Turnstone. Don is puzzled, as he thought that Cherubae had wished the Turnstone and the Sons out of existence way back in issue #13. The Turtle then ponders where he is, and what the Sons of Silence are up to - so he decides to ask them. Don walks up and taps one on the shoulder, and the group turns on him. They communicate telepathically, asking the mutant if he is afraid. Don states that he's not afraid, and one of the Sons touches his face. Don protests, but then admits that he feels much better afterwards. Donatello is then questioned if he's ever thought about his destiny, and the Turtle replies that he hasn't, as he's always believed that we were masters of our own Fate. Don then asks why the Sons are asking him this question, and they tell him that they're not. Confused, Donatello states that there's no one else there - when he's surprised by the Turnstone telling him that he's wrong.

Back on Stump Asteroid, Leonardo discovers that Don is missing. Before they can search for their brother, the Turtles are taken to a large conference room, where all of the local aliens try to decide what to do about the growing danger of the Black Hole and Emperor Mazool. Trap explains that the planets closest to the Hole must be evacuated, and how Mazool has taken advantage of the chaos the Black Hole is creating by attacking everyone with his Aerwyl Imperial Fleet in effort to take control of Dimension X. Trap tells Nova Posse that they'll have remove the threat that Mazool poses while the others rescue those in peril. The Turtles state that they want to help, and Trap tells them to assist Nova Posse. Everyone heads out to their ships.

Meanwhile, in the white void, two ships crash, interrupting Don's conversation with the Turnstone. Sarnath emerges from the wreckage of one ship, while the other houses one of the Imperial Force pilots. The Imperial pilot attempts to fire his pistol at Donatello, but it doesn't work. Donatello leaps at the Imperial, but he bounces off of a force field. The Turtle quickly surmises that the Turnstone is preventing any violent acts.

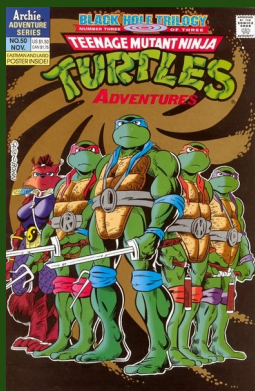
**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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The Imperial pilot is excited by the Stone and attempts to grab it for Emperor Mazool, but when he touches it, he disintegrates! Don states that he tried to warn the pilot, but Sarnath states that he heard nothing. Confused, Donatello reaches towards the Turnstone, saying that it's calling him...

The Nova Posse's ship approaches the planetary home of Emperor Mazool. The team manages to break into the Imperial Palace, but they find Mazool waiting for them with a brigade of soldiers. As Mazool explains that all of their efforts are futile, the Black Hole suddenly doubles in size, and begins to pull everything into it!

Back in the void, Donatello is holding the Turnstone, his eyes are blank, but a huge grin is plastered on his face.



Teenage Mutant Ninja Turtles Adventures #50
Black Hole Trilogy Part 3

Cover: Chris Allan and Ryan Brown

Plot: Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1993

Included: "Megadeath" Part 3 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

The battle between the Nova Posse and Mazool's troops intensifies. Our heroes are forced to retreat from the planetary base of their adversary and join the space combat near the Black Hole.

Donatello continues to experience cosmic awareness with the help of the Turnstone when Sarnath states that he's been contacted by his companion Qark. Sarnath attempts to draw Don's attention away from the Stone, but Donatello punches his friend and states that he has no interest in Sarnath's "dog" as he's far too occupied being "one with the universe". Sarnath pleads with Don to remember where they are and to grasp what the Turnstone is doing to him and the universe beyond.

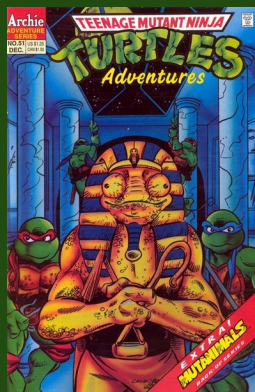
Nova Posse's ship takes a direct hit that fries their control panel, preventing them from making contact with their allies. Since the Posse's craft is identical to those piloted by Mazool's forces, our heroes appear as enemies to their friends in the Stump armada.

Sarnath surmises that Don is in control of the Stone and attacks him, trying to gain control of the powerful object. Sarnath manages to distract Don by getting him to focus on the peril that his brothers are in, and uses the opportunity to wrest the Turnstone from the Turtle's grasp. Sarnath states that he is far better suited for the task at hand. The multi-armed alien is instantly "plugged in" to universal awareness, and he states that it's time for Don to go, using the Turnstone's powers to teleport Don to the ship that his companions are aboard. Sarnath then faces the Sons of Silence and tells them that while they would have been able to control Donatello, they won't be able to control him.

Sarnath states that "this must end" and a huge projection of the alien is seen in space, surrounding the Black Hole. Suddenly, dozens of spacecraft explode as their engines overload. Nova Posse is able to save their ship with quick action by their helmsman. Sarnath teleports the Sons of Silence away... and then the Black Hole collapses onto itself.

On the planet below, Mazool vows to hunt down and destroy the Nova Posse.

Don explains to Leo that he, Sarnath and the Sons of Silence had been in another dimension. The Stone had gotten control of Don, and without Sarnath's help, he could have destroyed the universe. Leonardo asks about the Black Hole and Don states that Sarnath collapsed the Black Hole and sealed the dimensional gateway - he won't be returning.



Teenage Mutant Ninja Turtles Adventures #51
"Chameleons Are Forever"

Cover: Chris Allan and Ryan Brown

Plot: Steve Lavigne, Chris Allan and Dean Clarrain

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1993

Included: "Megadeath" Part 4 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

**Jephael's Radical TMNT Fan Site Proudly Presents
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In Tel Aviv, Israel some criminals are planning their next heist when they discover that the nearby maid is actually a spy. They capture the woman and point guns at her, when suddenly the cart that she was pushing turns into the Chameleon (from issue #9), who grabs the woman and makes their escape by crashing through a window. One of the crooks wonders if they should cancel their robbery, but the ringleader states that he shot the Chameleon and that they're 20 stories high, so nothing could survive the fall - thus they'll proceed to New York City as planned.

Later, the "maid", Val, is bandaging the Chameleon's wounds. The mutant explains that he was able to morph into a parachute to save them from plunging to their deaths. Chameleon flirts with Val, but she states that she doesn't get romantically involved with her business partners, and even if she did - he wasn't her type. Chameleon morphs into a dashing, muscular blonde dude and states that he can be any type she likes - but the effort of the transformation reopens his wound and he falls to the floor in pain. Val states that she hopes he learned his lesson as Chameleon slumps into a chair, dejected. The two ponder whether or not they should follow the thieves to New York to fulfill their obligation to their employer. Chameleon turns on the TV just as "Inside Affair" comes on. The tabloid TV show is airing the footage of the TMNT that was taken back in issue #47. Upon seeing the Turtles, Chameleon states that it's time for them to head to NYC.

In the Big Apple, sleazy reporter McIntyre is raging at his crew to find the TMNT and to follow April O'Neil "night and day". After the TV crew leaves, we see the "Inside Affair" sign morph into the Chameleon, who calls his partner Val and tells her to dig up all the info she can on April. Val isn't happy that her partner is using her time to investigate a non-paying gig, but the mutant pleads with her to help him locate the TMNT since they were there when he mutated and might be able to answer some questions for him.

Mikey calls April and asks if she and her assistant, Oyuki, want to hang out later. April is excited to hear her friend's voice, but she says they're busy covering a story. During the conversation, Val manages to trace the Turtles' phone line, thanks to a wire tap.

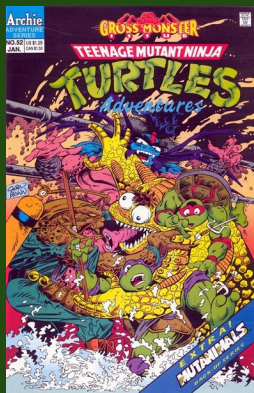
Meanwhile, the robbers have made their way to the City and begin making final plans. Outside their window, a strange gargoyle sits. Once the men vacate their room, the gargoyle morphs into Chameleon, enters the hotel and reads their plans.

In the sewer, the Turtles are relaxing when Don spots a shadowy figure that looks like April, running away from them. Puzzled by her actions, the TMNT give chase and spot her on the roof of a museum. The lads are suspicious, but enter the building to see what's going on. Inside they find the clothes that "April" had been wearing, but she's nowhere to be seen. Suddenly, one of the mummy sarcophagi springs to life in the form of the Chameleon and captures Mike. A battle ensues and the Turtles manage to tie up their attacker. The Turtles demand to know what the story is, and Chameleon asks them if he can ever return to his normal form again - and if the Turtles can ever return to their "human" forms. He thought that since they're friends of the Shredder, they should know. The TMNT angrily state that they're not friends of Shredder's and that they've never been human - although they were transformed by Mutagen, just like the Chameleon was - and as far as they know, the change is permanent. This information depresses Chameleon.

Suddenly, Leonardo hears a noise on the roof. Chameleon notes that the thieves have arrived, and then attacks the distracted Turtles, knocking them cold. The shape-shifter mumbles that since the TMNT were of no help, he'll have to try to salvage something from this "bummer night". The dejected mutant walks off into the darkened corridors of the museum.

The Turtles awake to find a smashed glass case and alarms going off. The guys think the Chameleon stole whatever is missing and take off before the police show up.

Outside, the thieves wheel a large wooden box and gloat over their success stealing "the statue." Little do they realize that the box they have the item stored in is none other than the Chameleon in disguise.



Teenage Mutant Ninja Turtles Adventures #52
"Shattered"

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: January, 1994

Included: "Megadeath" Part 5 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

McIntyre and his assistant Squint have followed April to the sewers. Beneath the streets, April, Oyuki, Don and Raph investigate a bizarre, organic mass of unknown origin. April explains that she and Oyuki had come down to investigate a series of gold and jewelry robberies when they stumbled upon the object. While our heroes explore the area, Raph finds a life-sized crystal rat. Donatello discovers that the mass is a series of membranes, like skin. As he prods into the mound with his staff, he discovers a stockpile of gold bars. Something in the darkness is watching them...

Elsewhere in the sewers, McIntyre and Squint are searching for April and the Turtles when they come upon the area where Wyrms and Scumbag had fought (way back in issue #10). The men discover a weakened Scumbag, who sits in the water immobilized by hundreds of little wyrms that are sucking the life out of him. Scumbag pleads with the men to get the wyrms off of him. Upon spotting the humans, the little wyrms begin to coalesce and form into one giant monster - the one known as Wyrms (who else?)

April and the Turtles are attacked by a weird spider-headed beast calling itself Toxzeem, who demands that our heroes drop the gold and get away from its ship. Oyuki records the events on her video camera as April excitedly directs her to keep the lens off the Turtles as much as possible.

Free of the mini-wyrms, Scumbag leaps to his feet and attacks Wyrms. McIntyre excitedly directs Squint to get the battle on tape.

Toxzeem pulls a laser pistol out and begins firing and Don and Raph, who retreat deeper into the sewers with April and Oyuki in tow.

Wyrms tells Scumbag to stop his attack, as he was only doing what he needed to do to survive - just as Scumbag would have done if their roles were reversed. Wyrms then points to the two reporters and states that they'll make a swell dinner for the two monsters. McIntyre and Squint run away in terror, the beasts close on their backs.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
PAGE 50 OF 67**

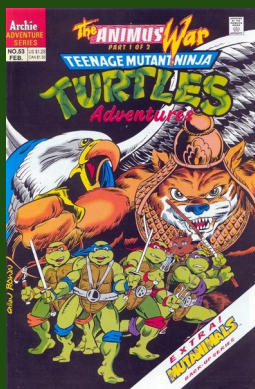
**Jephael's Radical TMNT Fan Site Proudly Presents
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Both groups collide with one another in an intersection. Toxzeem clashes with Wyrms, who deems the alien a tasty morsel and asks Scumbug to help him take it down. As the creatures close on the alien, Toxzeem fires his gun at them, turning both into crystalized statues. Raph throws his sai and it pierces the pistol, destroying it. Weaponless, Toxzeem runs away. The Turtles chase their adversary, but he makes it to his ship and blasts off before they can stop him.

April, Oyuki, McIntyre and Squint arrive. Raph takes Squint's camera and breaks the tape over the man's head. Donatello screams at McIntyre to leave the TMNT alone - that he's way over his head getting involved with them, as he could have easily died tonight.

The Turtles and their friends then stalk off.

McIntyre states that the night isn't a complete bust - at least they have the crystalized Wyrms and Scumbug to do a show about - but as they try to move the bodies, the crystals shatter into millions of pieces.



Teenage Mutant Ninja Turtles Adventures #53
"The Animus War" Part 1 of 1

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1994

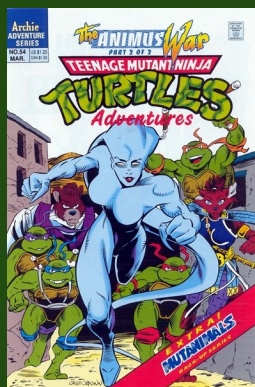
Included: "Megadeath" Part 6 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

An ancient evil spirit named Animus is awakened by its followers and travels to Jerusalem where it steals "The End of Days", one of the Dead Sea Scrolls.

April and Oyuki arrive in Israel with two large trunks in tow. The women take a taxi to a local hotel and we discover that the TMNT, Ninjara and Master Splinter were hiding in the large luggage. Shortly thereafter, a young military Private named Ariella Yahuda arrives and tells April that she'll be their tour guide for the Old City the following morning. Once Ariella departs, the TMNT have a big pillow fight while Master Splinter turns on the news. The broadcast shows a huge fight taking place on the streets of Old City, where tourists and citizens are fighting a pitched battle with one another. Also in the melee are Al'Falqa and Katmandu. Our heroes hurry out to investigate the violence, but April and Oyuki are met by Ariella, who tells them that they must stay at the hotel until the fighting has stopped. The TMNT have other plans and escape through a window.

The Turtles make it to the heart of the battle and discover that everyone involved is possessed - all of their eyes are blank white. Mike spots someone throwing a molotov cocktail into a car. The Turtle tries to retrieve it before it explodes, but he's too late and is caught in the blast.

Meanwhile, back at the hotel, Ariella spots the smoke from the car fire and transforms into a super-powered being named Golani before setting off in the direction of the explosion.



Teenage Mutant Ninja Turtles Adventures #54
"The Animus War" Part 2 of 2

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1994

Included: "Megadeath" Part 7 of a 7 - Part Mutanimals story
by Dean Clarrain, Ryan Brown, Eric Talbot and Jim Lawson

Animus arrives on the scene and declares that it has begun the Armageddon with the help of the End of Days scroll. Golani attacks the behemoth, who orders the possessed Al'Falqa and Katmandu to protect him. The TMNT and Ninjara have their hands full fending off human attackers. April and Oyuki arrive and try to get some footage of the battle. April shines a bright light on Animus, which cause the creature to recoil. Golani realizes that the monster fears the light, and so she blasts him with hers. Animus fades away, but vows that he will return that night.

Master Splinter reaches Michaelangelo's side, and discovers that his son has been blinded from the explosion that he was caught in.

Our heroes go back to their hotel to plan and recuperate. The group decides to take the fight to Animus and head off to find his hideout inside the Fortress of Nimrod. Oyuki stays behind with Mike, who can't leave due to his blindness.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
PAGE 51 OF 67**

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Later that evening, the TMNT, Splinter, Ninjara, Al'Falqa and Katmandu find the Fortress entrance and go inside to investigate. They're immediately attacked by the men who freed Animus, but our heroes make short work of their foes. The Turtles find what they think is a giant statue of Animus, with the End of Days scroll at its base. Golani picks up the parchment and flies off with it - which causes the statue's eyes to glow. It wasn't a statue afterall, but Animus himself! Without the power of the scroll or its followers, the monster begins to shrink down in size, until its merely a few inches tall. Ninjara borrows a snow globe that Oyuki had bought as a souvenir and traps the miniature Animus inside.



Teenage Mutant Ninja Turtles Adventures Special #8

Cover: Milton Knight

Scripts: Milton Knight and Mark Bode

Artists: Milton Knight and Mark Bode

Colors: Barry Grossman and Mark Bode

Letters: Mary Kelleher and Mark Bode

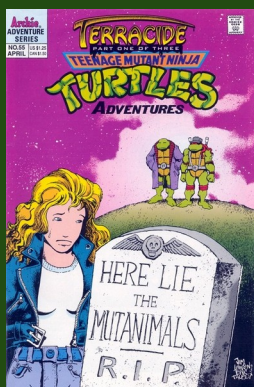
First Printing: Spring , 1994

"Cleaver's Critters"
By Milton Knight

Cudley the Cowlick is hit by another space traveler, ejecting the Turtles from her mouth and sending them falling to the home of Cleaver, a baby capable of creating wacky creatures by sneezing.

"Ninjara VS Mondo Dog Catcher"
By Mark Bode

Ninjara and Raph free canines from a maniacal, costumed dog catcher.



Teenage Mutant Ninja Turtles Adventures #55
"Terracide" Part One of Three

Cover: Jim Lawson and Eric Talbot

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Eric Talbot and Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1994

The TMNT are flying home from Jerusalem in a cargo plane when it's attacked by a strange being with an eyeball for a head. The pilot is knocked unconscious by the creature's assault and the ship begins to plummet towards the ocean.

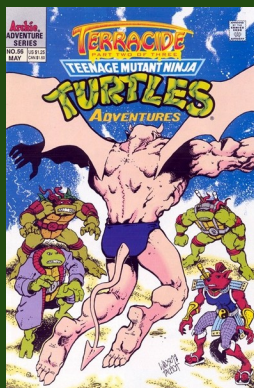
At the Mutanimals' secret island, Future Raph and Future Don have come upon the dead bodies of their friends on the beach. As the Turtles ponder how the Mutanimals could have died at the wrong time, Slash arrives and attacks them, thinking that they murdered the Mutanimals. Before the alien turtle can kill the Future TMNT, Candy Fine arrives and explains what really happened:

After Future Don and Raph had finished helping the Mutanimals build their island base, the aliens Skul and Bean arrived and attacked. The Mutanimals defeated their old foes, but as soon as the battle was won, four more villains arrived (one of them being the weird eyeball dude who attacked the cargo plane) with guns. The criminals then shot the mutants to death. After the massacre, the villains got into Skul and Bean's spaceship and took off.

Later, after the Mutanimals have been buried on the beach, Future Don, Future Raph, Slash and Candy board the Mutanimals' ship and head for New York City. On the way, Future Raph decides that he wants to fly by the cargo plane that their younger selves are on. Future Don dials the radio into air traffic control and discovers that the cargo plane has crashed into the ocean!

Future Don flies to the site of the wreck and sets the airship down to rescue the TMNT and Ninjara. Unfortunately the Coast Guard has also arrived on the scene and they've taken Michaelangelo! The guys decide to land on a nearby sandbar and make plans on how to rescue Mikey, but as soon as they've gotten off their ship, none other than the demon Null arrives - and he's brought the four gun-toting villains with him to shoot the rest of our heroes!

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Teenage Mutant Ninja Turtles Adventures #56
"Terracide" Part Two of Three

Cover: Jim Lawson and Eric Talbot

Script: Dean Clarrain

Pencils: Chris Allan

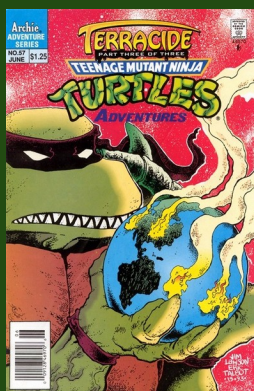
Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1994

Null's henchmen (The Gang of Four) and Scul & Bean attack our heroes in a battle to the death. Null disguises himself as Mondo Gecko and tricks Candy Fine - he then uses his demonic powers to control her mind and kidnap her while he escapes with Scul & Bean in their spacecraft. The Gang of Four continue their attack when the Turtles discover that they foes are androids. The TMNT quickly decide to pull no punches and win the battle. Future Raph learns from one of the Four that Null has taken Candy to the dark side of the moon. Everyone boards the Mutanimals ship to chase the villain, but Don and Leo ask to be dropped off near the Coast Guard ship so they can rescue Michaelangelo.



Teenage Mutant Ninja Turtles Adventures #57
"Terracide" Part Three of Three

Cover: Jim Lawson and Eric Talbot

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1994

Our heroes arrive at the dark side of the moon and discover Maligna's hive-world ship hidden in orbit there.

A dogfight takes place and the Mutanimals' ship is destroyed!

On board the Hive-World, Maligna gloats over her victory with Null. We then discover that Future Don had used his portable Time-Slip device just in the nick of time to transport everyone onboard Maligna's vessel. The group explores the giant ship and soon find its organic heart, which Slash attacks. Maligna sends her forces to defend the Hive-World and a gigantic battle takes place. Eventually the TMNT win the fight and they head for the control room to capture Maligna and Null - but they learn that the ship has taken too much damage and is now plummeting towards the sun! The TMNT rescue Candy and run towards an escape pod as Maligna and Null prepare to attack.

Slash stays behind to give his friends time to escape and finish off their enemies.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Mutant Universe Sourcebook #1: A – M; **First Printing:** 1992
Mutant Universe Sourcebook #2: N – Z; **First Printing:** March, 1993
Mutant Universe Sourcebook #3: UPDATE; **First Printing:** October, 1994

Covers: A.C. Farley & Ryan Brown

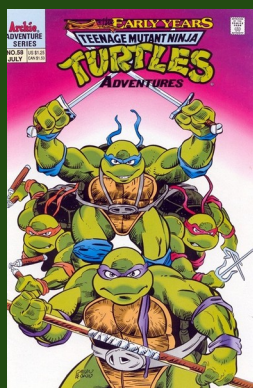
Writers: Steve Sullivan, Stanley Wiater and Dean Clarrain

Pencils: A.C. Farley

Inker: Eric Talbot

Colors: Barry Grossman

Typesetter: Robyn Harris



Teenage Mutant Ninja Turtles Adventures #58
The Early Years: "How the Pre-TMNTs Got Their Colors"

Cover: Chris Allan and Ryan Brown

Story: Brian Thomas

Script: Steve Sullivan

Pencils: Brian Thomas

Inks: Brian Thomas

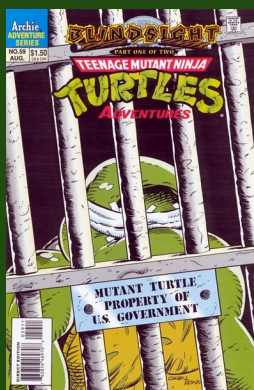
Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1994

As Michaelangelo sits caged on the Coast Guard ship, he reflects back on his past. We learn (in a lighthearted adventure) how Master Splinter had trouble telling the TMNT apart back when all four Turtles wore red bananas. As the pre-teen Turtles use their talents to foil the scheme of some comic book thieves, they find a comic book featuring Donald Duck's nephews - and they decide to adopt Huey, Dewey and Louie's caps as a way for Splinter to tell them apart. Splinter explains that eventually the hats were left behind, but the color schemes were transferred to the bandanas.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #59
"Blind Sight" Part One of Two

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

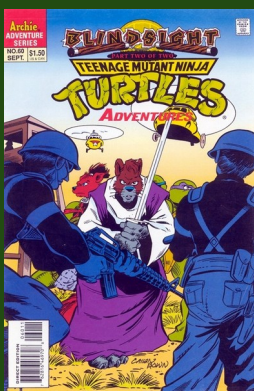
Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: August, 1994

Tabloid TV reporter McIntyre attempts to use his show "Inside Affair" to cast the TMNT in a very negative light to the American public. McIntyre describes the Turtles as violent monsters and he has April on the show to discuss his accusations. The treacherous TV reporter twists April's words to make the TMNT seem like a menace, but April has her own trick prepared - Oyuki goes into the control room and seduces Squint, the show's producer. While Squint is preoccupied with Oyuki, she slips a video tape into the deck which is broadcast over the air and portrays how the U.S. government had tortured Mikey to get information while they had him in custody on the Coast Guard ship. The video also shows how Leo and Don were able to rescue their brother, and how Mikey, despite all that he'd been through, saved the life of the doctor who tortured him. The audience reacts wildly in favor of the Turtles and applauds their heroics. McIntyre is steamed and vows to get even with April as the Turtles are greeted by multitudes of fans on the streets of New York City.



Teenage Mutant Ninja Turtles Adventures #60
"Blind Sight" Part Two of Two

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: September, 1994

The TMNT, April and Oyuki are working with Kid Terra and his allies to try to locate Master Splinter, Raphael, Ninjara, Future Raph and Future Don.

We discover that the spaceship carrying the others was intercepted by U.S. Air Force stealth planes and forced to land at Area 51, a top secret base in the desert of Nevada. Raph, Splinter, Candy Fine, Future Raph and Future Don were taken into captivity at the underground base. Fortunately, a janitor there is one of Kid's friends and calls the cowboy to tell him what he saw.

Back at the base, the Turtles are interrogated. Raphael goes ballistic, which gives Future Don a chance to try to escape. As he runs through the base trying to get his bearings, Future Don discovers a captured alien. Don tries to pick the lock to free the being, but is thwarted by armed guards that take him away. Unbeknownst to the soldiers, Future Don had successfully picked the lock, freeing the alien from its cell.

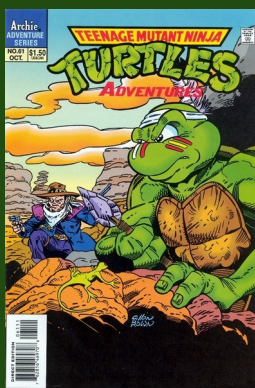
As the general chastises Raph and Don for being uncooperative, the alien arrives and psionically paralyzes him. Our heroes make their escape and battle guards on their way to freedom.

But once the Turtles reach the surface, they're met by the general and a horde of armed soldiers. Suddenly, Kid Terra and the others arrive in a helicopter. Terra tells the general that he's come to take his friends home. The general states that he's willing to give up the Turtles if they hand over the alien - Future Don protests, but the alien sends him a telepathic message that it's okay.

The Turtles are allowed to leave as the alien is taken back inside the base.

Future Don promises to return for his alien friend and as our heroes are escorted off the base in pick up trucks.

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Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #61
"Once, Again, Always"

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Jim Lawson

Inks: Ryan Brown

Colors: Barry Grossman

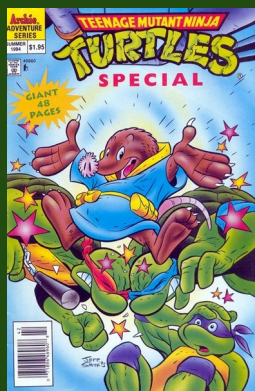
Letters: Gary Fields

First Printing: October, 1994

The TMNT, Splinter, Ninjara, Candy Fine, Kid Terra and his friends gather in the desert to place a headstone for Slash, who sacrificed his life to save his friends and the planet Earth from the evil alien Maligna. Raph goes off to brood and Future Raph joins him. Raph asks what will become of Ninjara and him, but Future Raph refuses to give details. On cue, Ninjara arrives and three sit together as the sun sets.

The others have built a fire and are seated around it when a portal opens up. Future Mike, Future Leo and April's future great granddaughter, Nobuko, jump through. Future Don and Future Raph are happy to see their future siblings (man, is this confusing or what?) Leo reveals that Nobuko is one of his students, and the girl gives April a big hug, thrilled with the chance to meet her ancestor. Future Don discovers that while their past has been altered, the future is unchanged - meaning that mankind brought on the flooding caused by global warming - and that the Mutanimals premature deaths were in vain. Kid Terra is shocked and saddened to hear that the Mutanimals were slain. Future Leo explains that in his past, it was Maligna who had killed the Mutanimals, surmising that their deaths were "their destiny... or something."

In the morning, Master Splinter and the janitor from last issue are doing their morning meditations and speaking to one another telepathically. The Future TMNT and Nobuko open a portal and go back to the future. The janitor then tells the Turtles the creation story he learned from his tribe, the story of how life began on the back of the gigantic Turtle Island.



Teenage Mutant Ninja Turtles Adventures Special #9
"Full Circle"

Cover: Jeff Smith

Script: Paul Castiglia

Artists: Gary Fields and Stan Sakai

Colors: Barry Grossman

Letters: Gary Fields and Stan Sakai

First Printing: Summer, 1994

A mischievous mole teaches the Turtles some valuable lessons.



Teenage Mutant Ninja Turtles #62
Cyber Samurai Mutant Ninja Turtles: "Dreamland" Part 1 of 5

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: November, 1994

Included: "The Angel of Times Square" Chapter 1 of a 5 part April O'Neil story by Dean Clarrain and Grey Morrow

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
PAGE 56 OF 67**

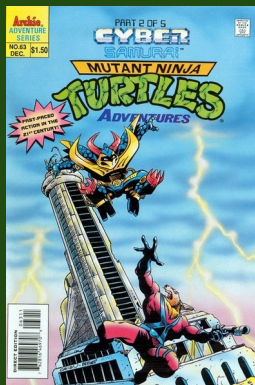
**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

This five part story takes place in the future and features the future versions of the TMNT in their Cyber Samurai gear.

Verminator X hacks into the Hubble Space Telescope and spots an alien ship heading towards Earth...

On the surface of the planet (which is flooded due to global warming), Raph wakes from a nightmare and is consoled by his wife (I think), Mezcaal (who looks alot like Raph's former girlfriend, Ninjara). Meanwhile, Donatello is working on the Time-Slip Generator that Armaggon had fouled up when he broke into Turtleco. While trying to make repairs, Don discovers that a human brain has been hooked up to the teleportation device. The techy turtle attempts to disconnect the brain and it projects a view of Nazi Germany on the Time-Slip Generator. The machine then causes a power surge and Donatello shuts it down, just as Leo calls on a giant projection screen. Leonardo explains to Don that he and his students were patrolling the city when they came upon some well armed bandits stealing gyroscope parts. Leo's team easily defeated the thieves, but when the ninja master attempted to question them, they all took pills that caused them to vaporize. Leonardo explains that there must be something more complex going on than meets the eye, if the thieves were willing to die rather than talk. The Turtles' leader tells his brother that the four should assemble and investigate.

Mikey is drawing comics at Gabrielle's Orphanage (owned and operated by Turtleco) when Donatello arrives in his Cyber Samurai exo-suit. Back at Raph and Mez's night club, Leonardo explains the situation to Raph and the two join their brothers to do some patrolling.



Teenage Mutant Ninja Turtles #63
Cyber Samurai Mutant Ninja Turtles: "Dreamland" Part 2 of 5

Cover: Chris Allan and Dan Berger

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: December, 1994

Included: "The Angel of Times Square" Chapter 2 of a 5 part April O'Neil story by Dean Clarrain and Grey Morrow

Back at Turtleco, the brain "wakes up" and views scenes on the Time-Slip Generator of Berlin being bombed by the allies back in the 1940s.

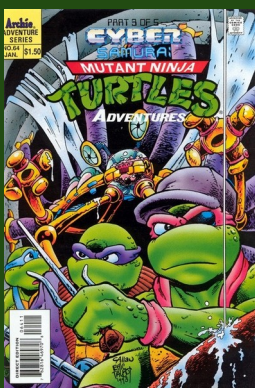
Meanwhile, a boat is attacked by three heavily armored bandits. The guards onboard are severely outgunned and one is killed, but the Cyber Samurai Turtles arrive and defeat the exo-suited murderers - who mysteriously give off no signs of life when scanned. Don un.masks one to reveal a rotting, zombie face.

Verminator X is viewing the scene on a monitor in his spacecraft and vows vengeance against the Turtles for thwarting his plans yet again.

The Turtles split up to see if they can find any clues. As Mike flies through the air, Verminator X leaps from a building and lands on his back. The futuristic feline attacks Mike with a fervor, removing his exoskeleton and beating him senseless. As the villain is about to finish the Turtle, a strange creature arrives and tells X to accompany him.

Raphael is flying low patrol when a spaceship erupts out of the waters, nearly colliding with the ninja. Raph calls Mike and asks him if he can see the ship - but he gets no reply. Fearing the worst, our hero zooms off to find his brother.

Back at Turtleco, Don suspects Verminator X or Thanotics are behind the robberies of NASA parts. The two head towards the room housing the Time-Slip Generator and are shocked to see that it's on again and still showing scenes of Nazi Germany. Suddenly, Raph arrives with the body of Mike and announces that the fallen Turtle is not breathing...



Teenage Mutant Ninja Turtles #64
Cyber Samurai Mutant Ninja Turtles: "Dreamland" Part 3 of 5

Cover: Chris Allan and Eric Talbot

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: January, 1995

Included: "The Angel of Times Square" Chapter 3 of a 5 part April O'Neil story by Dean Clarrain and Grey Morrow

Fortunately Don is able to save Mike from death. Mezcaal asks if they should take the fallen Turtle to the hospital, but Don explains that no hospital has the means to take care of a mutant. The brainy terrapin then laments that while Mike is safest at Turtleco, he doesn't feel right leaving him alone. Leo states that his students will watch over Mike. The three brothers then activate the Time-Slip Generator and jump through its portal.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
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Onboard Verminator's ship, he and his new alien ally Craniac devise a plan where they will sell the esoteric human brains to another alien race incapable of dreaming as a form of entertainment.

Back in the past, we discover that the brain that was attached to the Time-Slip Generator is none other than Adolf Hitler's. It has somehow managed to create a robotic body for itself and is searching the ruins of Berlin for its former self. Soon after the Hitler robot has killed a member of the resistance and moved off, Raph, Leo and Don arrive. They discover the body just as more men arrive. Thinking that the Turtles killed their friend, the fighters open fire. The Turtles escape, but run headlong into a group of Nazis, who are lead by Adolf Hitler. The Turtles dive for cover as the Nazis open fire. The Hitler Bot arrives and attacks Don, but it's caught in the crossfire and the bubble protecting it is shattered. Adolf rushes to retrieve his brain, but Raph confronts him and knocks him cold. The Turtle picks up the brain and the three mutants head back to where the Time-Slip Generator is set to open a portal. As they wait for the passage to open, Hitler arrives and holds a pistol on our heroes. Leo convinces the maniacal dictator that the Turtles are demons and that Hitler is in Hell. Hitler asks if they've come for his soul and Leonardo replies that they already have his soul, they've come for his brain. Hitler holds the pistol to his head and states that they can't have his brain, and then pulls the trigger.

The TMNT jump through the portal and arrive back at Turtleco, only to be confronted by Verminator X and Craniac - who force the Turtles to hand over Hitler's brain at gunpoint. The villains board their ship and crash through the walls of Turtleco, making their escape. As the craft blasts off, we see that Michaelangelo has grabbed onto its hull and is being carried off.



Teenage Mutant Ninja Turtles #65
Cyber Samurai Mutant Ninja Turtles: "Dreamland" Part 4 of 5

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: February, 1995

Included: "The Angel of Times Square" Chapter 4 of a 5 part April O'Neil story by Dean Clarrain and Grey Morrow

The Cyber Samurai Turtles fly out in search of Mikey, and Raph soon finds him treading water in the ocean. Meanwhile, Craniac and Verminator X work on their ship while a comet fast approaches. Back at their base, Raph, Mike and their allies gear up and investigate a nearby warehouse, where they discover a Thanotics lab - and are attacked by zombies. Don and Leo, in their Cyber Samurai gear, enter the warehouse from beneath the waves. The dynamic duo discover hundreds of floating brains, which attack them! Donatello is overcome and carried away. A few levels above sea water, the countless zombies are also gaining ground on the rest of our heroes. Verminator X and Craniac laugh as they watch the events unfold on their vid screen. Eventually, even Leonardo is captured by the bodiless brains.



Teenage Mutant Ninja Turtles #66
Cyber Samurai Mutant Ninja Turtles: "Dreamland" Part 5 of 5

Cover: Chris Allan and Ryan Brown

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: March, 1995

Included: "The Angel of Times Square" Chapter 5 of a 5 part April O'Neil story by Dean Clarrain and Grey Morrow

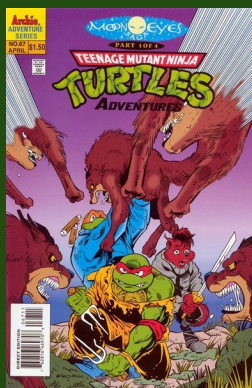
Leo's students, Mike, Raph and Mez face the horde of zombies - Raph pulls out Don's futuristic staff and uses it to electrocute the monsters. Meanwhile, Leonardo is almost overcome by the brains when Donatello returns and blasts them off his brother. Don explains that he used the exo-skeleton's ability to heat-up to burn the brains off of him and escape. Back inside the warehouse, Raph fries all of the remaining zombies with a mega-dose of electricity, which causes the staff to overheat and blast a hole into a nearby wall. Thousands of gallons of liquid pour into the room, along with brains and... Leo and Don! Just then, Craniac and Verminator X arrive and start shooting our heroes with laser blasters. Mike throws his chucks at Craniac, hitting the fiend in the face and causing him to fire his weapon into the ceiling, which collapses onto the villains. Craniac flips out and prepares to "carve the brains" out of the Turtles, but Verminator X turns his gun on his partner and states that they agreed to take no brains from living beings. Bemused, Craniac announces that they'll all die when the asteroid hits the planet and escapes in his ship. The TMNT are shocked to hear about an asteroid on a collision course for Earth!

Verminator X laments forming a partnership with someone who "looks like a pig" as Raph grabs a pistol and points it at the cat-man. The two stand face to face, guns pointed at one another. Verminator X dares Raphael to shoot him - so the turtle does! Leo is furious at Raphael for using a gun, something Splinter had always taught them to avoid. Raph states that he'll deal with the consequences by himself... for the rest of his life... which will only last until the comet hits.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
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Cut to a scene in outer space, a ship is closing with the asteroid and fires a missile into it, blasting it to bits. As the camera pans out, we see that the pilots of the craft are none other than Donatello and Verminator X - now returned to his former persona of Manx. Donatello was able to save his life and return him to his former, heroic self.



Teenage Mutant Ninja Turtles Adventures #67
Moon Eyes Saga Part 1 of 4: "Of Wolves and Men"

Cover: Chris Allan and Ryan Brown

Script: J. D. Vollman

Pencils: Chris Allan

Inks: Jon D'Agostino

Colors: Barry Grossman

Letters: Gary Fields

First Printing: April, 1995

Included: "North to Alaska" Part 1 of a 4 Part story featuring Inky (Tattoo's pet chihuahua from TMNT Adventures #32) by Gunther Jones, Eric Talbot and Jim Lawson

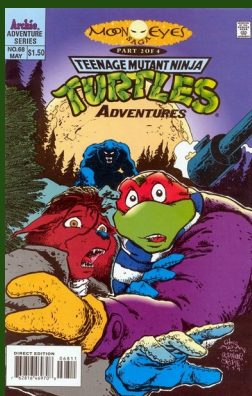
Two wolf people are howling at the moon in the Alaskan forest when the female of the pair is shot by a hunter. A green jeep flees the scene as the werewolf screams in despair over his fallen mate.

Meanwhile, The TMNT, April, Oyuki and Ninjara are camping in the same forest. Ninjara is upset with Raph and the two are arguing. In the morning, the group bids farewell to Tattoo, who is flying to Japan with Oyuki, who will be covering the Sumo-Fest that Tattoo will be competing in. Ninjara bids Tattoo farewell and tells him how his presence reminds her of home, which she misses...

Later, our heroes are driving through the woods in a green jeep similar to the one the hunter who shot the fox woman was driving. Ninjara and Raphael continue to fight, Ninjara is upset over Raph's cynicism. Another vehicle approaches and inside is an old man and a boy, who stop to see if everything is alright as services in the area are few and far between. April assures the man that all is fine, they had only pulled over to study the map, and the fellow drives off. The reporter and her friends decide to camp in the spot for the night and build a fire and pitch tents. Don explains how the Aurora Borealis works and Ninjara dejectedly gets up to take a walk. Raph follows and asks her what the problem is and she explains that she feels adrift in her life with the TMNT, that she's not following her own path but that of the Turtles. Raph states that he thought she liked being with them, and Ninjara points out that Raph doesn't know what she thinks because he never asks her.

Suddenly, Ninjara hears howling in the distance and runs off to investigate, leaving Raph behind. Leo joins his bemused brother and the two set off in pursuit of the unhappy fox. The teens find Ninjara frozen on all fours, staring into the woods. Raph asks her what she's doing and she angrily points out the countless pairs of eyes peering at them from behind the curtain of foliage.

The trio is suddenly surrounded by a pack of wolves. Leo suggests that they calmly vacate the area, but Ninjara refuses to leave. One wolf approaches her and stares into her eyes, and she states that it's trying to tell her something, or someone, is coming. Just then, April, Mike and Don crash through the brush with weapons drawn. Ninjara observes that she didn't expect the arrival to be her compatriots, when another being arrives - the wolf man from the beginning of the issue, who introduces himself as Mokoshan and tells our heroes he's going to kill them for trespassing!



Teenage Mutant Ninja Turtles Adventures #68
Moon Eyes Saga Part 2 of 4: "The Howling of Distant Tomorrows"

Cover: Chris Allan and Ryan Brown

Script: J. D. Vollman

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: May, 1995

Included: "North to Alaska" Part 2 of a 4 Part story featuring Inky (Tattoo's pet chihuahua from TMNT Adventures #32) by Gunther Jones, Eric Talbot and Jim Lawson

Mokoshan continues to threaten our heroes when he's suddenly taken aback by Ninjara. The angry werewolf leaps down from his rocky perch and discovers that Ninjara is one of his kindred, and compliments her on her beauty. Raph gets angry and tells Mokoshan to head for home to get his clothes out of the dryer. Mokoshan ignores the testy Turtle as wind begins to swirl snow around him - when the air clears, the wolf man is gone, leaving a doe-eyed Ninjara feeling flummoxed.

Later that night, Ninjara sits by the campfire while everyone else sleeps - everyone except April, that is. The reporter asks Ninjara if she's in the mood for some "girl talk" and Ninjara reveals that she's not in love with Raphael anymore.

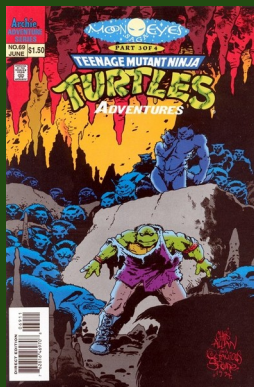
**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
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**Jephael's Radical TMNT Fan Site Proudly Presents
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In the morning the group hits the road. Ninjara and Raph continue to fight. As they drive, Raph spots an "Indian dude" keeping pace with them on foot, but no one else sees the man. The group stops to take a hike and Raph begs Ninjara to talk to him and tells her that he loves her. Ninjara sighs and begins to explain her feelings when the others call them over to view some wolves feeding on a deer carcass. Ninjara spots the old man from the Jeep aiming his rifle at the wolves and screams that they have to stop him. She dives over the precipice that the group is perched upon and lands among the wolves as the hunter fires his gun... hitting Ninjara several times in the shoulder, ribs and thigh! Raphael freaks out and attacks the hunter, ripping the rifle from his hands and threatening him - but the boy appears between the two and beseeches Raph not to hurt his Grampa.

The snow begins to swirl and Mokoshan emerges from the murk. The mysterious werewolf picks up Ninjara and states that his medicine will cure her, and the two of them disappear into the gail. Raph smashes the rifle in anger as the hunter and his grandson flee. Raphael decides to head out in search for Ninjara, but Leo states that the storm is getting worse and they have to make camp. Raph protests, but Leonardo points out that Raph has no idea which direction to go, and the storm will only make things more difficult - they'll have to camp until the storm blows over. Raphael reluctantly agrees and the Turtles make camp. Later, April and Mike discuss Raph - Mikey says that he just needs some time alone and he'll be better - besides, it's not like Raph could go out in the blizzard alone to search for Ninjara...

Sure enough, that's exactly what Raphael is doing.



Teenage Mutant Ninja Turtles Adventures #69
Moon Eyes Saga Part 3 of 4: "Twilight"

Cover: Chris Allan and Octavius Spore (Eric Talbot using a pen name)

Script: J. D. Vollman

Pencils: Chris Allan

Inks: Jon D'Agostino & Harvey Mercadoocasio

Colors: Barry Grossman

Letters: Gary Fields

First Printing: June, 1995

Included: "North to Alaska" Part 3 of a 4 Part story featuring Inky (Tattoo's pet chihuahua from TMNT Adventures #32) by Gunther Jones, Eric Talbot and Jim Lawson

As Raph heads out into the storm to search for Ninjara, he's attacked by a gigantic polar bear, which slaps him over the side of a cliff and knocks the Turtle unconscious.

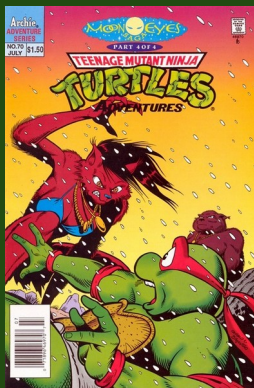
Meanwhile, Ninjara lies in a bed in a comfortable looking cave dwelling, where she's attended by a jealous fox girl named Revyen. Revyen painfully checks Ninjara's bandages, causing the fallen ninja to cry out in pain. Mokoshan rushes into the room and angrily tells Revyn to get out.

In the morning, the storm has finally ended. Mike, Leo, Don and April emerge from their tents to find Raphael missing. The group heads out to find their headstrong ally.

Raph awakes with a start and finds the Indian he had seen previously crouched beside him. The man's name is Dave, and he asks Raph why the animal spirits are returning. Dave tells Raph that his people have been seeing many of them recently - the were-bar that attacked Raph, the Turtles themselves, and more recently, a walrus spirit. Raph explains that he's no spirit, but he is seeking the wolf-people. Dave leads Raph to a mountain face containing two caves, and tells the terrapin that he's not sure which will take him to Mokoshan's village - the ninja will have to chose his own path. Raph angrily heads off, hoping that he'll pick the right entrance to follow.

Back at Mokoshan's village, a funeral pyre has been prepared for the werewolf's slain mate, Nei'sha, queen of the werewolves. The group lets out a mournful howl as Mokoshan lights the tower of sticks. The cry wakes Ninjara, who dons a robe and heads down to see what's going on. She finds Mokoshan standing forlornly in front of the dying embers of the blaze. As Mokoshan explains who Nei'sha was, Ninjara begins to collapse, and the mighty werewolf helps her back to her room to rest.

April and Mike find Raph's sais and tracks, and the foursome follow the trail to the caves. Inside, Raph stumbles into a huge pack of wolves. Outside, Leonardo choses which cave to enter the old fashioned way - by doing the ole "eenie meenie minie moe" schtick. The Turtles draw their weapons and go in search for Raphael.



Teenage Mutant Ninja Turtles Adventures #70
Moon Eyes Saga Part 4 of 4: "A Dusk. A Dawn"

Cover: Chris Allan and Jon D'Agostino

Script: J. D. Vollman

Pencils: Chris Allan

Inks: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: July, 1995

Included: "North to Alaska" Part 3 of a 4 Part story featuring Inky (Tattoo's pet chihuahua from TMNT Adventures #32) by Gunther Jones, Eric Talbot and Jim Lawson

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As April, Leo, Mike and Don transverse their cave, they discover half buried nuclear waste barrels.

Raphael threatens the wolves, but quickly realizes that he should try to retreat. As the ninja backs away, he bumps his head on a stalactyte, which comes loose and conks him on the head, knocking him cold.

At Mokoshan's village, the king of the wolf people explains how his society works to Ninjara. They have no contact with the outside world of modern man, and to survive in difficult times they maintain a herd of caribou in case they cannot hunt in the wild. Mokoshan also tells Ninjara that his people are known by the "ancient" men of the region, the Eskimoes, who came to this area centuries ago from Asia, as did the werewolves. Ninjara explains that her people are from Japan, and that she's thinking about returning there. Mokoshan invites her stay with the wolves until she has fully recovered from her gun wounds - and on cue, Ninjara begins to feel faint. Mokoshan takes her back to her room.

April and the guys emerge out the other side of their cave and discover some crazy plant growth. April explains that the government were experimenting with the nuclear waste, to see what its effects on the soil would be. As they walk away, Leo notes that if this is the result of the tests on plant life, he wouldn't want to see what it would do to wildlife... and from the darkness of the cave, two very large eyes peer at the group.

Raph awakes inside a room very similar to the one Ninjara is housed in. He's greeted slyly by Revyen, but Raph is angry and jumps out of bed to search for Ninjara. Revyen points out a window, where Raph sees Mokoshan walking with the ninja, his arm around her. Raphael crashes through a window and accosts the werewolf. Mokoshan tries to talk with Raph, but the Turtle is too angry for words and he punches the wolf king. Ninjara cries for them to stop, but the boys continue their battle, as Revyen smiles from the window above.

Meanwhile, the werebear is back, and it's brought some friends to attack April, Don, Leo and Mike. Leo orders a hasty retreat as the group is no match for the monstrous bears.

Raph and Mokoshan continue to fight, when suddenly Leo and the others burst through the trees, the were-bears in hot pursuit. Mokoshan releases the caribou to divert the bears' attention, and the plan works! The bears chase the caribou off into the distance. Mokoshan discovers Ninjara lying on the ground and rushes to her side. She weakly states that she's okay, but the strain of the excitement was too much for her. Mokoshan lifts her and carries her to her room, as Raph stands dejectedly by the side.

Later, Ninjara and April are seated on the mountains talking. Ninjara reveals that she plans to return home, although she does like Mokoshan's village (as well as him). Raph arrives and asks April for some time alone with Ninjara. April vacates the area and Raph sits with Ninjara. Ninjara tells the turtle that there's more to this problem than just them, but she does have needs that aren't being met. She states that she needs some consistency and structure to her life - and she just wants out of the situation that she's currently in. Raphael assures her that it's okay, that he's seen this coming for a long time now, and that's one reason he's been so upset lately. He then tells her that he'll miss her, and Ninjara says that she'll miss him, too.

"The I guess this is goodbye..." Raphael says as the two kiss.

Raph walks off as Ninjara remains seated on the stones, both begin to cry.

Below, Mokoshan bids the others farewell. Raphael joins them and the wolf king also says goodbye to him, but the ninja ignores Mokoshan.

Mike tries to console his brother by telling him that "it's better to have lost at love than never to have loved at all." With a sour expression on his face, Raph tells Mike to shut-up. Our heroes walk off into the woods as the sun rises before them.



Teenage Mutant Ninja Turtles Adventures Special #10

Cover: Chris Allan and Michael Dooney

Scripts: Bill Fitts and John Gentile

Artists: Bill Fitts, Dan Seneres and Michael Gaydos

Colors: Barry Grossman

Letters: Gary Fields

First Printing: Fall, 1994

"Fox Trap"

By Bill Fitts and Dan Seneres

Raphael and Ninjara stop some poachers who have taken her brother.

"Zen Million Mile to Birth"

By John Gentile and Michael Gaydos

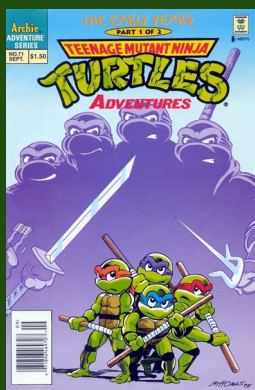
The Turtles discover a buried space ship in the desert.

"A Perfect Evening"

By Bill Fitts and Dan Seneres

Raph and Ninjara try to go out on a quiet date, but problems keep arising that require their attention.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures #71
The Early Years: "How the Turtles Got Their Weapons" Part 1 of 2

Cover: Brian Thomas

Script: Steve Sullivan

Pencils: Brian Thomas

Inks: Brian Thomas

Colors: Freddy Mendez

Letters: Gary Fields

First Printing: September, 1995

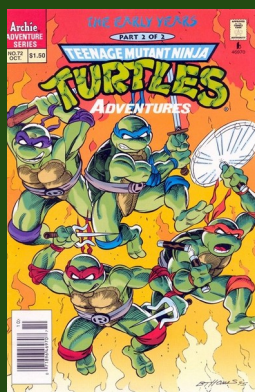
Included: Reprint of "Origin of the Species"
by Ryan Brown, Doug Brammer and Dave Garcia
originally showcased in *Teenage Mutant Ninja Turtles Meet Archie* (Spring, 1991)

Splinter and April are chatting in the sewer about the Turtles when the Sensei is reminded of a tale...

Years before, as Splinter was bringing home some pizzas to his very young students, he overheard a conversation on the street via a sewer grate. A young woman named Lynda Ling was being pressured by her attorney to sell her martial arts school and weaponry to Slujjcorp, which had designs on the dying neighborhood in which the building stood. Lynda told her lawyer that her deceased husband, David, a martial arts movie star, had left the building and business to her, and she had no intention of selling out. Reluctantly the attorney tells the woman that he will fight the corporate buy-out as long as he's able and he drives off. Splinter reveals that before he had mutated, he had been good friends with Lynda and David.

Later that night, as Splinter watched the shop from the sewers, several thugs arrived at Lynda's studio and told her to move out. Lynda, a martial artist in her own right, did not take kindly to their threats and proceeded to kick their butts. The hoodlums fled and Master Splinter returned home.

The thugs returned to their warehouse hideout, where a shadowy man in a suit gave them robotic exoskeletons so they'd be better prepared to fight Lynda. Confident with their new abilities, the hoods went back to Lynda's school. However, expecting the worst, Splinter had brought his students with him and they watched the martial arts academy, anticipating trouble. Soon enough, the crooks returned and broke into the academy. Lynda put up a good fight, but her skills were no match for the super human exoskeletons. One villain violently kicked the woman to the ground, just as the young Ninja Turtles and Splinter arrived...



Teenage Mutant Ninja Turtles Adventures #72
The Early Years: "How the Turtles Got Their Weapons" Part 2 of 2

Cover: Brian Thomas

Script: Steve Sullivan

Pencils: Brian Thomas

Inks: Brian Thomas

Colors: Freddy Mendez

Letters: Gary Fields

First Printing: October, 1995

Included: Reprint of "Red Sails at Sunset"
by Dean Clarrain and Don Simpson
originally showcased in *Teenage Mutant Ninja Turtles Meet Archie* (Spring, 1991)

Splinter rescued Lynda while the tiny Turtles battled the super-powered thugs. Unfortunately for the young terrapins, their bo staffs were no match for the robotic exoskeletons' abilities, and each weapon was quickly broken. The villains noticed Splinter had taken Lynda, and they rushed after their quarry. Mike took two pieces of his broken staff and tied them together so they resembled nunchukus and threw them. The handles wrapped themselves around one thug's ankles and he fell into the others, sending all four sprawling down a long and winding stairwell.

One hoodlum turned and sent a spray of fire out of his glove up the stairs towards the Turtles. The blaze lit the Turtles' overcoats on fire and they dove through a door and rolled until the fires were out. They quickly discovered that they were in the weaponry area of the building.

As the crooks faced Splinter and the fallen form of Lynda, the Turtles erupted through the burning building with their trademark weapons now in hand. Armed with better equipment, the mutants quickly dispatched their foes. As Lynda awoke, Splinter and the Turtles ran for cover, while the woman lamented that she didn't get a chance to thank them.

Later, it was discovered that a local contractor, Don Tower, was behind the fires that were decimating the neighborhoods that Slujjcorp had designs upon. As the police hauled Tower to jail, TV reporters and firemen arrived on the scene. Lynda told the press that she wanted to thank the mystery men who had helped her. Suddenly, Shelton Slujj arrived on the scene and told Lynda that his corporation had no idea what Tower was up to and promised to pay for the damage done to her business and that he would rework their plans so the skyscraper would not impede on her business.

After everyone left, Lynda stood looking forlornly upon her property. Talking aloud, she thanked whoever had helped her, and Splinter emerged from the shadows to say, "You are welcome." The Sensei and his students had returned to make sure that Lynda was alright.

Lynda recognized Splinter's voice as that of Hamato Yoshi's.

**Story Synopsis by Dan Berger (slightly edited by Jephael) - Originally Showcased on www.ninjaturtles.com
cover scans taken from www.thetechnodrome.com
PAGE 62 OF 67**

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

As she reached out to him, Splinter shied away, stating that he had changed greatly and she would not find it pleasant to see him. Lynda replied that looks didn't matter, it was the soul that counted. She removed Splinter's hat and kissed him on the forehead. The Sensei introduced his old friend to the Turtles, and as a reward for their bravery, Lynda offered each Turtle a choice of one weapon from her store. Unfortunately, the Turtles all wanted her boomerang - and she only had one.

Back in the present, Splinter explains that eventually the Turtles were able to decide upon the weapons that they each now specialize in. As the pair walks in the sewer, they come to a familiar sewer grate. Splinter points to April and she peers through the bars - seeing that Ling's Academy is now the successful first floor business of a sparkling new skyscraper in the revitalized neighborhood.



Teenage Mutant Ninja Turtles Adventures Special #11
"The Fifth Turtle"

Cover: Brian Thomas and Ryan Brown

Script: Steve Sullivan

Artist: Brian Thomas

Colors: Barry Grossman

Letters: Gary Fields

First Printing: Winter, 1994

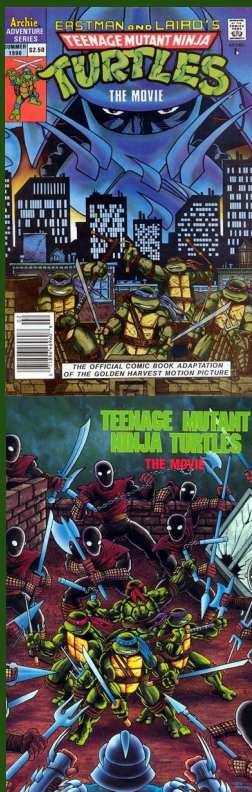
Included: "E=MC Zip Lock"
story by Mark Bode

Aliens mutate April into a Ninja Turtle!



Thus ends the monthly Teenage Mutant Ninja Turtles Adventures comic book. The series was suddenly canceled by Archie before the next story arc "The Forever War" would see print. Archie was unhappy with the direction the series had been taking and sales were dropping, so they decided it was time for a change. Having written all of these synopses, I must say that this series was truly great, and it's sorely missed.

- Dan Berger (April, 2004)



Teenage Mutant Ninja Turtles: The Movie

Cover: Kevin Eastman & Steve Lavigne

Adaptation: Kevin Eastman & Peter Laird

Script: Peter Laird

Layouts: Kevin Eastman

Pencils: Jim Lawson

Inks: Eric Talbot, Peter Laird & Kevin Eastman

Colors: Barry Grossman

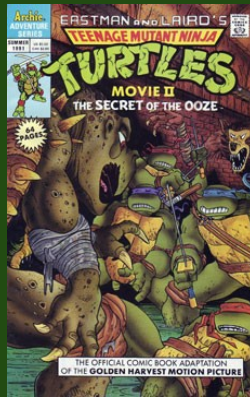
Letters: Gary Fields

First Printing: Summer, 1990

Two editions were published, one in regular comic book format, and a *prestige* format that was printed on better quality paper and featured painted coloring by Steve Lavigne on the interior pages.

Mirage Studios also published a black and white version of this same adaptation, which you can view the details of @ www.miragelicensing.com/comics/mirage/movie/movie.html

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles: Movie II: The Secret of the Ooze

Cover: Jim Lawson & Steve Lavigne

Script: Dean Clarrain

Art: Jim Lawson

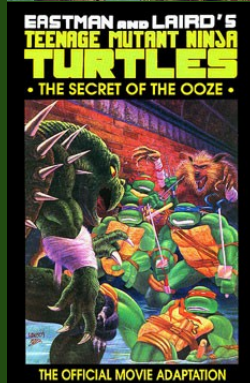
Colors: Barry Grossman

Letters: Mary Kelleher

First Printing: Summer, 1991

Two editions were published, one in regular comic book format, and a *prestige* format that was printed on better quality paper and featured painted coloring by Richmond Lewis on the interior pages.

Mirage Studios also published their own version of this same adaptation, which you can view the details of @ www.miragelicensing.com/comics/mirage/movie2/movie2.html



Teenage Mutant Ninja Turtles: The Movie: The Turtles Are Back... In Time!

Regular Format Cover: Chris Allan, Brian Thomas & Steve Lavigne

Prestige Format Cover: Kevin Eastman

Adaptation: Dean Clarrain & Chris Allan

Script: Dean Clarrain

Pencils: Chris Allan

Inks: Brian Thomas with Jon D'Agostino

Regular Format Colors: Barry Grossman

Prestige Format Colors: Steve Lavigne with Bill Fitts & Michael Gaydos

Letters: Mary Kelleher

First Printing: Summer, 1993



**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures: The Year of the Turtle #1
"Go, Go, Mutant Turtles!"

Cover: Ron Lim & Harvey Mercadoocasio

Script: Dan Slott

Pencils: Hugh Haynes

Inks: Harvey Mercadoocasio & Phil Sheehy

Colors: Phillip Lynch

Letters: Jeff Powell

First Printing: January, 1996

The story begins with an Asian man telling a boy a bedtime story that he entitles "The Last Turtle Story."

Shredder discovered that an artifact of unimaginable power was hidden in the heart of a lost jungle, so he and some Foot Soldiers went to steal it. The artifact was protected by a tribe who had successfully beaten all of the Foot Soldiers, but Shredder was undaunted by this and demanded the talisman. The chieftan laughed at the ninja master, and thus Shredder single handedly defeated all of the men guarding the artifact and tossed the chief from the top of the pyramid that housed it.

In New York City, Raphael is hanging street punks off the ledge of skyscrapers to coerce information about the Three Green Talismans of the Thirteenth House. None of the thugs know anything about the artifact and Raph heads back to his home in the sewers where he's greeted by Master Splinter. Raphael tells his Sensei that none of the punks in the City knew anything about the magic item, and Splinter explains that few are aware of the mysterious thirteenth symbol of the Chinese animal zodiac... the turtle. Apparently the Year of the Turtle only occurs once per millennium, and this is that year. Splinter also explains that the Three Talismans of the Thirteenth House, when joined together, will give an individual untold power.

As the two mutants arrive in their lair, we discover that Donatello has been searching the net without finding any leads, but Leonardo managed to find some scrolls in the library that say the Talisman they seek might be in Tibet. Mikey is busy "scanning the media for possible leads" by watching the Power Raiders TV show.

April comes on the TV screen and reports that the Power Raiders will be making an appearance at Radio City Music Hall, and oddly enough, Leonardo spots one of the three talismans of power on the White Power Raider's belt. The guys head off to investigate, but not before Don updates his web site to let his friends know they'd found a clue.

Unfortunately for our heroes, Don's web site is being monitored by the Shredder's techno flunky, Cyberius, who tells his boss that the Turtles have located the second talisman and are on their way to Radio City Music Hall. We also meet two other minions, a female with telekinetic powers named T.K.O. and a muscular man named Psonic. To make matters worse, Don left his modem on which allows Cyberius to trace the exact location of the Turtles' lair. Shredder sends the trio to fetch the second talisman while he heads to the sewers to face Master Splinter.

The Turtles arrive at Radio City Music Hall and demand the talisman - the Power Raiders tell them to buzz off, and the TMNT attack(?!). After easily defeating the actors, the Turtles face the White Power Raider, who activates his belt and begins to crackle with cosmic energy.

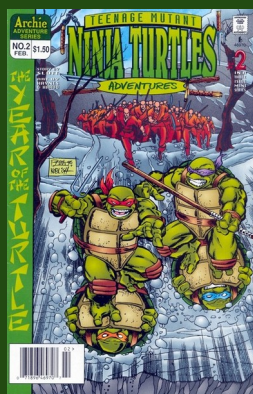
Back at the TMNT lair, Shredder arrives and attacks Master Splinter. Meanwhile, the White Power Raider is giving the four TMNT all they can handle, thanks to the powers he's receiving from the talisman. Don muses how difficult a foe he would be if he knew ninjitsu. Speaking of which, with the power of the artifact he stole from the jungle, Shredhead quickly defeats Master Splinter with a cosmic punch. As Saki reads over the scrolls Leo had found, Splinter makes his escape. This enrages Shredder, who vows he will rule the world when he has all three talismans.

Back at Radio City Music Hall, the White Raider attacks Leonardo, who uses his katanas to cut the actor's belt off. Without wearing the artifact, the Power Raider is just a normal actor - who Leo head butts and knocks unconscious. As the TMNT congratulate Leonardo, T.K.O. uses her telekinetic powers to grab the belt from under their noses. The crowd gets ugly due to the Turtles attacking "America's favorite TV heroes" and they head dejectedly back into the sewer.

When the TMNT get back to their lair, they are met by an Asian man in Splinter's robe - as it turns out, the energy from the talisman changed Splinter back into Hamato Yoshi! To end this issue, we see he is the same Asian man back in the bedroom telling the story to the little boy.

Yoshi tells the boy that this bedtime story is finished for now.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**



Teenage Mutant Ninja Turtles Adventures: The Year of the Turtle #2
"Snow Way Out!"

Cover: Ron Lim & Scott Koblish

Script: Dan Slott

Pencils: Hugh Haynes

Inks: Elman Brown

Colors: Chia-Chi Wang

Letters: Jeff Powell

First Printing: February, 1996

The next evening, Hamato Yoshi begins telling the rest of the bedtime story to the boy...

The TMNT have journeyed to Tibet and have found the Temple of the Thirteenth House, where they hope to retrieve the third talisman before Shredder gets his hands on it. The Turtles sneak into the fortress... but so has Shredder's minions, Psonic and T.K.O.

Meanwhile, Shredder and Cyberius arrive at a spot in the Kyrrannian Desert where the millennial alignment will take place. The area is heavily guarded by soldiers and tanks, so Shredder activates the power of his two talismans and becomes super-powered. The villain then attacks the army and makes short work of the soldiers and their weaponry.

Inside the temple, the Turtles are caught in various traps, but they all escape and manage to find the room housing the final artifact. Before the mutants can grab it, T.K.O. and Psonic arrive. T.K.O. uses her telekinetic powers to snatch the talisman while Psonic uses his abilities to create energy-powered musical instruments that he uses to attack the Turtles. Psonic blasts a hole through the wall trying to take out Raph, which alerts the temple guards. The villains make their escape in a bubble that T.K.O. creates, leaving the TMNT behind to face the angry guards. The mutant terrapins flee by Raph and Don using Leo and Mike as makeshift sleds, and they slide down the snowy mountain in pursuit of Shredder's underlings.

The TMNT catch up to their adversaries and Mikey manages to surprise T.K.O. and Psonic with some well thrown snowballs. The woman drops the artifact, and she and Mike scramble through the snow to retrieve it - they both grasp it at the same time, and a powerful explosion rips into the air, sending both flying. The remaining Turtles rush to their brother's side, only to discover that the power from the talisman has caused him to revert back to his original turtle form!

Yoshi then tells the boy that the story is over for the night.



Teenage Mutant Ninja Turtles Adventures: The Year of the Turtle #3

"Story's End!"

Cover: Ron Lim & Elman Brown

Script: Dan Slott

Pencils: Hugh Haynes

Inks: Elman Brown & Phil Sheehy

Colors: Chia-Chi Wang

Letters: Jeff Powell

First Printing: March, 1996

Splinter returns to finish the bedtime story - revealing the Mystical Talisman of the Thirteenth House - all three pieces joined together to form the shape of a turtle. The boy asks how he got it, and Splinter finishes the tale...

The remaining three TMNT battle T.K.O., but her super powers enable the villain to retrieve the final piece of the artifact - that is until Splinter arrives and knocks her out via a nerve pinch. The Sensei picks up Mike and states that to save him, they will have to find Shredder and complete the talisman in order to use its power to mutate Mike back to normal. Don explains that the millennial alignment creates a powerful gravitational force that is focused on one spot on earth, and the forces created can be harnessed by the Talisman of the Thirteenth House. He also surmises that the artifact is not made of jade, but of a crystalized form of Mutagen (which would explain its effect on Splinter and Mike).

Just then, a homing device on the unconscious form of Psonic begins beeping. Don figures out what it is, and tries to crack its code to allow the Turtles to be beamed to Shredder's headquarters. However, Cyberius is well aware of the Don's tampering and asks Shredder if he should beam them into outer space or allow them to arrive at the spot of the millennial alignment. Since the Turtles hold the final piece of the talisman, Shredder tells his henchman to beam them to the spot they're at - and Cyberius does so.

**Jephael's Radical TMNT Fan Site Proudly Presents
Archie Comics' Teenage Mutant Ninja Turtles Adventures**

The Turtles and Splinter arrive where Shredder has defeated the army. Shredder easily defeats the Turtles thanks to the power of the two talisman pieces that he holds. Splinter walks up to his arch enemy and stands still, offering no resistance "for the good of the world". Shredder delivers a killing blow, but before it strike shome, he realizes what Yoshi was attempting to do. Splinter had the final piece of the talisman under his shirt, and he hoped that Shredder would destroy it with is powerful punch - however, the villain stops his assault in time and instead grabs the last section of the artifact and pieces it together.

Shredder surges with cosmic power and prepares to shape the world to his whim. As he begins to walk, he trips on Mike and drops the talisman onto the small turtle. Mike uses the talisman's power to create a piece of pizza to munch on. Shredder becomes a catatonic mess when he realizes that all his efforts were wasted and that the infinite millennial power was used to make a single slice of pizza. Donatello takes out Cyberius. Splinter picks up the Talisman and he and the three turtles use what powers are left in it to try to save Mike.

Back in the boy's bedroom, we see that the child that Splinter has been telling the story to is none other than Michaelangelo, who has reverted back to his mutated self. After Splinter says goodnight to Mikey and leaves the room, the others ask if their brother will be okay. The Sensei assures them that he will be fine. When Don asks his master how he can be so sure, Splinter reveals that the effect of the talisman is wearing off on himself - he is growing long fur on his arm and reverting back to his own mutated form. When Don expresses his sympathy, Splinter states that it is not time for regrets, but time to celebrate the Turtles for making the world a better place.



Echoing Mr. Berger's sentiment about his reviews of the Archie Comics, I had a lot of fun going back through the old Mirage web-site via <https://web.archive.org/> I still remember what a joy it was back in my community college days to sit at the computer between classes in the lobby and browse www.ninjaturtles.com to my heart's content! (though in hindsight I really should have spent that free time studying my algebra) That web-site meant a lot to so many of us die-hard fans, and it is sorely missed!

- Jephael; May, 2023