



# Teenage Mutant Ninja Turtles and Other Strangeness

*Erick Wujcik , Alex Marciniszyn (Editor) , Randi Cartier (Editor) , Florence Siembieda (Editor) , Kevin Eastman (Illustrator) , Peter Laird (Illustrator)*

[Download now](#)

[Read Online](#) 

## Teenage Mutant Ninja Turtles and Other Strangeness

*Erick Wujcik , Alex Marciniszyn (Editor) , Randi Cartier (Editor) , Florence Siembieda (Editor) , Kevin Eastman (Illustrator) , Peter Laird (Illustrator)*

**Teenage Mutant Ninja Turtles and Other Strangeness** Erick Wujcik , Alex Marciniszyn (Editor) , Randi Cartier (Editor) , Florence Siembieda (Editor) , Kevin Eastman (Illustrator) , Peter Laird (Illustrator)  
Teenage Mutant ninja turtles. Cartoon drama.

### Teenage Mutant Ninja Turtles and Other Strangeness Details

Date : Published December 12th 1987 by Palladium Books Inc (first published October 1985)

ISBN : 9780916211141

Author : Erick Wujcik , Alex Marciniszyn (Editor) , Randi Cartier (Editor) , Florence Siembieda (Editor) , Kevin Eastman (Illustrator) , Peter Laird (Illustrator)

Format : Paperback 112 pages

Genre : Games, Role Playing Games, Sports and Games, Sequential Art, Comics, Science Fiction

 [Download Teenage Mutant Ninja Turtles and Other Strangeness ...pdf](#)

 [Read Online Teenage Mutant Ninja Turtles and Other Strangeness ...pdf](#)

**Download and Read Free Online Teenage Mutant Ninja Turtles and Other Strangeness** Erick Wujcik , Alex Marciniszyn (Editor) , Randi Cartier (Editor) , Florence Siembieda (Editor) , Kevin Eastman (Illustrator) , Peter Laird (Illustrator)

---

## From Reader Review Teenage Mutant Ninja Turtles and Other Strangeness for online ebook

### Jim says

I wish I still had this. Even though the Palladium-based system was unbalanced and not playable for long, it was fun to look through and read the stats of the Turtles as well as the mutant abilities of various animals. The illustrations were either culled from the comic book or custom-drawn by Eastman or Laird, so it's a good-looking book as well.

---

### Jeremy says

A fine roleplaying system that allows players to mutate any animal as player characters. Based on heroes unlimited system if you care to cross universes.

You might need a time machine to find people to play this.

---

### Isaac Timm says

Comic book art, strange rules, the TMNT game was messy and sometimes clumsy but sometimes the funnest games are of that type. I will always have a warm spot in my heart for this game.

---

### Chris Van Dyke says

One of the few games I played other than RM. Quick and fun, nothing for a long campaign but always good for an afternoon. Based on Paladium's core D20 system, it was easy, fast, but lacking any real depth - but what does one want from a TMNT game? The best but was the character development, which let you make any animal you wanted into a mutand powerhouse. I still remember a chain-gun packing hamster I rolled up. Ah, those were the days.

---

### Philip says

crazy rpg set in palladiums universe- open minds and semi-serious attitudes work best

---

### Nicola says

Quick, fun, and nostalgic!

Non fiction: roleplaying, D20, rule book, setting, campaign, RPG, gaming, Palladium

---

TMNT: Teenage Mutant Ninja Turtles and Other Strangeness by Erick Wujcik

Teenage Mutant Ninja Turtles & Other Strangeness is a role-playing game based on the comic book created by Kevin Eastman and Peter Laird. The core rulebook was first published by Palladium Books in September 1985 – a couple years before the Turtles franchise achieved mass popularity – and featured original comic strips and illustrations by Eastman and Laird. The rules and gameplay are based on Palladium's Megaversal system.

---

### **Ron says**

Huge nostalgia factor here. Not a lot to say about the Palladium core rules that hasn't already been said (though I actually kind of liked them). The game is quick, fun and brutal just like the comics and can lead to some hilarious one off adventures.

---

### **Beau Johnston says**

You bet I own a copy. Even if you *never* play the game, the information in here is 8-shades of how-the-hell-do-they-come-up-with-this-stuff. This is an absolute gold-mine of background information.

If you are a fan of the TMNT, then do what you can to get a copy of this book.

---

### **Nocheevo says**

How do you review a RPG rules system? Lord knows but the Palladium system focuses on simplicity rather than a statistically valid study on probability (Cyborg commandoes, anyone?) or rule nazi porn (AD&D with all its additional abominations). This got flogged to death with mates in the teen and uni years. Comic book adventure. I was the games master so 5 stars because ego commands it!

---