

Fantastic 4 FAQ/Walkthrough

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This walkthrough was originally written for Fantastic 4 on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

Fantastic Four

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Table of Contents

Section	Password	Please Note - Those whole
1. - Controls	F401	FAQ/Walkthrough is searchable. That
2. - Characters	F402	means that you could press ctrl+f and
3. - Walkthrough	F403	type in the name of the section or the
4. - Bosses	F404	password and it will bring you straight
5. - Enemies	F405	to that section. Just make sure to
6. - Tricks	F406	spell it correctly and not to include
7. - Version Hist	F407	BOTH the password and section name or
8. - Disclaimer	F408	you won't find it.

1. - Controls F401

General Controls:

- D-Pad - Move
- A - Attack 1
- B - Action/Attack 2

L - Change Characters
R - Block
Start - Pause Menu
Select - No Use

L+B will make a team assault that will use all of everybody's energy to kill anybody in the area except for the bosses. Other Cosmic moves are listed under Characters.

-To pick up items, double tap on the D-Pad towards them.

2. - Characters

F402

Reed

Ability - Reed, also known as Mr. Fantastic, has the ability to stretch. This will help you get over certain gaps and you will be able to reach enemies further away.

Hotspot Color - Dark Blue

Cosmic Moves:

R+B - This will stretch out your arms and hit only the enemies behind and in front of you.

R+A - This will stretch out your arms even further and spin around to hit all of the enemies around you.

B+A*- Reed will stretch out his arm for a more powerful punch.

*You have to press the button with the star next to it quickly.

Sue

Ability - Sue, also known as invisible woman, has the ability to become invisible. This will help you get past large enemies when you have low health and to sneak by cameras.

Hotspot Color - Light Blue

Cosmic Moves:

R+B - This will turn you into a tornado. You could move around and hit enemies around you.

R+A - This will send a small shockwave around you hurting anybody near you.

B+A*- This will shoot a single plasma ball.

*You have to press the button with the star next to it quickly.

Johnny

Ability - Johnny, also known as the Human Torch, has the control of fire. He could beat up enemies and even through fireballs at them. He can also use the fireballs to hit certain objects.

Hotspot Color - Red

Cosmic Moves:

R+B - This will spit fire towards all enemies in front of you.
R+A - This will shoot a rush of fire at the ground sending you upward and
burning anything below you.
B+A*- This will shoot three fireballs quickly.

*You have to press the button with the star next to it quickly.

Ben

Ability - Ben, also known as The Thing, is extremely strong. He could knock
down enemies faster than any other of the Fantastic Four.

Hotspot Color - Orange

Cosmic Moves:

R+B - This will give you a heavy swing attack which is very powerful.
R+A - This will perform a stomp attack hurting any enemies near you.
B+A*- This will perform a charge attack that will hurt anybody in front of you.

*You have to press the button with the star next to it quickly.

3. - Walkthrough

F403

Stage 1

Area 1 (1-1)

You'll get in a conversation where you will find out that you got these
fantastic abilities. After you are done talking, run to the right and enter the
door. Now run towards the table. Pick it up by double tapping in the direction
of the item. Then throw it by pressing A or B. Run through the door to the next
room. Run onto the hotspot as Reed and use the controls to open the door. Go in
through the door and there will be a few medibots. Break those quickly and go
through the next door. Now go hack in the terminal. You need the top blocks to
match the bottom blocks, press down to switch what block you will be using. Now
you will have to switch Sue. Move onto the hotspot and press B to move the
crate. Switch back to Reed and hack into the terminal. Go through the door and
you will unlock a cosmic move. Press R+B to perform the attack. Try not to use
them yet because it will waste your energy, just destroy these medibots. Go
through the door and switch to Sue. Double tap R and run past the cameras. Hit
the switch and go through the door. Turn invisible again and run past the guns.
Flip the switch and go through the door. Switch to Reed and make a bridge.
Switch back to Sue and run across Reed's back. Get Reed on the other side and
go through the door.

Area 2 (1-2)

Watch the cutscenes and run out the door. Go to the right and break down the
wall as Ben. Now destroy these medibots and go through the door on the left.
Change to Johnny and go onto the hotspot. Destroy the door and go through it.
Destroy these medibots and continue down the corridor. Go through the door at

the end. Make sure you are Ben and grab one of the boxes. Throw it at the door, make sure the box actually hits the door because if it goes over and past the door, it won't break down. Go through the door and switch to Johnny. Throw a fireball at it by pressing A and go through it. Beat up these medibots and go through the highest door on the wall to the right. Now set the barrel on fire as Johnny and switch to Ben. Throw the burning barrel at the door.

Stage 2

Area 1 (2-1)

Start running down the sidewalk and you will run into some thugs. Beat up those thugs to save the girl. Keep moving to the right and fight the thugs that get in your way. You will eventually reach some thugs on a fire escape. Whenever you reach those, change to Ben and get under them. Go onto those hotspots and shake them down. Go through the gate at the end of this area.

Area 2 (2-2)

Watch this cutscene and quickly knock out these two thugs. Keep running down this road and beat up the thugs when you reach them. Keep moving down that route and beat up all of the thugs that get in your way.

Area 3 (2-3)

Use Ben and grab onto the firetruck. After the helicopter appears, switch to Sue. Run to the left of Ben and use the block button to block Ben from the missiles. After all of them have come by (a total of about five,) you will have to fight a few thugs. When you defeat those thugs, switch to Sue again and use the block to the right of Ben. More thugs will then appear to the left after those missiles. Keep beating up the thugs and protecting Ben from the missiles as Sue as much as possible.

Stage 3

Area 1 (3-1)

This whole area is the conversation the Fantastic Four have. You really don't have to do anything but read and press A.

Area 2 (3-2)

Stay as Reed and run forward. Once the mummy starts running towards you, stop. Beat it up without getting any closer. After you beat this mummy, move forward a few steps and a mummy will come out of the coffin. Beat it up and destroy the coffin before more mummies come out of it. Now keep running down the corridor.

Do the same thing to the next coffin. Go through the door on the right. The door to the left is a waste of time and health. Kill the dinosaur and talk to the guard. Grab the key that he gives you and destroy the coffins in this room. Go through the door to the right when you are ready. Now go down this corridor knocking all of the enemies in your way out. Go through the door at the end and run down this corridor knocking any enemies in your way out. Go through that door and your done with this section.

Area 3 (3-3)

Change to Ben if you aren't him already, and run along the wall. Knock down the teradactyls on the ledges. Go to where the guard is and knock out those dinosaurs. Grab the key card he gives you and go up the stairs to the left. Run down this path until you reach a door, go through it. Run down this corridor and knock out the two neanderthals in here. Go out through the door at the end. Knock out all of the enemies on the lower level. Don't go up the stairs because there's nothing there but enemies. Switch to Reed at the end and hack the terminal. Go through the door and knock out all of the dinosaurs in here, there are four in total. Switch to Reed to hack the terminal in the upper right corner of the room.

Area 4 (3-4)

Run down this corridor and knock out the two mummies over there. Go through the door at the end and kill these two enemies in this room. Go through the next door and kill all of the enemies in this room. Go up the stairs on the far right side of the room and go through the door at the end. Go through this corridor and kill all of the enemies in your way. Go through the door at the end. Kill the enemies in here and break the coffins. Go through the door at the end and kill all of the enemies in this room. Go through the door to the far left.

Area 5 (3-5)

Go down this corridor and kill the two dinosaurs at the end. Go through the door to enter a large room. Just skip the enemies in here and move to the left, go through the door there. Kill the one mummy in here and go through the door at the end of this corridor. Grab the yellow key on the platform and mummies will break out of their coffins. Forget about them and just run back and out the door. Now skip the enemies again and go through the door in the upper right corner. Don't go in any of these doors because you will just run into a few enemies. Run down this corridor and go through the last door at the end. Kill these enemies and go up the stairs to the right. Go up this path and go through the door.

Area 6 (3-6)

Now you will have to fight Diablo. He is fairly hard and I haven't figured out a trick to beat him myself yet. He will keep sending out different enemies to attack you. Try to just go straight after Diablo himself because the computer will fight the other enemies for you. He will keep transforming into other members of the Fantastic Four too, but don't let him fool you. None of his

transformations are perfect, because he will be purple instead of blue. Whenever somebody is almost dead, switch to them and run away. Stay away from the enemies and check around because a lot of the enemies will be carrying health pick-ups. Your best bet is to use Ben and keep using the punch cosmic move (R+B.) Just keep looking out for energy pick-ups.

Stage 4

Area 1 (4-1)

Once again, the members of the Fantastic 4 discuss the transformation chamber and get their next orders from the commissioner.

Area 2 (4-2)

Quickly kill the two moloids that run at you from the right. Go to the right and go down the first set of stairs that you see. Kill the moloids waiting at the bottom and go to the left. Go through the gate there to get to the other part of the subway. Go down this corridor and kill the moloids that get in your way. At the end, you will have to go through a doorway that is to the left. Now save this civilian by killing the three moloids that are attacking him. Keep going down the corridor and kill the moloids in your way. There will be a door on the wall to the right later on, go through it for a power-up that will make you invincible for a moment. Go down the stairs and go to the far left corner down here. Go through the door on the left and fight these moloids. Now go to the bottom left corner and go through that door to finish this area.

Area 3 (4-3)

Go down the stairs. If you want an extra life, go down the stairs to the bottom right. Kill the moloids when they get in your way and get out of that area again. Go to the left and go all the way to the bottom left of this area. Kill the moloids in your path and go through the door there. Go down this next corridor and kill the moloids that get in your way. Go through the door at the end of this path.

Area 4 (4-4)

Run down this corridor and kill the moloids. Take it slow after the first set of moloids because there will be a few dark moloids that throw things shortly after them. Go through the door at the end of the corridor. Cut this next corner and kill the three moloids there. Continue down this path and through the next door. Now go to the far left and kill the moloids in your way. Get to the far left for an invincibility power-up and go down the stairs to the right. Now go down this next set of stairs and follow this path. Keep killing the moloids that get in your way and go through the door at the end of this path. Now go to the left and kill the moloids that get in your way. Go through the next door and continue down this path. Kill these moloids and go through the door to the left. Now just quickly get onto the top of the train and run to the front of it while you are still on top.

Area 5 (4-5)

Run towards the front of the train and kill all of the moloids that get in your way. You will have to switch to Reed at the end to make a bridge across the trains. Switch to Sue to get over it and get Reed over it again. Keep going to the front of this train and take out any moloids that get in your way. Go up those stairs and go through the door to finish this area.

Area 6 (4-6)

Quickly fight off these moloids. Keep running down this tunnel and killing the moloids. The best strategy to use, is to be Ben and just charging down the tunnel by pressing B then A quickly. Wait before the the dark moloids before attacking them. Continue to the next tunnel and fight off the moloids you will see at the beginning. Switch to Johnny and throw a fireball at the wood blocking up the hole. Go through it for an extra life and get out of this room. Continue down to the left through the path. Kill the last moloids here and continue to the next tunnel. Go up the stairs and break down the first blocked hole for an invincibility power-up. Continue down the platform and go through the next hole. Go to the left and break down through the next hole. Break down the wood blocking the next hole for another invincibility power-up. Now get out of that room and go straight down. Fall off of the platform and go to the right side of the tracks, go to the next tunnel. Kill these moloids and go through the door to the right.

Area 7 (4-7)

Go to the right and kill these moloids. Continue to the right and kill the moloids. Keep going to the far right and down the stairs. Keep going down this next path and charge into the cracked wall as Ben. Switch to Johnny and throw a fireball at the red ladder to bring it down. Keep going and beat up those moloids. Keep going down this path killing the moloids and charge through the cracked wall. Break down the next cracked wall you see for an invincibility power-up. Get out and move to the left. Charge into the red ladder to bring it down and kill the moloids on the other side. Break down the next cracked wall and run through it.

Area 8 (4-8)

Go down this tunnel and kill the three moloids at the end. Enter the next tunnel and run down it. Kill the moloids in your way and switch to Johnny. Throw a fireball at the wooden planks at the gap to fill it up with rocks. Keep going and do the same thing whenever you have to. Go up the ramp when you see it and kill the moloids in your way. Grab the invincibility power-up and fall off the ledge. Go to the next tunnel to the right. Run down this tunnel and avoid the moloid, enter the next tunnel. Run along this path and kill the moloids in your way, there will be mainly dark moloids here. Enter the next tunnel after you kill them all. Keep going down this path and throw fireballs with Johnny at the wood blocking the pipe. Keep going to the right and go through the last tunnel.

Area 9 (4-9)

This boss is actually really easy. Just switch to Johnny right away and start throwing fireballs at the giant mole creature. After you hurt it enough, he will spawn two moloids. Leave those alone because your teammates will kill them for you. Go across from the man and keep throwing fireballs at him. You could beat him no problem this way. After he runs away, just run into the gap that he fell in.

Stage 5

Area 1 (5-1)

Another scene of just talking.

Area 2 (5-2)

Fall down the gap in front of you. You will have to hit all of the boxes on the wall to stop the fans so you could keep falling. Keep doing that until you reach the bottom. Go through the door to the right once you reach the bottom of the ventilation shaft.

Area 3 (5-3)

Go to the right and knock out the inmates. Keep going along the path and you will see a robot. Switch to Johnny for it and avoid the rockets. Sue will attack it a bit. Throw fireballs at it once she starts attacking it. Go through the door at the end of that path. Go up to the top and go into the first hole in the wall for a few pick ups waiting for you. Now get out and fight the enemies, go down the stairs and go to the bottom corner for the door out of here. Fight off these inmates and go down the stairs. Go to the left up this path and destroy the robot. Keep going along this path and fight off the inmates until you reach the next door. Go down this corridor and through the door at the end. Now destroy all of the robots in this room to finish this area.

Area 4 (5-4)

Go down this corridor and fight off the enemies in your way. Go through the door at the end of that path. Follow the top wall here until you reach the door to the right, go through it. Go down this corridor fighting the inmates in your way. Use reed to make a bridge over the gap and get both members of the team over it. Continue down the corridor fighting off the enemies in your way, enter the elevator at the end of the path.

Area 5 (5-5)

This area's easy too. Make a bridge as Reed and switch to Ben. Go across him and destroy those robots. Get back onto the middle elevator and make another bridge over to the other elevator. Destroy those robots as Ben and you're done.

Area 6 (5-6)

Destroy the robots in this room and go through the hole in the wall. Grab the pick-ups and go back to the previous room. Go through the door to the right. Now go down this corridor and destroy the robots, go through the door at the end. Now move along the upper wall. Go through the hole in the wall for pick-ups then go through the door to the right. Now move along the upper wall and to the right again. Go through the hole in the wall when you reach it. Destroy this robot and go through the next door.

Area 7 (5-7)

This boss is easy. Switch to Johnny and block on the top corner. Wait to get close and attack with the multiple fireball attack. Keep doing that until you have to run away with the other members of the team. Do the same thing until he falls.

Stage 6

Area 1 (6-1)

Another Conversation Scene.

Area 2 (6-2)

Immediately hold the block button to block the robot's attack. Throw fireballs at it and go through the door at the end of the corridor. Continue down this corridor and kill the robots in your way. There will be a secret door to the left of the locked door at the end of this path. Run towards it and it will open. Go in there when you find it. Switch to Reed and stretch under the lasers. Flip the switch and the lasers will go away so you could leave. Get out of this small room and go through the door to the right. Kill all of the robots here. Go back to the top corner and enter the secret room. Grab the pick-ups and quickly go through the door to the right. While you are still invincible, run through the lasers and kill the robots. If you're not invincible anymore, just time it right to avoid the lasers. Go to the next corridor and seal up the holes as Johnny. Continue down the corridor and kill the robots. Don't go through any of the doors except for the one at the very end of this corridor. Now go down this corridor and kill the robots. You will have to time your movements right at the lasers. Break down this wall and kill off the spiders here. Move to the end of this corridor and go through the door. Hack into the terminal and fight off the space robots that will come out afterwards.

Area 3 (6-3)

Go down this corridor and kill the robots. Melt down the small wall when you reach it with Johnny and continue through the next door. Go down this corridor fighting off the robots and go through the door to the left. Use the robot through the computer and break the switch. Now go destroy that robot and go into the next room. Go into the next room after killing the spiders in here. Continue to the end of this path and hack the terminal to open a door. Now go back to where the two doors were and go through the door to the right. Go down to the end of this path fighting off the spiders and melt the wall down. Go through the door and kill the spiders in this area. Go to the next area and melt down the door to the left. Go through it and melt down the next door in here. Hack into this last terminal to finish off the area.

Area 4 (6-4)

Before we start, pick up all of the items you see to find rocks. That means that you will have to go through both paths to make sure you looked under each one! Go down to the right and you will reach two doors. Go in the door to the left and go all the way down this path. Don't go in any side doors because they will just be traps. You will reach a room with a different setting, when you do, you will see a door below you. go through that one and fight off the robot. Go to the left and enter that secret door for a few pick-ups, one being a rock you need. Go back to that room that you were just at after you get it. Break down the walls to the right and grab the cosmic rock there. Keep picking up crates around the area if you didn't find them all yet.

Area 5 (6-5)

Destroy the two robots to the right and go through the door. Destroy these next robots and go in the first door you see. Kill off these spiders and destroy the gravity generator. Go through the next door to the right and run to the next door. Just keep going down this path until you destroy the second generator. Now backtrack all the way back to the second room you were in and go to the right. Turn invisible with Sue and evade the security camera. Flip the switch after the cameras and kill the spiders. Go through the door to the left and go to the end until you destroy the third generator. Now go back and through the other door. Go all the way down this path and destroy the last generator.

Area 6 (6-6)

Now you will have to fight Annihilus. He's not too hard. Switch to Johnny and start throwing firballs at his shield. Let your teammates kill off any enemies that spawn. Keep going after him until his shield falls off and block his attacks. After his shield is off, just keep attacking him. Also use your cosmic moves after his shield is off because it does more damage than it would to his shield.

Stage 7

Area 1 (7-1)

Go up and through the door. Now bust through the next wall as Ben and destroy the robots. Go through the door there. Run down this corridor and there will be a hidden door to the left on the upper wall. Break the wall down where there is an imprint of a doorway for an extra life. Get out and go back through this corridor. Continue to the very end and destroy the robots in your way. Go through the last door to continue through the level. Climb up the stairs in this section and go through the door there. Fly over the security grid as Johnny and flip the switch at the other end. Now go back and go to the right. Go through the door and quickly destroy the two robots in this room. Now go through the door to the left and go down this corridor. Destroy the robots and go through the door. There will be another secret door to the left that you will see. Destroy the robots in here before going in there. There will be an extra life and a robot, if you already have nine lives, don't bother going in because it's pointless. Go back to the corridor and go to the bottom left corner to finish this area.

Area 2 (7-2)

This is just a cutscene.

Area 3 (7-3)

Go through the door in front of you. Run up those stairs and destroy all of the robots that get in your way. Go through the door at the top of those stairs and avoid the robots. Get into the next room and change to Sue. Turn invisible to avoid the cameras and go through the door. Destroy this robot and go through the door. Go up the stairs here and go through the door at the top. Now there's a little puzzle that will involve switching characters. You will have to stand on these small platforms to turn the lasers off. The platforms on the left will turn off the next laser, while the platform on the right will turn off the previous laser. So start on the left platform, then move the other character to the next right platform, then the other character goes to the next left platform, etc. Keep doing that until you reach the end of the path. There will be a hidden room up here you could go in. Get the extra life in there if you need it and go through the door to the left. Go to the end of this corridor and go through this door. Now go through the end of this corridor and go through the door on the left. Destroy the robots and make a human bridge with Reed of the security grid. Go through the door and destroy ALL of the robots in here BEFORE grabbing the invincibility pick-up in the right corner. Grab it at the end and run up the stairs. Quickly run across the lasers before it wears off and go through that door. If it wears out first, switch to Sue. Turn invisible and get on the platform at the end. Now just run across as Reed and enter the next room. Destroy that robot and go through the door there.

Area 4 (7-4)

This will be your first encounter against Dr. Doom. It's tough if you have low health. If you have plenty of extra lives, just keep attacking and use cosmic moves. If you don't, look at who Dr. Doom is attacking. Switch to them and block. Let the other people fight him and keep blocking. When he switches targets, switch to them and block. Keep doing that until Reed and Sue falls weak. Johnny will run away and you will have to find Ben.

Area 5 (7-5)

This part is tough since Ben can't really do anything. Just keep going through the paths and go through the doors avoiding all of the enemies. Avoid their attacks as Ben and keep going to the end. If you want you could also try switching to Johnny and attacking as Johnny. However it's easier to just avoid them when you control Ben. After you go up the stairs, hit the switch. That will crush the next robot. Keep going to the end of the corridors and don't go through any other doors. At the end of a corridor will be two doors, you will have to go through the door to the right, and grab the invincibility pick-up. Now get out and go through the other door. Run to the end of this corridor and through the door.

Area 6 (7-6)

This is another cutscene.

Area 7 (7-7)

Now you have to fight Dr. Doom again. Just fight him the same way as last encounter. Go after him until somebody is about to die. Then switch to them and just block to keep them alive, the other people will attack for you. Keep fighting him until he runs. He will run a total of two times in this area.

Area 8 (7-8)

Now just beat him up a little more and the team will get in their huddle to talk about how to beat him. First go to Ben and punch him from his hotspot. Then go to Johnny and burn him from his hotspot. Go to Sue and attack him from her hotspot. Finish him off as Reed from his hotspot.

4. - Bosses

F404

Diablo

- Difficulty - ****
Best Member - Reed or Ben
Attacks/Movements - He will turn into other members of the Fantastic Four, but his transformations aren't perfect. He will be a different color so you could see him. After a while, he will teleport away replacing his spot with another enemy.
Strategy - This boss is tough since it's just a straightforward attack. Keep going after him and he will teleport away spawning other enemies. Just try going after him because your team will attack the others. If anybody is low on health, hang back. Wait and run in every once in a while and see if there are any health pick-ups waiting for you.

Moleman

- Difficulty - *
- Best Member - Johnny
- Attacks/Movements - The mole will stay in its hole and try to swing at you. It will also throw rocks at you. After a while, it will hide and smaller moloids will spawn to attack you.
- Strategy - This boss is easy. Just switch to Johnny and get close to the giant creature, but not close enough for it to punch you. Keep throwing fireballs at it until it hides. Smaller moloids will spawn but leave them for your team to kill. Go straight after the moleman on the other side of the crevice. Just keep tossing fireballs at him until he escapes.

Blastaar

- Difficulty - **
- Best Member - Johnny
- Attacks/Movements - He will stay in the middle and shoot a fireball at one of the members of the Fantastic Four. You will all be drivn towards him and he will shoot fireballs in all direction.
- Strategy - Go to one of the corners that aren't occupied by the other members. Block so he can't hurt you. Get in close when you can and start using the multiple fireball attacks on it. You should finish him off quickly this way.

Annihilus

- Difficulty - ***
- Best Member - Johnny
- Attacks/Movements - At first he will just hide in his shield and shoot at you. After his shield is down, he will move around more and also perform a whirlwind attack.
- Strategy - Get close as Johnny and keep shooting fireballs at its shield. Let the other members of the team destroy the small enemies he spawns and keep going after him. Keep doing the same thing after the shield is down until he falls.

Dr. Doom

- Difficulty - *****
- Best Member - Ben
- Attacks/Movements - All he will really do is shoot at you and run away every so often. His shots are very powerful though so be careful. Also after he runs away, you will see a few pick-ups that will help you survive.
- Strategy - Just keep attacking him as Ben. Whenever somebody is about to die, switch to them and just block Dr. Doom's attacks. If you have plenty of lives, then just keep attacking him

because it will be faster. When he's almost done, he will start punching you and use powerful wind attacks that will move you and hurt you.

5. - Enemies

F405

Stage 1

Medibots

-These really aren't that difficult. They think you are evil because of your DNA so they attack you. Their attacks are weak because all they really have is a needle they keep poking you with. They do move fairly quickly though. Just go after them and keep attacking them.

Robots

-These will act just like a human would act. They can walk and attack normally. They usually just run straight at you and they will just try to beat you up.

Stage 2

Thugs:

-These will have either knives or a chain. The thugs with knives and chains will always have the same outfits on so you could spot them out easily. Keep using the block command when approaching the thugs with knives though.

Stage 3

Mummy:

-These are alive for some weird reason. They are basically like the thugs from the last level but they don't have weapons. All they will do is run straight at you and attack.

Dinosaur:

-These are basically just like the mummies except they are faster and inflict more damage.

Neanderthal:

-These are the prehistoric humans that will run with their hands and feet. They are fairly fast but they could throw things at you.

Teradactyl:

-These will just be on ledges waiting for you to knock them down quickly. If you wait too long, they will spit at you.

Stage 4

Moloids:

-These are the common enemies in the game, they will only run straight towards you and try to punch you.

Dark Moloids:

-These will throw things at you from a distance. If you get close they will try to punch you. They might also run away and keep throwing things at you.

Stage 5

Inmates:

-These are the common enemies, they will just run and punch you.

Robot:

-These look mean but they are pretty easy. They will move around and either hit you with their fists or shoot rockets at you. Avoid the first rocket and let your partner go in to attack it. Then go in yourself to attack it.

Stage 6

Robot:

-These will come out and shoot at you. They will also try to punch you when you are close.

Spider:

-These will just run towards you and try to bite you. Some of them will also spit at you.

Stage 7

Robot:

-There are two kinds of robots in this level. One of them are the same from the previous level. The other is basically the same except they are stronger.

6. - Tricks

F406

You could team up and use certain members of the team wisely. You could stretch with Reed to make a bridge for the other members of your team to cross. You could also set certain things on fire with Johnny and have Ben throw them at enemies or objects.

You could pick up items by double tapping the D-Pad in the direction of them. You could also pick up enemies. Use this to hurt both enemies easily. You could also throw them off balconies so if you know you won't be going to the lower level again, just toss them down there.

If you are ever really low on health, try just skipping past the enemies. Avoid them and trying running throw the next door (if you're in a level with doors) and advance to the next room.

7. - Version History

F407

[07/08/05] v. 1.0

-Finished the game and this entire FAQ/Walkthrough.

[07/05/05] v. 0.8

-Finished sixth level and added everything up to it.

[07/04/05] v. 0.6

-Finished the fourth and fifth levels and added the Bosses section.

[07/02/05] v. 0.4

-Finished the third level and added the tricks section.

[07/01/05] v. 0.2

-Finished the first two levels and got the basics done.

8. - Disclaimer

F408

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