

Jazz Jackrabbit FAQ/Walkthrough

by SupaSaiyajinBob

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This walkthrough was originally written for Jazz Jackrabbit on the GBA, but the walkthrough is still applicable to the PC version of the game.

Jazz Jackrabbit

Jaleco Entertainment, 01/03/03

FAQ/Walkthrough

Written by SupaSaiyajinBob

Introduction

Hello, my name is Bobby. I came across this game totally by accident one day and decided, "Hey, this game is neat-o-keen!" I remember playing this for the PC many years ago and didn't know it was released for the GameBoy Advance. So here I am, writing another FAQ to fill the void in the GameFAQs archives. I'd appreciate any tips or corrections anyone would like to add; my e-mail address is Bobbobob12647@Hotmail.com.

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| 02. Gameplay |#GP|

Jazz Jackrabbit for the GameBoy Advance plays a lot like the PC versions of almost a decade earlier. A simple platform shooter like the others, but many things have been changed. Jazz's appearance now more closely resembles that of Han Solo, similar to Devan Shell appearing more like Darth Vader, with a name change to Dark Shell to accompany his new apparel. Jazz's love interest is no longer Eva Earlong, but a new female, Zoe Cottontail. Lastly, Jazz has joined R.A.B.T. and is no longer a free agent.

| 02a. Controls |#CO|

Arrow Keys: Controls Jazz / Aim Jazz's gun / Moves menu curser
Start: Brings up the pause menu

Select: Brings up the weapon select bar
A: Shoot / Selects menu item
B: Jumps / Returns to game from the menu
L: Lobs a carrot grenade
R: Quick weapon select

| 02b. Abilities |#AB|

Up + Left/Right + A: Shoots diagonally up
Left/Right + Down + A: Shoots diagonally down
Down + A (in the air): Shoots downward
B (in the air): Glides for about 3 seconds, pressing B just before Jazz reaches the peak of his jump will make Jazz glide up a little first.

| 02c. Weapons/Items |#WI|

Blaster: Weak damage, and has infinite ammo
Machine Gun: Medium damage, eats ammo fast. Ammo packs hold 75 bullets up to 999
Ricochet Gun: Medium damage, the grenades rebound. Ammo packs hold 10 grenades up to 999
Flamethrower: Strong damage, close range. Ammo packs hold 40 units up to 999
Rocket Launcher: Strong damage, cannot be used in the air, limits movement. Ammo packs hold 5 rockets up to 20
The Big Gun: Very Strong damage, cannot be used in the air, severely limits movement. Ammo packs hold 5 charges up to 20
Carrot Grenade: Strong damage, hard to aim, cannot be used in the air. Ammo packs hold 5 carrots up to 99
Stim Pack: Restores half of Jazz's health
Health Pack: Restores all of Jazz's health
Dollar Bill: Earns Jazz 1 Space Credit
Billfold: Earns Jazz 5 Space Credits
Bucket o' Cash: Earns Jazz 10 Space Credits
Bunny Rabbit: Earns Jazz an extra life
Levers: Opens doors, extends bridges, etc...
Carrot Gate: Allows Jazz to proceed to the next level

| 02d. Enemies/Allies |#EA|

Chameleon: A large green lizard with a club that's weak both offensively and defensively.
Chameleon Blaster: Identical to the Chameleon, but has a ranged weapon.
Chameleon King: A larger, stronger version of the Chameleon.
Saurian Mercenary: A yellow bipedal dinosaur with a Machine Gun and a Flak Jacket. Normal offensively, weak defensively.
Rocket Turret: Manned by a Saurian Mercenary. The turret is very strong offensively, very weak defensively.
Yellow Dino: A small yellow dinosaur that takes a bite out of you. It's strong offensively and weak defensively, though it's rather hard to hit due to its size and speed.
Saurian General: A larger, stronger version of the Saurian Mercenary.
Green Turtle Trooper: A green bipedal turtle with a semi-automatic Machine Gun. Weak offensively and normal defensively.
Blue Turtle Trooper: A blue bipedal turtle that's normal both offensively and defensively.

Red Turtle Trooper: A red bipedal turtle that's strong offensively and normal defensively.

Abominable Snow Turtle: A large white turtle that can be damaged in a certain way. Very strong offensively.

Mech Turtle: A slow mechanical tortoise. Strong both offensively and defensively.

Giant Mech Turtle: A larger, bipedal version of the Mech Turtle. Very strong both offensively and defensively.

Black Dino: A small black dinosaur that is very strong and very fast both offensively and defensively.

Dark Shell: The final boss. A Darth Vader-esque version of the Turtle Troopers. Strongest both offensively and defensively.

Gravity: Not really an enemy, but falling from large heights can damage you. Some levels rely on this as a primary source of damage.

Jazz Jackrabbit: The main protagonist. Jumps, glides, and wields a wide variety of weapons.

Margsley: The commander in charge of giving Jazz his missions.

Zoe Cottontail: Jazz's love interest. Met at the Weapons Depot, she is kidnapped by Dark Shell.

Professor Lapin: The brilliant scientist who tends to run at the mouth. He'll develop a few new weapons for you.

Spaz Jackrabbit: Jazz's demented brother who's red instead of green.

 | 03. Walkthrough |#WT|

Now for the part you've all been waiting for. This walkthrough does contain spoilers as it is complete and thorough. When playing on Cakewalk some levels are removed to reduce the game's difficulty. For each mission, I will give the name of each level, a list of weapons and enemies found throughout the level, and a detailed description of how to get everything and beat the level. The levels with a * beside their names are not available on Cakewalk difficulty.

A note on some terms I use a lot: The ground is, well, the ground. A ledge is any surface you can safely walk on that isn't a platform. A platform is either a moving or stationary object that can be stood upon. Cliffs/slopes tend to be steep ledges or a series of ledges that lead up or down. Rooms are generally separated by doors. Areas are usually self-enclosed with only one entrance and tend to contain only supflurfluous treasures or keys.

 | 03a. Mission 1 |#M1|

Chameleon World Level 1 - Escape
 Blaster, Carrot Grenade, 43Cr
 Chameleons x8, Chameleon Blasters x3

When Jazz is done talking to himself, walk past the sleeping Chameleon and grab your Blaster. The sleeping Chameleon will wake up and another one will show up. Kill the two of them and continue to the far right wall, killing a third Chameleon along the way. Hop up and Jazz will tell you how to shoot diagonally. Do so to kill the Chameleon and continue upwards until your right near the top. Collect the two billfolds and glide off of the right edge to reach a bucket o' cash and a Carrot Grenade. Jazz will tell you how to use it, should you not know how a grenade works.

Continue left and Jazz will tell you how to do his helicopter spin (glide) to

traverse large distances. Shoot the Chameleon on the other side but jump down the hole instead, hugging the left wall. You will find two billfolds guarded by a Chameleon Blaster. Jump down but be sure to glide at the bottom to avoid becoming a green stain on the rocks. Climb all the way back up to where you were, but jump over the gap this time. Kill the Chameleon and glide to the right. Again, fall down the hole, hugging the left wall and you will find more cash guarded by two Chameleon Blasters. Get the cash and jump back down, gliding at the bottom. Walk ALL the way back to the top and hop up the ledge near the cool looking statue and continue right, killing or avoiding the Chameleons until you reach the Carrot Gate.

Chameleon World Level 2 - Die Chameleons

Machine Gun x2, 56Cr, 1-Up

Chameleons x12, Chameleon Blasters x17

You start the level by getting ambushed by a Chameleon and his Blaster buddy. At least they give you a bucket o' cash to make up for it. Keep going right, careful of all the Chameleon Blasters until you reach a ledge above you. If you need to heal then jump up and to the ledge on your left to get a health pack, otherwise it might be better to save it. Continue right until you see another weapon and a sleeping Chameleon. This is the Machine Gun, but when you get it, that Chameleon will suddenly wake up and try to kill you. Just run away back to the left and go up the slope. All the way to the left, past a ledge, is another Chameleon Blaster and a small furry version of Jazz. Grab it to gain another life. The health pack you may have left earlier is also a little to the left should you need it now. In any case, return to the ledge at the top of the slope.

Jump to the ledge to the right of that and continue until you reach another ambush. This time it's serious; 3 Chameleons and 4 Chameleon Blasters. You can't continue on until all 7 have been killed. Continue right, up and back down the hill, until you come to an opening to your left. Kill all of the Chameleons and get the health pack at the back of the cave. Hop up the ledges and switch the lever to reveal the Carrot Gate. Head back out and to the right, past the Carrot Gate, to a very poorly hidden secret. Jump through the wall and collect all the free money just lying around. Jump back through the wall and up to get the 2 billfolds and to the left is another Machine Gun. Nothing left now but to head through the Carrot Gate.

Chameleon World Level 3 - Deep in the Chameleon Lair*

Machine Gun x3, 93Cr, 1-Up

Chameleons x5, Chameleon Blasters x7

Glide down the hole hugging the right wall to get a Machine Gun that is guarded by two Chameleon Blasters. Fall down the hole, gliding at the bottom and trying to avoid the ill-placed Chameleon Blaster. Continue along the path, right and up, killing all the baddies and collecting the cash until you reach the top. To your left is a stim pack, which can't hurt to grab, and to the right, some moving platforms. Take the one going up to get a Machine Gun, several buckets o' cash, and a 1-Up bunny. To get the 1-Up, you'll need to jump down the hole back to the start of the level. Continue back to the platforms and proceed to take the other one.

After the two vertical platforms are a series of slopes leading downward. At the end is a large room with a Machine Gun, a stim pack, a Chameleon Blaster, and, to in the far right corner, a bucket o' cash. Grab what you need, kill the Chameleons in your way, and get onto the ledge via the vertical platform. Just above you is the Carrot Gate.

Chameleon World Boss - King of the Chameleons

Chameleon King

This rather large Chameleon would like some Hasenpfeffer for dinner today. Keep away from him to avoid getting squished and watch out for his charge attack. When he runs into the wall, you've got a good 5 seconds to shoot at him at your leisure.

| 03b. Mission 2 |#M2|

Weapons Depot

Zoe Cottontail, 50Cr

Zoe, Jazz's new love interest, fills you in on the armament situation, and gives you 50 Space Credits to get you going. To the left is the Carrot Gate to Carrotopolis, above that is your ship, and to the right is the shop. Simply walk into the item to purchase it. The inventory is as follows:

Carrot Grenade	50Cr
Machine Gun	50Cr
Rocket Launcher	200Cr
1-Up	250Cr

Space City Carrotopolis Level 1 - Space Dock

Machine Gun, Ricochet Gun x2, Carrot Grenade, 121 Cr

Saurian Mercenaries x28, Rocket Turrets x7

Listen to the mayor blather on and then have some fun watching him flail his arms in the air like an insane fanatic. Hop off the ledge to your right to get a Machine Gun and fight a Saurian Mercenary. Continue right but don't fall off of the ledge. Shoot the Rocket Turret and then the Saurian Mercenary behind it and jump to that ledge. Get the Carrot Grenade and use it on the Saurian on the next ledge if you'd like. Jump to that ledge and to the one below that to get the bucket o' cash. Make a leap of faith to the next ledge below you to get the cash. Hop up to the last ledge and kill the Saurian there to get the Bronze Key. Get the health pack, fall down and open the door to rescue some bunny buddies, and pull the lever. Head back up and over until you get back to where the Rocket Turret was, by the second ledge, and hop down to your right. Kill the Saurian, get the cash, and hop down again. Kill or avoid any Saurians behind you and go through the open door.

Jump up to the ledge to grab the cash and then head back down and kill the Saurian in the room. Jump up to the ledge above the door and then to the ledge on your right. Shoot the bullseye above you with the Ricochet Gun to get the platform to your right moving and take it up to the Saurian with the Blue Key. Hop over and grab the cash and the Ricochet Gun before jumping down and heading through the now open door.

Hop down a ledge or two until you see the platform careening wildly around the room. Jump onto it and make sure to stay on until you've gotten all the stray dollar bills. Using the Ricochet Gun, shoot the opening below the bullseye to open the next door. Jump down and kill the Saurian preventing you from rescuing another bunny buddy. Head on through the door to your right and continue until you get to the end. Equip a strong weapon and hold down the fire button as you go. There are almost 10 Saurians in your way. Jump up to the top, continue left, taking out the Rocket Turrets along the way, until you reach another

ledge. Jump up and head all the way right to reach all the billfolds. The ledge above you has a Saurian Mercenary and the Carrot Gate.

Space City Carrotopolis Level 2 - Down in the Dumps*

Carrot Grenade x2, 32Cr, 1-Up x2

Saurian Mercenaries x4

In this level, if you fall, you die. Hop along the ledges until you reach the platform. Even though you can see the 1-Up at the bottom, take the top route, then fall down to your right. That 1-Up will be just to your left. Hop back up and onto the platform. Ride it until you get the Carrot Grenade, then jump over and get the health pack. The second ledge over has a bucket o' cash at the bottom. Ignore the Saurian if you'd like and take the first platform to the ledge at the top. Grab the 1-Up and fall down to the right. Jump over the Saurian and grab the billfold at the bottom of the ledge. Jump up to the next ledge and time your jumps across these platforms carefully. There are 2 dollar bills flying around the platforms and 4 more on the ledge to the right. Kill the last Saurian Mercenary and jump into the Carrot Gate.

Space City Carrotopolis Level 3 - Merchant Street

Machine Gun, Ricochet Gun, Carrot Grenade, 124Cr, 1-Up x2

Saurian Mercenaries x17, Yellow Dinos x7, Rocket Turrets x2

Head up to the top of the slope and jump far to the left. Grab the dollar bills along the way. Take the far platform up to a Ricochet Gun then the other to a chain of ledges until you get to the 1-Up to the right. Kill the Dino, hop own, kill the other Dino, then jump all the way to the left. You'll end up on a ledge with a Yellow Dino or farther down with an immobile platform. Either way, head to the bottom left and kill the 5 Saurian Mercenaries. The last one holds the Bronze Key. Head back to find that the platform is now moving. Take it up and hop over to the right. Drop down and shoot the bullseye by crouching and using the Ricochet Gun. The door to your right will open. A Saurian Mercenary with a Rocket Turret guards a health pack and a 1-Up. Jump up above that room until you see a door. Your Bronze Key will open it.

Head all the way right, killing the first Dino, but ignoring everything else. When you get to the end, jump onto the ledge and kill the Saurian Mercenary above you. Follow the pipes to give you a rough estimate of where the next ledge will be and continue until you get to the ledge you passed earlier with the bucket o' cash. I'll call this the Money Ledge. Head in an up-right direction until you get to the top. To your left is a Saurian Mercenary who holds the Blue Key. Get it and make your way back to the Money Ledge. This time, head up-left. Eventually you'll get to a ledge with lots of cash. Drop down, hugging the left wall, and you'll open the door using the Blue Key. Kill the Saurians to obtain the Green Key. Now make your way back to the Money Ledge, but this time, drop down under it. Head left, get the health pack, and open the door. There's a cut scene about how the Turtle Troopers have hired the Saurians Mercenaries and blah, blah, blah. Kill the Saurian, take the loot, and exit out the Carrot Gate.

Space City Carrotopolis Boss - Saurian General

Saurian General

The guy is all firepower. If you're nearby, he'll pelt you with bullets. If you're far away, he'll send homing missiles at you. If you're ducking, he'll slide a big rocket your way. AND, just when you least expect it, he'll shoot a big rocket right in your face. On the upside, he's the easiest boss to fight. Run right up next to him and then duck. Because you're ducking, he'll use the

ground missile attack, but you will be too close to get hit. Switch to the Blaster to save ammo and fire away!

| 03c. Mission 3 |#M3|

Weapons Depot
Professor Lapin, Flamethrower

The professor gives you a free flamethrower, but disregards the fact that you are an interstellar superhero and makes you pay for everything else. The store's inventory has changed also. It's as follows:

Carrot Grenade	50Cr
Machine Gun	50Cr
Ricochet Gun	75Cr
Flamethrower	125Cr
1-Up	250Cr

Icebox3 Level 1 - First Frost

Machine Gun x3, Ricochet Gun, Carrot Grenade x3, 1-Up
Green Turtle Troopers x35, Blue Turtle Troopers x16, Red Turtle Troopers x15

This is about the most straight-forward level in the game. As soon as you start the level, jump up the cliffside behind you for a 1-Up, then walk past your ship for a small cutscene. Keep heading right, killing the Turtle Troopers along your way until you see a ledge above you. The Machine Gun works good here as it shoots them from off screen. The Flamethrower is really effective also, but needs you to be up close. The ledge above you has a Machine Gun. Continue right until you see a cliff. At the top is a Ricochet Gun, and at the bottom on the other side is another machine Gun. Just ahead is another cutscene and a small army of Turtle Troopers.

As you make your way right, dealing with the MANY Turtle Troopers, you'll see another ledge with a Carrot Grenade and a health pack, and farther still, yet another cliff. Down the other side lies a stim pack. Farther to the right is a ledge with another stim pack at the top. Just to the right of that is the Carrot Gate.

Icebox3 Level 2 - Things are Heating Up

Machine Gun x3, Flamethrower x3, Carrot Grenade x3, 42Cr, 1-Up
Green Turtle Troopers x33, Blue Turtle Troopers x8, Red Turtle Troopers x6

Kill the two Turtle Troopers first off; this part is annoying. If you didn't know that you could glide up a little ways at the top of your jump as opposed to simply falling slowly, then you may be stuck at the beginning of this level for quite a while. Jump up to the lever above the door, but at the peak of your jump, just before you start to fall down, jump again to do the helicopter spin UP onto the ledge. Activating the lever will open the door below you.

Run through the room, get the Machine Gun, and throw the lever. This will open the door by the first lever and activate the platform there. Ride it up the area above you and grab the Bronze Key. Jump all the way back down to the very bottom, gliding to avoid sudden deceleration syndrome, and head through the first room to open the far door. Grab the Flamethrower and walk past the cliff face into the room. Inside is another Machine Gun. Head out the other side and up the scaffolding. The ledge to your left has a stim pack, and gliding farther to your left is a Carrot Grenade and 2 Turtle Troopers. Head back to the top of

the scaffolding and all the way down the other side. Ignore all of the Turtle Troopers in the next area except the ones on the ground. At the right end of this area is another lever that activates the platform to your left. Use it and take the platform all the way to the top. The metal ledge on the right has a stim pack. Grab it if you need it and make it back to the platform; it's a long wait for it to return. Once you're on the snowy ledge to your right, grab the Machine Gun and the Carrot Grenade and head down the right side of the cliff until it drops off.

This area is pretty close-quarters, so the Flamethrower or Ricochet Gun work pretty well.

Head left and grab the Flamethrower, then follow the dollar bills left to a bucket o' cash. Drop down and make your way left, getting the stim pack on the top ledge of that room/cave/thing. I wonder what supports the weight of the ledge above it? Farther right is a billfold. Head back up the cliffside all the way to the top. Another long stretch populated with Turtle Troopers awaits you. Down the other side lies the Carrot Gate, but there is treasure to be had should you continue left. Kill the Turtle Troopers here and grab the Carrot Grenade and whatever dollar bills you can safely reach. To reach a ledge far to your left, you'll have to glide UP again from the very left edge of the ledge all the way over to a platform. You'll be rewarded with 20Cr, a 1-Up, a Flamethrower, and 2 Turtle Troopers. If you fall, you'll have to run through almost the entire level over again, so make sure you can glide up easily. To get back, stand on the platform and glide back to your right. You don't have to worry about gliding up this time. All that's left now is to jump through the Carrot Gate.

Icebox3 Level 3 - Fire and Ice

Machine Gun x2, Ricochet Gun, Flamethrower, Rocket Launcher, Carrot Grenade, 1-Up
Green Turtle Troopers x37, Blue Turtle Troopers x4, Red Turtle Troopers x6

Make your way down the slope and snag the Carrot Grenade. Jump down off the ledge, ignoring the 3 Turtle Troopers here and head right to the scaffolding. Jump up the one side and back down the other, ignoring the Turtle Troopers on the way down. Head all the way to the right, dealing with the enemies, and jump up to the snowy ledge above you when you get there. Jump across to the right and continue until you reach the Flamethrower. The enemies along the way are easy to avoid. A short way up the cliffside is a Ricochet Gun.

Take the moving platform to the top and make your way right. Grab the 1-Up that you have so thoughtfully been given. Jump onto the ledge on your left and weave up and back down the scaffolding until you see the path to your left. There's a Machine Gun and a stim pack guarded by 2 Turtle Troopers, a Red and a Blue. Go back and up the left side of the scaffolding until you get to the snowy ledge. The ledge at the very top holds your first Rocket Launcher. Jump to the ledge on your right after getting it. On Cakewalk and Normal difficulties, you can almost run right through everyone with the Flamethrower and an itchy trigger finger. When you get to the other side, jump down to the bottom and over to the Carrot Gate.

Icebox3 Boss - The Abominable Snow Turtle

Machine Gun (Respawns), Carrot Grenade (Respawns)
Green Turtle Troopers x2, Blue Turtle Troopers x2, Abominable Snow Turtle

This boss is immune to all your weapons' fire. To defeat it, you'll have to pull the ignition lever found by your ship's exhaust pipe as the boss walks underneath it. Either lever works the same. When it's been pulled, you'll then

have to reset it. To do this, you'll have to jump up the ledges to the very top where there will be a lever on either side. You only have to pull one lever to reset the ignition levers. 2 Green and 2 Blue Turtle Troopers block your way, but there's a Machine Gun and a Carrot Grenade by the levers that continuously respawn to help you out. Each time you pull the ignition lever, whether it deals a successful blow to the Abominable Snow Turtle or not, the stim pack and all 4 Turtle Troopers respawn. To finally defeat this beast, you'll need to hit him 3 times on Cakewalk difficulty and once more for every level of difficulty above that. That mean you'll be running up and down those ledges 6 times on Way Too Hard difficulty. Jazz will say his version of a rather memorable phrase and then you're off on your next mission.

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|           03d. Mission 4           |#M4|  
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Weapons Depot
Spaz Jackrabbit, Rocket Launcher

Margsley informs you that Zoe has been kidnapped, but on the upside your rather demented looking brother, Spaz, is around top help you out this time. I'm not just how helpful he can be, though, if he can't even dress himself. He does give you another Rocket Launcher, so he can't be that deranged. The stock of items this time around is as follows:

Carrot Grenade	50Cr
Machine Gun	50Cr
Flamethrower	125Cr
Rocket Launcher	200Cr
1-Up	250Cr

Industrial Wastelands Level 1 - What a Waste!
45Cr
Mech Turtles x12

Start by heading backwards. All along the left side of the level are billfolds and at the bottom, a lever. Get the first one at the top left before dropping down to the left for the next one. The lever is below that on ground level. The Mech Turtles are pretty easy until they group up. Jump behind them and shoot. They'll take a second or two to turn around, then jump behind them again. From the lever, head all the way right until you reach the Carrot Gate. Jump up to the platform above it and grab the Bronze Key. Jump up to the ledge to the left of the Carrot Gate and then the next ledge above that. To your left and right are white ledge with billfolds on them. Grab them and then head back to the Carrot Gate. The Bronze Key will open the door.

Industrial Wastelands Level 2 - They're All Wasted
66Cr
Mech Turtles x15

Go right until you see a ledge. Hop over to it and drop down to the right. Jump to the ledge to your right and up to the ledge with the Mech Turtle, the bucket o' cash, and the Blue Key. Hop all the way down to the bottom right and open the door using your key. Head all the way to the left and grab the Bronze Key and the bucket o' cash, then go back to the door. Jump up and grab the cash to your right, then go straight left and grab the cash on that side. Jump through the ledge and continue left. When you first see the billfold on the other side of the wall, jump up to the ledge above you and then the one above that. There

is a ledge to your upper right that has a bucket o' cash. Go back down to the billfold and continue left. Jump over the Mech Turtles as they're in a rather difficult position to destroy without taking damage and glide UP to the ledge above you. Grab the 2 billfolds, open the door, and jump into the Carrot Gate.

Industrial Wastelands Level 3 - Let's Waste 'em
Ricochet Gun, Carrot Grenade, 62Cr, 1-Up
Mech Turtles x10

Kill all 5 Mech Turtles to your right to make a platform appear. Jump up to the left to get a health pack, then drop back down to the platform. Glide UP and to your right to get 50Cr worth of cash. Jump back up to the small ledge to your left, then glide up again to the ledge for a Carrot Grenade. Glide up one more time to get to the ledge with 2 billfolds and 2 dollar bills. Jump to the left under the Mech Turtle and then left again to the next ledge. Glide up to the ledge above you and take the platform up.

Jump over to your right, under the Mech Turtle and shoot up at it. Jump up the two ledges above you and kill the last Mech Turtle to your right, then jump up to the very top ledge. There will be a series of platforms that appear and then disappear in sequence. With timing and a little help from your helicopter spin this shouldn't be too hard. Hop across the platforms until you reach a ledge to the left. Jump up to the platform and grab the 1-Up to your left and glide back down to the ledge. Hop across the disappearing platforms until you reach the Carrot Gate.

Industrial Wastelands Boss - Giant Mech Turtle
Rocket Launcher (Respawns)
Giant Mech Turtle

This Mech is one big Turtle. He's a real jerk, too. If you try to jump over him or touch him in any way, he'll zap you with a jolt of electricity and you'll be bounced backwards. This can be problematic if he has you cornered, as it's VERY difficult to jump over him without touching him. As far as the weapons go, he shoots a trio of rockets your way that are easily avoided by jumping. He will send out a homing missile every so often as well. If you're close enough, he'll flamethrower you. Lastly, he'll open up his chest plate and shoot a huge ball of energy at you. This can be stopped by shooting him in the chest. He'll then explode a little, but I have no idea what this represents. I don't believe any extra damage is done, nor do you have to ever shoot him while he's firing his chest weapon to beat him. I think it is just an animation to accompany the fact that you disrupted his shot. There is one stim pack in the top left of the level and a Rocket Launcher that will respawn on the ledge in the middle. If you're curious, the Giant Mech Turtle's chest attack is the Big Gun. If you use that weapon on him, he'll die in 4 hits on Cakewalk difficulty. Try to keep your Rocket Launcher ammo high during the battle so that you can keep that ammo for the last mission.

| 03e. Mission 5 |#M5|

Weapons Depot
Professor Lapin, The Big Gun

You'll find out just how lame Dark Shell is in the next cutscene and then head for Chelonia IV. The weapons depot is a good place to stop off first, so here we are. Professor Lapin will give you the Big Gun. The store's inventory hasn't

changed since last time, but here's the list again:

Carrot Grenade	50Cr
Machine Gun	50Cr
Flamethrower	125Cr
Rocket Launcher	200Cr
1-Up	250Cr

Chelonia IV Level 1 - At Death's Door

Machine Gun x5, Ricochet Gun, Flamethrower x2, Rocket Launcher, 1Cr, 1-Up
Green Turtle Troopers x5, Red Turtle Trooper, Black Dinos x10

Run right but be careful of the Black Dinos, they can really pack a punch (or bite). You'll come across a lever; pull it. This will extend the bridge so that you can get to the bullseye. You know what to do; shoot it with the Ricochet Gun. Another bridge will extend. A second lever will be ahead. When you pull this one, a platform will appear near the start of the level. If you want to save yourself some trouble later, shoot a few grenades across the gap and take out the Black Dino that's over there. Head back to the beginning of the level, and when you start down the slope, you should notice the platform above you. Hop up and all the way to the left, right off the last platform. You'll land on a ledge with a 1-Up and just to your left is a Flamethrower. Jump down and then climb back up the platforms all the way to the top. Pull the lever that's up there and jump over to the platform to your right for a Machine Gun. Drop down and ignore the Black Dino. All the way to the right the bridge has extended, so go there. You'll get to a large gap in the floor. Falling down would kill you, so instead, glide across to the other side. Kill the Turtle Trooper and take the platforms up to the top.

Kill the Black Dinos and drop down to your left. On your right is a Machine Gun and a ledge to your right has a lever. Try to ignore all the Dinos from here on in as it can be done quite easily and there's no need to waste the ammo. The lever will open the door, so head on through and ride the platform up. Walk all the way to your right, killing or avoiding the Turtle Troopers until you get to the lever which opens the bridge just to your right. Ride the platform down and you'll find Dark Shells armoury. On the first ledge is 3 Machine Guns, on the second ledge is a Ricochet Gun, a Flamethrower, and a Rocket Launcher, and on the third ledge is a solitary Turtle Trooper. At the bottom is the Carrot Gate.

Chelonia IV Level 2 - Token Lava Level*

28Cr, 1-Up x2
Black Dinos x8

Stand on the right edge and wait for a platform to rise up. Take it down to another platform on your left. Take that one down and get the 1-Up. Try to grab as many dollar bills as you can when making your way back up the platform and over to the ledge on your right. Jump over the two pillars and kill the Black Dino below you. Grab the bucket o' cash and wait for another platform to appear before jumping across to the other ledge to the right. Run up the slope and down the other side, avoiding the Dino if you'd like. Hop across all the ledges and platform until you reach a ledge with a lever. This lever is the only lever in the game that isn't necessary to beat a level. It activates a platform above you to take you to the other side of the pillar.

Once there, jump up the ledges to your right and drop down on the other side of the pillar. Avoid the Dino if you'd like and carefully hop across the moving platforms to get to another ledge. A few more moving platform await you before another ledge that slopes up and will eventually drop down to a bucket o' cash.

Keep heading right and follow the slope all the way to the bottom for another 1-Up. Jump up to the ledge above you and again to the other ledge. Ride the 2 platforms across to the Carrot Gate.

Chelonia IV Level 3 - Boy, I Could Use a Carrot*
Green Turtle Troops x5

Start by dropping all the way down to the bottom. Pull the lever and head right to the pillar. Jump up and onto the ledges until you see the other lever. Jump up the ledges to get to a third lever. Head straight left, killing or avoid the Turtle Troopers until you get to the left end of the second ledge. Glide up to the fourth and last lever and pull it. Go back to the end of the second ledge, where you glided up but drop straight down instead. Through the 4 open doors to your right lies the Carrot Gate.

Chelonia IV Boss - Dark Shell
Dark Shell

Dark Shell isn't that difficult, not as hard as the Giant Mech Turtle, but his life is outrageous. It'll take forever on Cakewalk to finally kill him. You'll listen to his pedantic psychobabble before he starts his assault on you. The thing to watch out for is his Machine Gun attack as there's no warning before hand and no health for when you get hurt. He'll also shoot a homing missile at you, but they can be avoided without too much trouble. He'll occasionally stop to point and laugh at you, and when you do enough damage, his pants will fall down, giving you a great opportunity to shoot him dead on with the Big Gun. Don't be afraid to use up all your good ammo; there's no one to fight after you defeat Dark Shell. When you finally whittle his health down to nothing, you'll go and rescue Zoe, who you find out could easily have just left at any time. Reminds you a little of Princess Peach in the Mario games who could have just walked out the door behind her.

Congratulations on beating Dark Shell and once again saving the cosmos. You've got mad thumbability! (Look at the last line of the credits)

| 04. Cheats/Unlockables |#CU|

Pause the game and enter the following codes for their respective effects.

Effect	Code
500 Space Credits*	Right, Left, Right, Left, L, R, Up, Up, R, R, L, L
1000 Space Credits*	Up, Down, Up, Down, Left, Right, L, R, L, R, R, L
5000 Space Credits*	Up, Right, Down, Left, L, L, Right, Left, R, R, L, L
Refill Health/Weapons	L,R,Left,R,L,Right,L,R,L,R,Left,R
Infinite Health	L,L,Left,R,Right,R,Up,Down,Left,R,Right,L
Level Select**	Left,Down,L,L,Up,Down,R,Right,Up,Right,L,R

*The Space Credit codes can only be used once per game

**The Level Select code is used only at the main menu

Unlockable	Prerequisites
Single Pak 3 Multiplayer Map	Defeat the Chameleon King
Single Pak 4 Multiplayer Map	Defeat the Saurian General
Castle 3 Multiplayer Map	Defeat the Abominable Snow Turtle
Wasteland 1 Multiplayer Map	Defeat the Giant Mech Turtle
Wasteland 2 Multiplayer Map	Defeat Dark Shell

| 05. Thanks/Credits |#TH|

Thanks to Jaleco Entertainment for putting out this awesome game that has been entertaining me for a while now.

Thanks to CJayC and www.gamefaqs.com for hosting this FAQ and all the others that have helped me throughout the years.

And thanks to everyone who has played this game, I hope you had as much fun playing it as I did.

If anyone has anything to add, my e-mail again is Bobbobob12647@Hotmail.com.
Thanks for reading!

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