

# Teenage Mutant Ninja Turtles 2: Battle Nexus FAQ/Walkthrough

by Seth0708

Updated to v0.6 on Jan 20, 2006

```

MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMBMM
MM, ri M 78r2rM 0M.iMX MMaiarB; a ,M 8M W S :Ma,0.2;;Xr8:Br MMM;
iMMW M ri Z r S  :: 2 iM; 7 M 2 r :B MM i S S . r . MMM
7MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMa8M
XMZ02SX77XXXSSXS2azZ88888800MMMMMMMMMMMMW08ZzZaZaaXX7 2@BB00@MMX,XaS2M8
8MiSSaZ8ZaaaZZaXr i;7rri. ;MSrXSXSa2i S2ZZ MWX .:72 ;Z887,ZMMa
ZMiXaS. XZZ8r 2ZM0MMMMMMMM;MX2Z8ZaX;78.2a8Z MMZ88 M@SZiMMMZZ80.7MMB
MM@ XMM7SSX M22; MMM8.; M7XZ,i2raaS ZWSS MM;SS MMi7.2ar7 ,7a.aM
XMMMMMirSS MZiX MMMM 7 MM:Xr7M0S7 MMiX SM,rS @M.;;0MMMMM@:7X: MMZ@MMMO,
MZ 7X 7M 7 MMMM :.rM:;XXX; @MM.7i Mi:Xi M rr;, OM. rMMM@W0Z8WMMM.
MM iX; M:i: MMMZ i Mi:i:;.7MMMM ir MM rX,MMMMMMMM@WMMM; MMM27XXa8BB@i0M
MM ,r7 MM r MMW7 , MX.i MB , MMM 7 rM :rri 7XraS MMi;WMMMM72aB MB
Mr iri Mi 7r; OM ; MXMM MM r MM ri, ZMMMMi MMi MM.MMS MMS777 Mi
7M .;r aM i: MMM8M ; M BMM WB , M WMM7 8MMS MMM MMZ aZM MMi
XM i; MM MMMX M2 ,M WMM2ai M :MMX :MMMM2 2MMM MMM. OM;iMMrM:
M7 ;; Mr.MM; ., ZM, M ,i MMMMZMMM aMMMM@MMMMMM MMMi ,aMMMW Mi
WM; MM0 MMM M iii. WMi SMM: M
;MMS.S7 MMMM 0;rXXi 8r77aW 2MMM8aMMMMMMMMMMMMMMX
MMOBWSMMMMMMMMMM@8M7iMz082MXr22rXSr MMMMSMMMMMMMMZSB.
M0 MMOM@M;MM0MMMM0ZiMM,MMW@BM8MM8MMM28MMB;@MW7i@W7MMMM8M
MM@M:MrabiMZ7MM ;M MM :MMMMMXM7B07,M0iSWaSX8raBXW@r:XM.
M@;;Zir S2Z rM M ZBBZMMB7,rrS,X7:B8SSX:SrMri:7,i:.ZZMi
MMMMMMMMWM@SMM2MM@MMMM@ZW.,MMMMMMMMMM; 0: MMMMMMMMMMMM2
iX .,..,.:i:ZSXX 00Z0W8 ;ZSZBWaMMMMBM

```

Teenage Mutant Ninja Turtles 2: Battle Nexus  
FAQ/Walkthrough Version 0.6 by Seth0708

- [BSCS] The Basics
- [INTR] Introduction
- [MVES] Controls & Moves
- [STRY] Story Mode Walkthrough
  - [DHNB] Planet D'Hoonnib (Base)
  - [TRIC] Triceration Homeworld (Prison)
  - [DHNJ] Planet D'Hoonnib (Jungle)
  - [FEJP] Feudal Japan (Dojo)
  - [RNYC] New York City (New York)
- [BATL] Battle Mode Walkthrough
- [RACE] Race Mode Walkthrough
- [ENMY] Enemy Guide
  - [FOES] Basic Enemies
  - [BOSS] Boss Enemies
- [CLSN] Closing
- [COPY] Copyrights

This walkthrough supports the Search Function of Internet Explorer and/or Notepad. It's appearing in more and more guides on the Internet and will need no explanation for many, but for those new to the concept, here's how you do it. Simply hit the Control Key and F, then type in the four digit code to the left of the section titles. Hit "Find" to jump first to the code to the left of this text, then hit it again to skip down to the section itself later in this guide. Considering the size of this guide, it will no doubt save you a good deal of time if you utilize this feature.

```

*****
***[BSCS] The Basics***
*****
**[INTR] Introduction**
*****

```

Teenage Mutant Ninja Turtles 2: Battle Nexus for the Gameboy Advance is a 2D sidescroller in the vein of many great Super Nintendo classics of yesteryear. The game covers the second season the of the new Ninja Turtles series, although

there is significantly less plot "in-game" than in the previous Gameboy Advance Ninja Turtles game. Not that this is necessarily a bad thing since presumably the only people playing this game have already watched the show and know the basics of the plot anyway. Regardless, there's plenty of action and levels for you to enjoy and, with the release of Nintendo DS and Sony PSP, you can find this game for less than twenty bucks at most video game outlets.

This guide is divided into sections as described in the Table of Contents directly above. Each of the walkthroughs correspond to the three different modes of play found in the game. In addition you will find a complete move list directly below this paragraph and an enemy guide and secrets/unlockables list at the end of this guide.

\*\*\*\*\*  
\*\*[MVES] Controls & Moves\*\*  
\*\*\*\*\*

-----  
General Moves  
-----

Move/Run

Left and Right on the Directional Pad, hold to run

Crouch

Down on the Directional Pad

Access Computers/Hide in Alcoves/Enter Doors/Climb Ladders

Up on the Directional Pad

Scout

The L-Button

Jump

The A-Button

Slide

Hold Down on the Directional Pad and hit the A-Button

Spin Attack (without weapon)

Either press the A- and B-Button simultaneously, or hit the R-Button

Shuriken (without weapon)

The B-Button

Jump Attack (with weapon)

Press the A-Button to jump, then press the B-Button

Dash Attack (with weapon)

While running, press the B-Button

-----  
Leonardo  
-----

Ground Slash

Hold down on the Directional Pad, then hold down the B-Button to charge, then release to attack downwards

Sprint Slash

Hold down the B-Button to charge, then release to attack

Upper Slash

Hold up on the Directional Pad, then hold down the B-Button to charge,  
then release to attack upwards

#### Whirlwind Slash

Either press the A- and B-Button simultaneously, or hit the R-Button

-----  
Raphael  
-----

#### Crushing Drill

While in the air, hold down on the Directional Pad and press the B-  
Button to drill straight down

#### Crushing Jump

While in the air, press the A- and B-Buttons repeatedly

#### Drill Attack

Hold down the B-Button to charge, then release to drill in the direction  
you are facing

#### Sai Dive

Either press the A- and B-Button simultaneously, or hit the R-Button

#### Tornado Attack

Hold down on the Directional Pad, then hold down the B-Button to charge,  
then release to spin attack in place

#### Triangle Leap

While clinging to a wall, press the A-Button

#### Upper Swing

Hold up on the Directional Pad, then hold down the B-Button to charge,  
then release to attack upwards

#### Wall Cling

Press the A-Button while touching a wall

-----  
Donatello  
-----

#### Bo Vault

Hold up on the Directional Pad and hit the A-Button to leap extra high

#### Ground Slam

Hold down on the Directional Pad, then hold down the B-Button to charge,  
then release to attack straight down

#### Kabuki Twirl

Hold up on the Directional Pad, then hold down the B-Button to charge,  
then release to attack upwards

#### Power Prod

Hold down the B-Button to charge, then release to attack

#### Sensor Goggles

Always on, allowing you to see in darkened rooms

#### Top Spin

Either press the A- and B-Button simultaneously, or hit the R-Button

-----  
Michelangelo  
-----

Breakdance

Hold down on the Directional Pad, then hold down the B-Button to charge, then release to "breakdance fight"

Hovering Rush

While in the air, hit the B-Button repeatedly to continuously smack an enemy and keep yourself suspended in the air

Nunchaku Boomerang

Hold down the B-Button to charge, then release to attack, or hold up while you do it to throw it at an upward angle

Nunchaku Propeller

Hold the A-Button while in the air to glide

Nunchaku Throwdown

While in the air, hold down and hit the B-Button to throw your nunchakus downwards

Spin Dance

Either press the A- and B-Button simultaneously, or hit the R-Button

-----  
Hoverboard Controls  
-----

Move

Left and Right on the Directional Pad

Zone Access

Down on the Directional Pad (see Race Mode Walkthrough)

Attack/Accelerate

The B-Button (which it is varies by mode)

Jump

The A-Button

Trick Attack

Either press the A- and B-Button simultaneously, or hit the R-Button

-----  
Cockpit Controls  
-----

Move Cursor

Any direction on the Directional Pad

Laser

The B-Button

Space Bomb

Either press the A- and B-Button simultaneously, or hit the R-Button

-----  
Shooter Controls  
-----

Move

Any direction on the Directional Pad

Laser

The B-Button

Smart Bomb

The A-Button

Lightning Bomb

Either press the A- and B-Button simultaneously, or hit the R-Button

```
*****  
**[STRY] Story Mode Walkthrough**  
*****
```

This section is divided up by world, then stage. Each stage is identified by world and stage number (i.e. the third stage of the fourth world will be labeled "Stage 4-3"). Aside from the previous example, all stage numbers only appear once in the guide and as such you can use the Search Function to skip straight to them.

Below each stage number are two numbers for how many crystals appear in each stage; the first lists the number of crystals you are credited for a stage, either 10 or 20, while the second lists the actual number of crystals you can collect in a stage. The discrepancy lies in the fact that some crystal pieces are worth more than one crystal in your total crystal count.

Directly below that is a level type listing. "Platformer" indicates the level is a 2D-sidescrolling endeavor. "Hoverboard" indicates a scrolling shooting level. "Cockpit" indicates a level where you shoot down incoming targets by controlling the crosshairs on a viewscreen.

A list of the total number of enemies appearing in each stage can be found to the right of the stage number and crystal count. Each type of enemy that appears in a given stage is listed, along with a number indicating how many of the given enemy is in a stage. For information on enemy behavior, refer to the enemy guide at the end of this guide.

The Story Mode walkthrough is listed by Turtle in the order they appear on the character select screen. All proceeding Turtle walkthroughs assume you have already beaten said level with the Turtles listed before it. If you follow all four Turtle walkthroughs you will come through the level with all crystals, but when I wrote the guide I used the Turtles in the order mentioned above. If you chose to play the levels with Turtles out of the order I used, refer back to previous Turtles for more detailed descriptions of general level attributes. Generally Leo's walkthrough will have the most information on the locations of enemies and general layout of a level, while the walkthroughs for the other three Turtles will focus more upon crystal locations and areas only they can reach. This of course only applies to "Platformer" type levels. Levels of other types are played identically by each Turtle, so only one walkthrough is listed for levels of other types. Remember, though it may be tedious you must clear each level with all four Turtles to collect all the crystals and thereby clear the world you are on.

Lastly, note that this walkthrough was constructed operating the Normal difficulty setting. Enemy and crystal locations may vary slightly on Easy or Hard.

```
*****  
**[DHNB] Planet D'Hoonnib (Base)**  
*****
```

Stage 1-1	
Crystals: 20 (12)	Enemy List:
Type: Platformer	Federation Trooper
	w/Painstick (x2)

-----  
Leonardo  
-----

Jump up from the starting point and grab the crystal directly above you. Move forward and climb the pipe to grab the piece of crystal to the right of it. Drop down and enter the door.

Proceed to the first alcove and drop into it. Climb up to claim another crystal piece. Drop down and crawl under the overhang, but watch out for the Federation Trooper on the other side. Wait for him to turn away from you before jumping out. Duck into one of the alcoves and let him pass you. Drop out and move to the tall alcove. Climb to the top to claim your weapon.

Drop out and dispatch the Federation Trooper to get the Red Key Card he carries. Move forward and grab the health if you need it. Destroy the crate blocking your way and crawl under the overhang. Use the Red Key to open the door.

Break open the three crates in this last room to claim a crystal from each. Once you have done so, climb the pipe and take out the last Federation Trooper waiting above you. Grab the Blue Key Card he drops and use it to exit the stage.

-----  
Raphael  
-----

Move through the first room and enter the door. Proceed ahead past the Federation Trooper and to your weapon just as you did with Leonardo. Once you have it, dispatch the Trooper and return to the first room. Climb the pipe and bust open the crates to reveal a bunch of crystals. Climb back down the pipe and move to the left. Use your sais to climb the leftmost wall and claim the last crystal at the top. Proceed to the end of the level from here as you did with Leonardo.

-----  
Donatello  
-----

Simply get to the end of the level in the same manner as before, excepting that you no longer need to collect any crystals.

-----  
Michelangelo  
-----

Simply get to the end of the level in the same manner as before, excepting that you no longer need to collect any crystals.

Stage 1-2	
Crystals: 20 (16)	Enemy List:
Type: Platformer	Federation Trooper
	w/Laser Rifle (x2)
	w/Painstick (x4)
	Robotic Spider (x1)

-----  
Leonardo  
-----

-----  
Move forward and over the steel crates. The Federation Trooper here is hard to dodge without being seen, so just jump over him and quickly duck into the small alcove. Wait for him to stop searching for you and then continue forward. Enter the first door you come to.

Your weapon is above you to the right. Wait for the laser to stop firing and move that way. Jump up to the ledge and climb over. Crawl to your weapon and then drop back over the ledge. Collect the crystal to your right, then move all the way left and climb up the pipe. Wait for the laser to stop firing and jump onto the platform. Jump across the gap to claim the next crystal. Drop to the floor and exit the room the way you came in.

Continue down the hall, jumping and grasping the ledge of the high crawlspace when you come to it. Crawl through here and drop off the other side when the Federation Trooper's back is turned. Defeat him and claim the Red Key Card for this area. Duck into the tall alcove and climb up it to claim another crystal piece, then enter the next door you see.

There is a Federation Trooper carrying a laser rifle directly above you. Grasp the ledge and hoist yourself up when his back is turned, then strike him when you're upright again. Claim the two crystal pieces and health that he was guarding. Drop back to the floor and move right. Wait for the lasers to stop firing, then move past. Climb up the alcove to claim another crystal piece. Drop down and leave the room.

Continue down the hall until you reach the red door. Enter it and move down the next hallway, taking out the Federation Trooper waiting for you. Skip the first door you see (you'll need Raph for it) and bust the crates blocking your path. Take out the next Federation Trooper and move past the second door (this one requires Don). You'll come to an area with a crate up high and three low that are blocking your path. Each one has a crystal, so break the top one and bottom one you can reach. Climb over the top and break the one on the other side. To get the middle one you'll need to use Mikey, so leave it for now. For now just move forward to the exit.

-----  
Raphael  
-----

Move forward and over the steel crates. The Federation Trooper here is hard to dodge without being seen, so just jump over him and quickly duck into the small alcove. Wait for him to stop searching for you and then continue forward. Enter the first door you come to.

Your weapon is above you to the right. Wait for the laser to stop firing and move that way. Jump up to the ledge and climb over. Crawl to your weapon and then drop back over the ledge. Leave the room.

Continue down the hall, jumping and grasping the ledge of the high crawlspace when you come to it. Crawl through here and drop off the other side when the Federation Trooper's back is turned. Defeat him and claim the Red Key Card for this area. Move past the first door and enter the red door at the end of the hall.

Make your way forward and enter the first door you come to. Destroy the Robotic Spider on the other side and move right. Watch the laser above you and climb up when it recedes. Climb into the small crawlspace and move to the left when that laser stops. Claim the two crystals and make your way back. Now use an upward attack to destroy the two crates along the left wall. Jump up and destroy the topmost crate to get one more crystal. Exit the room. Move forward down the hall

to the exit just as you did with Leo.

-----  
Donatello  
-----

Move forward and over the steel crates. The Federation Trooper here is hard to dodge without being seen, so just jump over him and quickly duck into the small alcove. Wait for him to stop searching for you and then continue forward. Enter the first door you come to.

Your weapon is above you to the right. Wait for the laser to stop firing and move that way. Jump up to the ledge and climb over. Crawl to your weapon and then drop back over the ledge. Leave the room.

Continue down the hall, jumping and grasping the ledge of the high crawlspace when you come to it. Crawl through here and drop off the other side when the Federation Trooper's back is turned. Defeat him and claim the Red Key Card for this area. Move past the first door and enter the red door at the end of the hall.

Move Make your way forward to the second door. Entering this room with anyone else results in a forced exit because of lack of light, but Don comes equipped with infrared goggles so he can navigate rooms like this. Anyway, on either side of your starting location are lasers. Wait for them to drop and then move right. Activate the computer console in the corner to lower a ledge over on the left. Move to this ledge enter the crawlspace below the upper floor. Move forward and past the laser to claim a crystal. Return to the platform and jump to the top floor. There's a laser rifle-totting Federation Trooper here, so be careful. Take him out and claim the two crystals to the right (one is high, the other is in the pit).

Once you have these crystals, leave the room and proceed to the exit just as you did with Leo and Raph. Beating these levels with four Turtles may be a little repetitious, but it's the only way to get enough crystals to clear the world.

-----  
Michelangelo  
-----

Just get through the level as with the other Turtles, but be sure to use your Nunchaku Boomerang on the lower crates at the very end so you can claim that last crystal piece before exiting.

Stage 1-3	
Crystals: 10 (10)	Enemy List:
Type: Hoverboard	Federation Hovercraft (x15)
	Federation Tank (x3)

Your first hoverboard level and, understandably, it's not too hard. There are five waves of enemies to contend with in this level and they're not overly difficult. The first wave that will come at you as you scroll is two Federation Hovercraft. Take them out to bring in three more. Eliminate them and three Federation Tanks, appearing after the previous one is destroyed, will move in from the left. Move all the way forward and then hold back and shoot non-stop as soon as the enemy's mugshot appears in the upper right corner. You should be able to take out each one before they can even fire a shot. The third one will drop a health once he is destroyed. After that you'll face a wave of six Federation Hovercraft, then one of four. Take them out to clear the level. As for the crystals, defeated enemies drop them. You should be able to get them all on the first run-through, but if not don't worry about it because you'll be



playing this stage three more times before you move on (that is, if you want to clear it with all Turtles; if not, then don't worry about it at all).

Stage 1-4	
Crystals: 20 (14)	Enemy List:
Type: Platformer	Federation Trooper
	w/Laser Rifle (x2)
	w/Painstick (x3*)
	Robotic Spider (x5)

-----  
Leonardo  
-----

This is your first moderately difficult stage, although it will get much harder I promise you. Note the searchlights at the beginning of this stage. If one spots you, two Federation Troopers armed with painsticks will burst into the room, and without your weapon that can be killer. Watch the lights move back and forth and move to the alcoves when the light is moving the opposite way. Hide in there until it passes and then move on. Pass the first two searchlights and the red door and enter the grey door at the end.

Sneak past the next three searchlights and climb the pipe at the end of the hall. Your weapon is now directly above you. Grab it and then move right. Jump on top of the first Robotic Spider and use the added height to get the crystal overhead. Jump from head to head and get the other crystal down the hall. After that, destroy the Spiders to avoid getting hurt by them. You can grab the health in the alcove if you need it, but if you don't just save it for your return trip.

Crawl under the overhang and climb the pipe to the right, avoiding the laser blasts as you do. Move left at the top and kill the Spider. Break the crate and crawl to the other side. Hit "up" as if you're ducking into an alcove to move into the background. Move left and get the first crystal, then hit "down" to hang off the ledge and get the second crystal. Hit "up" to move back into the background and continue left. Drop out of the background and break the crate. Crawl under the wall and climb the pipe, again avoiding the laser blasts as you do. Enter the door at the top.

Dispatch the Federation Trooper on the other side and claim the Red Key Card from him. Climb the wall on your left and get the health, then use downward attacks to break the crates. There's a crystal in the last crate, so get it and jump back out. Ignore the upper route to the right because only Raph can get to it. Instead return to the beginning of the level and enter the red door.

Two Federation Troopers wait for you on the other side. Defeat them and activate the computer unit, but don't drop in the hole to the right just yet (it's the exit). Jump on top of the platform that drops and to the next ledge where a Federation Trooper with a laser rifle waits. Kill him and use the next computer. Jump to the platform that lowers and up to the crawlspace. Navigate through the narrow area past the lasers and break the crate at the end. Grab the crystal and make your way back to the hole. Drop down it to exit the stage.

-----  
Raphael  
-----

Watch the lights move back and forth and move to the alcoves when the light is moving the opposite way. Hide in there until it passes and then move on. Pass the first two searchlights and the red door and enter the grey door at the end.

Sneak past the next three searchlights and climb the pipe at the end of the hall. Your weapon is now directly above you. Grab it and then move right, killing the Spiders as you do. Climb the pipe and kill the Spider at the top. Bust open the crate, but do not climb the wall as the game tells you to (it will take you to a place with some crystals that only Mikey can get). Instead duck into the background and move across the pit. Climb the pipe on the other side and enter the door at the top.

Take out the Federation Trooper and get the health if you need it. Move to the right wall and use your sais to climb it. Destroy the Spider and move through the left opening. Walk off the ledge you come to and break open the two crates to claim two crystals. Jump up to the left ledge and continue left to claim another crystal on the other side of the opening.

Make your back to the beginning and enter the red door. Dispatch the two enemies on the other side of the door and drop down the hole to exit the level.

-----  
Donatello  
-----

Just get Don through the level using the most direct route. There is nothing unique for him to find.

-----  
Michelangelo  
-----

Watch the lights move back and forth and move to the alcoves when the light is moving the opposite way. Hide in there until it passes and then move on. Pass the first two searchlights and the red door and enter the grey door at the end.

Sneak past the next three searchlights and climb the pipe at the end of the hall. Your weapon is now directly above you. Grab it and then move right, killing the Spiders as you do. Climb the pipe and kill the Spider at the top. Bust open the crate, but do not climb the wall as the game tells you to (it will take you to a place with some crystals that only Mikey can get). Instead duck into the background and move across the pit. Climb the pipe on the other side and enter the door at the top. Take out the Federation Trooper to get the Red Key Card, then get the health if you need it. Exit back out the door when you are done.

Fly across the gap to the right and land on the other side. A Federation Trooper armed with a laser rifle awaits on the other side, so be warned. Beat him and move through the right opening.

Duck into the background at the ledge and move across the pit, claiming the crystal as you do. Where the background floor is spiked, hang down and shimmy past. On the other side smash the crate to claim a crystal, but beware of the laser generator it falls past. Navigate downwards, avoiding the lasers by ducking when you touch down and timing your movements. At the bottom move to the right to claim another crystal. Climb back out of this corner area and jump off the ledge over the pit you just crossed. Land in the middle to avoid the electrical pits and move to the right. Use your Nunchaku Boomerang attack to smash open the three crates and crawl to the crystals inside. Once you have them, you have to make a tricky jump from the floor directly below the ledge above you. You need to jump up and grab the ledge without falling down into the electrical pit.

Once you're back on the top of the ledge, make your way back to the beginning of the level and enter the red door. Dispatch the two Federation Troopers and drop down the hole to clear this level for good.

Stage 1-5	
Crystals: 10 (10)	Enemy List:
Type: Hoverboard	Federation Hovercraft (*)
	Federation Tank (x3)
	Federation Transport (Boss)

-----  
Federation Transport  
-----

Your first boss battle can be kinda tricky, but once you get the pattern down it should be no sweat. The battle begins with a wave of three Federation Tanks. Take them out like you did before to move on the the main event.

The Federation Transport flies in from the right side and begins by letting loose with some turrent fire. The bullets will move at a 135- angle from the gun at the base of the cockpit. The pilot will attempt to target you in the general area you are in, so jump first more towards the center of the screen (firing away with your shuriken at the cockpit as you do), then pull back to the left side and do the same. If you alternate your attack position, noting where the pilot is firing as you do to avoid the fire, you should be able to dodge these shots easily.

After he fires at you with his vulcans a few times, the pilot will change weapons. He'll begin launching three blue orbs directly at you. He will target you with these shots directly, so you will have to be a lot more agile to deal with it. If he begins firing while you're mid-air, drop downto avoid the first shot then wait for the second shot to almost hit you before jumping. If you time it just right, his second two shots will pass harmlessly underneath you. The key is getting the timing down which just takes repetition. He'll repeat this attack several times, so just keep at it and don't stop firing.

Once he tires of trying to hit you with the blue orbs, the pilot will move in on you. Move forward and under the cockpit, but do not touch any part of the Transport itself. A Federation Hovercraft will emerge from the open cargo bay of the Transport. Be sure to charge a shot as you move in and as soon as the first enemy appears, fire the shot without jumping to hit it with at least one of the shurikens you let loose. Now just open fire straight ahead and watch as the Hovercraft lowers itself into your line of fire. As soon as it blows up, charge another shot and fire when the second Hovercraft appears. Begin firing, but watch the Transport as it will begin to move. Take out the second Hovercraft and then wait for the Transport to fire a volley of vulcan rounds. Once it finishes, move under the cannon and back into the open before you get hit by a second volley. From here the fight starts back at the beginning. Just keep whittling away at the Transport's health and it will eventually go down in flames.

As the Federation Transport explodes it will release the ten crystals it holds. Collect them as it crashes (it won't hurt you) to clear the level. If you're trying to beat it with all four Turtles you'll need to do this level three more times. Otherwise, you can move on to your second boss battle in the next stage.

Stage 1-6	
Crystals: 20 (16)	Enemy List:
Type: Platformer	Sewer Cleaner (Boss)

-----  
Sewer Cleaner  
-----

-----  
This boss is actually easier than the last one, but before we get into general strategies let's cover the stage layout. Your weapon is directly above you, so grab it first. Once you do, note the health on the level beneath you. The pipes on either side of the platform you're one allow you to climb up and down between the two levels. There are also six crystals floating about, three on each side (one in the top corner, one in the middle, and one on the bottom corner). On either of the bottom corners there is a small pit you can duck in.

The Sewer Cleaner will enter the stage from one of the four corners along the edge of the arena. When it does it will do one of three possible things. While it has more than half of its health it only do two of these, but after that it will add a third attack and randomize the order in which it uses them.

Its first method of attack is to move in from whichever side corner you are closest to and fire four fireballs at you. When it does this strike it in the maw to damage it. The fireballs can be hit with your weapons and destroyed, although this only works really well with Leo and Mikey. If you are using one of them you can simply stand directly in front of the Sewer Cleaner and strike away. Your strikes will hurt the boss and destroy his fireballs without trouble. If you are Don or Raph, however, you will need to jump and hit the fireballs as they near, striking the Sewer Cleaner only when it is safe to do so.

Its second method of attack is to charge across the screen. You cannot hurt it when it does this, so don't even try. If it is about to charge a warning will appear on the screen. Try to be near a pipe on the top floor before this happens. This is easy to do in the first half of the fight, but difficult in the second. If you are on the top floor and the warning appears indicating it will charge there, drop down the pipe to safety. If, however, you are on the bottom floor, jump into one of the side pits and duck as it passes overhead. When the Sewer Cleaner is down to less than a fourth of its health it will perform this attack twice in a row whenever it charges.

For the first half of the fight it will alternate back and forth between these two attacks. Wait to see which attack it does first, then simply stand on one of the upper corners. If it is about to charge, stand next to the pipe and move down when you get the warning. If it is about to move in and shoot fireballs, climb up the pipe and move to the upper corner and start hitting the boss when it appears.

After it has lost half of its health the Sewer Cleaner will add another attack and begin randomizing the order it performs them in. This third method of attack is to move in from the opposite side you are standing by and to attempt to grab you with an extendable claw and drag you into its maw. This attack is somewhat hard to dodge if you're trying to attack the boss, but can be completely avoided by running away when it appears. If it misses with its first attempt to grab you it will try one more time. You can jump out of the way of the claw, but if you do so on its first attempt you will have a very hard time dodging the second grab. Instead run from the first attempt, then move in on the second and jump out of the way of the second. Strike it if you can, but don't fret if you can't. If it does get ahold of you though, hit it for all you've got once it lets go; it will not try to get you again if it got you once and you might as well get some hits in if you're going to lose the health anyway.

Once you take it down to zero health it will explode and drop ten crystals. Grab these and wait for the stage to end. You can now move on to either Feudal Japan or the Triceraton Homeworld. Of course if you want to clear every stage with every Turtles you're going to have to best this boss three more times...

\*\*\*\*\*  
\*\*[TRIC] Triceration Homeworld (Prison)\*\*  
\*\*\*\*\*

Stage 2-1	
Crystals: 20 (13)	Enemy List:
Type: Platformer	Gladiator Slave (x4)
	Triceraton Warrior
	w/Whip (x7)

-----  
Leonardo  
-----

Wait for the Triceraton to turn his back and then run to the alcove and hide. As he passes drop out and climb the far right alcove. Dash and leap over the spiked platform and continue climbing up. Move to the center alcove and climb it all the way to the top. Drop out behind the jailer and climb up whichever side is to his back. Jump over the center area to claim your weapon.

You can go either left or right as they both lead to the same room, just opposite sides. If you go left, drop off the ledge you come to and take out the two Gladiator Slaves. Claim the crystal above them and the one they drop. Climb back up to the ledge and jump to the moving platform. Jump to the left ledge and drop down into the middle. The door takes you forward.

If you went right instead, drop off the ledge as well and take out the pair of Gladiators there. Claim their crystal and climb back up the ledge. Jump out to the giant bumpers and bounce off of them. Practice doing this correctly as it will be required throughout this world. Claim the two crystal pieces overhead while you're at it. Move to the right ledge and climb over to move to the middle area where the door is.

Move right and break open the crate blocking the path. Take out the Triceraton on the other side and climb the alcove. Drop out at the top and take out the next Triceraton. Bust open the three crates on the left to get three crystals. Move right to come to a vertical room with bumpers and trampolines. Use these to get to the door at the top. Enter it and take out the last two Triceratons on the other side to get the Red Key Card. Use it to lower the platform in this last room and jump to the top floor to find the exit.

-----  
Raphael  
-----

Wait for the Triceraton to turn his back and then run to the alcove and hide. As he passes drop out and climb the far right alcove. Dash and leap over the spiked platform and continue climbing up. Move to the center alcove and climb it all the way to the top. Drop out behind the jailer and climb up whichever side is to his back. Jump over the center area to claim your weapon.

Climb back down one of the pipes and take out the Triceraton. Climb down one floor and take out the Triceraton there. Break open the left crate to claim a crystal. Continue down to the next floor and break the crate on the right. Climb up the wall for another crystal. Return to the top and go either left or right, whichever path you missed last time. Follow the instructions on the Leo walkthrough to get to the middle section with the missing crystals.

Once in the middle, jump to the spiked alcoves on either side of the door and climb up the wall to the crystal. Climb back down to near the spiked bottoms and jump back to the trampolines to avoid getting hurt. Do the same for the opposite side and then enter the door.

Move right and break open the crate blocking the path. Take out the Triceraton on the other side and climb the alcove. Drop out at the top and take out the next Triceraton. Bust open the three crates on the left to get three crystals. Move right to come to a vertical room with bumpers and trampolines. Use these to get to the door at the top. Enter it and take out the last two Triceratons on the other side to get the Red Key Card. Use it to lower the platform in this last room and jump to the top floor to find the exit.

-----  
Donatello  
-----

Wait for the Triceraton to turn his back and then run to the alcove and hide. As he passes drop out and climb the far right alcove. Dash and leap over the spiked platform and continue climbing up. Move to the center alcove and climb it all the way to the top. Drop out behind the jailer and climb up whichever side is to his back. Jump over the center area to claim your weapon.

Go either left or right, whichever path was easier for you before, and make your way to the middle area. Enter the door and go left on the other side. Enter the door there and jump left over the spiked pit. Use the computer to lower the platform on the far left and drop down. Move all the way right, dropping down as need-be, and claim the crystal. Climb back up to the second computer in this room (the one just below where you dropped after the first computer) and use it. Move left and claim the lower left crystal. Climb back to the computer and use it to return the platform to the downward position and climb back to the door. Exit the room.

Use Don's Bo Vault to get to the ledge above you. Climb up and duck into the background. Make your way across to the crystal and then exit to the left of the ledge. You'll be in the room with the trampolines and bumpers. Use them to get to the top and enter the door. Take out the last two Triceratons on the other side to get the Red Key Card. Use it to lower the platform in this last room and jump to the top floor to find the exit.

-----  
Michelangelo  
-----

If you've followed this guide thus far then there's nothing for Mikey to do but get to the end of the level by any means necessary.

Stage 2-2	
Crystals: 10 (10)	Enemy List:
Type: Cockpit	Alien Pods (many)
	Asteroids (many)

This is a cockpit level. You control the cursor and move it around, firing at whatever comes your way. Your basic attack is a laser blast using the B-Button. Hold it to charge your laser attack. Hold the A-Button and then hit the B-Button to use one of your bombs to kill everything on the screen. To make it through you simply need to kill everything that comes your way. Periodically a defeated enemy will drop a crystal shard. Shoot it to claim it. A single charged shot will kill any enemy that comes your way, so don't even bother with shooting regular shots; charge every shot you fire so they all count. It may take some practice, but after a few tries this level will be a piece of cake.

Stage 2-3	
Crystals: 20 (20)	Enemy List:

Type: Platformer		Gladiator Slave (x2)	
		Triceraton Warrior	
		w/Laser Rifle (x5)	
		w/Whip (x2)	

-----  
Leonardo  
-----

This level is pretty compact, although there are some annoying parts to it. Begin by waiting for the Triceraton at the beginning to turn away from you and then dash out and climb the pipe to the right. Dash and jump off the platform you climb to. Drop all the way down the pipe you come to on the right (it goes down a long way).

Move past the door and watch the spiked ceiling. It moves up and down with some inlets spread throughout you can duck under safely. Run from inlet to inlet, taking the opportunity to grab the two crystals along the way (they're up high, so the ceiling has to be up to get them). Your weapon is at the end of this hallway.

Climb the pipe and move right. Ground Slash the crate blocking the passage on the right and drop down. Move right and take out the Triceraton waiting for you there. Break the crates open for two crystals and then climb up the alcove. Take out the Triceraton at the top and move left. Watch the spikes retract and extend and time your crawling as to avoid them. There is a crystal along the way, so be sure to get it. Once you make it through the crawlspace, climb the pipe and duck into the background. Hang down and shimmy across the spike pit. Climb the upper ledge and drop down the passage between the two upper crawlspaces. Break the crates and drop down to the door and enter it.

You'll come to another room with a moving ceiling, but this time the inlets are in the ground. There are three crystals up above this time as well, so collect them as best you can. To make these inlets you will need to dash to each one, so "hop" out of the inlet as the ceiling rises and dash to the next before the ceiling comes crashing down. At the end is a door leading to two Triceratons. These two Triceratons have laser rifles, so as soon as you appear jump attack one of them, then quickly leap over the laser fire of the other and hit him from the air. Combo him, then fall back to the first Triceraton. Combo him to finish him off and then eliminate the remaining one with a final combo. Claim the Red Key Card and use it to lower a platform to the exit.

-----  
Raphael  
-----

Wait for the Triceraton at the beginning to turn away from you and then dash out and climb the pipe to the right. Dash and jump off the platform you climb to. Drop all the way down the pipe you come to on the right..

Move past the door and watch the spiked ceiling. It moves up and down with some inlets spread throughout you can duck under safely. Run from inlet to inlet, taking the opportunity to grab the two crystals along the way (they're up high, so the ceiling has to be up to get them). Your weapon is at the end of this hallway.

Return back through the rising-lowering ceiling area and enter the door you bypassed. Inside is a Gladiator Slave. This one has a naginata, so refer to the Enemy Guide if you need help fighting him. He drops two crystals when defeated. Pick them up and then return to the start of the level.

Latch on to the leftmost wall and climb to just below the protruding spikes.

Jump to the right and get the crystal there. Drop to the floor and climb the left wall back to below the spikes. As soon as they retract, climb straight up and claim the crystal at the top. Drop down and return to the pipe where your weapon was.

Once you're there, climb the pipe and jump across the platforms on the left to make it to two trampolines. (There are two Triceratons armed with laser rifles below you, so be careful.) Use these to get to the bumpers high above you. Collect the three crystals above the bumpers and move right past the spikes. Land on the trampoline and bounce as high as you can. When you are bouncing high enough, move left to the first bumper and bounce off it to the right to reach the high ledge. Crawl to the center and drop down. Break the crates and drop down to the door.

From here make it to the exit just as you did with Leonardo.

-----  
Donatello  
-----

Nothing special that Donatello can get that no one else can as well.

-----  
Michelangelo  
-----

Wait for the Triceraton at the beginning to turn away from you and then dash out and climb the pipe to the right. Dash and jump off the platform you climb to. Drop all the way down the pipe you come to on the right..

Move past the door and watch the spiked ceiling. It moves up and down with some inlets spread throughout you can duck under safely. Run from inlet to inlet, taking the opportunity to grab the two crystals along the way (they're up high, so the ceiling has to be up to get them). Your weapon is at the end of this hallway.

Return back through the rising-lowering ceiling area and return to the first room. Take out the Triceraton and climb up the pipe to the first ledge you dashed off. Dash and jump, then glide across to the upper ledge. Drop off the far right side and jump across the platforms at the bottom, dashing and jumping from each to get the two crystals on the way. Once you have them, drop down the hole on the far right.

You'll be in yet another rising-lowering ceiling room. There's one crystal in the middle of this room so don't miss it. Enter the door to the left to face a Gladiator Slave. Take him out for the last two crystals pieces. Exit the room and climb th pipe to the left. You'll come out in the room above where your weapon was. Take whichever path you found easier before to the exit from here.

Stage 2-4	
Crystals: 10 (10)	Enemy List:
Type: Cockpit	Alien Pods (many)
	Asteroids (many)
	Triceraton Mothership (Boss)

-----  
Triceraton Mothership  
-----

The beginning of this stage is like the previous cockpit stage, but don't get too lax. Shortly you'll come to the main event of this stage, and it can take you out fast if you don't know what to do.



The mothership will descend from the top of the screen down at you. As it does so, charge up a shot. At the lowest tip is a spiked protrusion. Shoot it with two charged shots to take it out. If it fires an energy orb, break off your attack upon the tip and shoot it.

After the spike is destroyed, you will continue to move up the ship. Begin charging again and target the launch bay as soon as it appears. This thing will launch Alien Pods at you, so just keep firing. If you keep the pressure on it, you should be able to destroy the Alien Pods as they emerge while continuing to fire upon the bay. Remember, charged shots are your friend.

With the bay gone you will move again. Charge another shot as it does so and fire at one of the four claws that appear. A single charged shot will destroy each claw. You should be able to destroy two before it starts firing. It fires energy orbs like the spike, so break off your attack to shoot them down when you need to.

The last part is the trickiest. With the claws destroyed you will now move on to the core of the ship. You need to fire energy shots in at the core, while at the same time destroying the hordes of Alien Pods that come at you. Whereas usually in a situation like this in a video game you'd want to ignore the other enemies and target the boss. You can take that route here and simply try to fire fast, but I don't recommend it. Instead focus on the enemies and hit the core with uncharged shots while moving from one enemy to the next. This will slowly wear down the boss, but it will help you avoid taking too much damage so you can actually complete the level.

Once the core explodes you will be rewarded with the stage's crystals. Shoot them as they fly out from the exploding core to claim them.

Stage 2-5	
Crystals: 10 (17)	Enemy List:
Type: Platformer	none

-----  
Leonardo  
-----

This level is one long, vertical room that you need to climb in less than sixty seconds. Of course you want to get all the crystals while you're at it, so you gotta hurry. Thankfully there are no enemies here, so you just need to rely on your climbing and jumping skills.

Begin by crawling to the right, don't even worry about the spikes as dying from damage in this level is unlikely. Jump up the ledges and collect the two crystals. Drop down the center and claim your weapon.

Crawl to the left and climb up the alcove. (Only Raph can get the crystals floating to your left.) Go left and climb the pipe. Break the crate above you for a crystal. Jump up and move right. Time the spikes and grab the ledge above you when they retract. Break the crate and claim the crystal before it falls.

Climb the pipe and move right. Climb the center pipe and jump to the right. Jump back left and climb into the crawlspace. Drop down and break the crates below. You should find one crystal in the bottom one. Bounce up to the next ledge and climb around the center square. Bounce up to the top ledge and jump off the right side onto the platform. Claim the crystal before the platforms break and leap back to the left. (If they do break, jump to the lower crawlspace and make

your way back to the spring.)

From the top ledge you need to use the bumpers to make it up to the exit. If you got time grab the three crystals before the exit, then move to safety.

-----  
Raphael  
-----

Crawl right and climb around to the shaft with your weapon as before. Now crawl left and use your sais to climb the left wall to claim the two crystals high up. Jump right and climb up the alcove.

Run to the right and use the computer. Jump up to the platform that rises and then up to the righthand ledge. (Collect the crystals as you move along this route.) Climb the pipe and crawl left when the spikes retract. Jump up to the next ledge and smash open the crates for a crystal in each.

Climb the pipe and move left. Climb the center pipe and jump to the right. Jump back left and climb into the crawlspace. Drop down and break the crates below. Bounce up to the next ledge and climb around the center square. Bounce up to the top ledge. From here you need to use the bumpers as before to get up to the exit.

-----  
Donatello  
-----

Just get to the exit using either Leonardo's or Raphael's route, whichever you prefer.

-----  
Michelangelo  
-----

Crawl right and climb around to the shaft with your weapon as before. Now crawl left and make your way up to the alcove again. Climb it and use either Leo's or Raph's route, whichever you prefer.

Once you reach the point where the two routes merge, climb the center pipe and stop. Use your Nunchuku Boomerang to break the crates to the right and claim the crystals inside.

Use the springboard to bounce up to the next ledge. Jump to the next ledge from there and then up to the falling platform. Crawl through the crawlspace and drop down to the springboard. Bounce up to the top ledge and then use the bumpers as before to make it to the exit.

Stage 2-6	
Crystals: 20 (20)	Enemy List:
Type: Platformer	Colossal Gladiator (Boss)

-----  
Colossal Gladiator  
-----

This guy can be rough. He's got a few devastating attacks and can take a lot of damage without flinching. First off, he likes to use that massive war hammer of his. He can use it at both close- and long-range, either striking directly with it or throwing it like a boomerang. Another attack is a chokehold akin to the Triceraton Warriors, except this Gladiator deals more damage. He also will occasionally throw eight grenades out, two in each direction. These will lie a

moment before exploding, so you shouldn't have trouble running away from them. His last attack is a lunge, which is almost impossible to avoid once he does it. Instead, try to avoid running in a straight ahead of him.

Each crate in this arena has a crystal in it. The bottom floor inner crate can only be destroyed by Michelangelo, while the uppermost crates on either side can only be destroyed by Turtles with upward attacks. The last ten crystals are dropped by the Gladiator when he dies, so anyone can get them.

If you're using Michelangelo, then you can beat this boss fairly easily. Begin by smashing the outmost crate of either of the bottom pairs of them. From there you'll probably need to escape from the Gladiator. If he drops to the ledge just above the bottom floor, run to the opposite direction and jump up to the first ledge. From here jump to the upper corner ledge above it. The Gladiator will make his way to the middle platform, where he will throw his hammer at you. Duck and wait for it to start to sail back to him. When it does, drop off the ledge and run to the crates you were hitting. Use your Nunchuku Boomerang to break the inside crate and crawl in. (The crates have crystals, so you might want to "clear" one side and then repeat the above instructions for the other side to get them.) The Gladiator will now jump down to either the bottom floor or the floor directly above you. If he is on the ground floor, crawl into the back corner of the crawlspace. He will either throw his hammer (if you were too slow), which will stop at the mouth of the crawlspace and not hit you, or he will jump up to the ledge directly above you. When he begins to jump, crawl forward and out into the open. Jump up and hit him once, then quickly crawl back inside the space. If you move fast enough he will never get a real attack off, but if you don't he might throw some grenades (if he's up top) or his war hammer (if he's down on the bottom floor). Both the hammer and the grenades can be avoided by crawling all the way into the crawlspace, so don't hesitate to miss an opportunity to attack if you have to dodge an attack. Going blow-for-blow will not work out in your favor. Just repeat this strategy over and over again until he is defeated.

If you're the other Turtles, you're in for some trouble, especially if you want those crystals. The easiest way to defeat him, although it is a painfully long method, is to not pick up your weapon, but instead to jump up to either of the upper corners and duck down. The Gladiator will leap up to the middle platform and will throw his hammer at you. Duck the hammer, then pop up and throw your shuriken at him. Duck down when he begins to throw it again (you should be able to get in three shots) and repeat the process. This will take a long time to accomplish, but is by far the easiest method for besting him.

Of course without your weapon you can't get the crystals. If you want the crystals, another plan of attack must be used. Unfortunately there is no good way to go about besting the Gladiator with the other three Turtles, but it can be done. Using hit-and-run tactics are the best way to fight this boss. If you score a hit on him when he is not attacking, you will momentarily stun him. Use this to your advantage; hit him once, and only once, then run away from him. Lure the Gladiator to the bottom floor by standing in the center of the floor. When he lands, hit him once, and only once, then run in the opposite direction. Jump up to the next floor, then up to the upper corner. The Gladiator will follow and eventually make his way up to the middle platform. When he does, duck and wait for his war hammer to pass over you. When it begins to return to him, drop down to the bottom floor and repeat the process again. Obviously this strategy will not allow you to get all the crystals, so you need to adapt it to your situation. Sometimes you will need to break off from your attack and head for a crate. Try and go for a crate as far from the boss as possible. For example, instead of moving to the center of the bottom floor after dropping down from the upper corner ledge, run past the center and smash open one of the crates on the opposite side of the arena. Spread out your crystal

gathering among the three remaining Turtles as well, and be sure to take advantage of the health on the center platform. To get it, lure the boss down to one of the middle floors and then run across the bottom away from him. When you reach the opposite middle floor, leap up to the corner ledge, and then across to the center platform. You have to be fast to do this effectively.

Another tactic that works well with Donatello and Leonardo is to move to either side of the bottom floor and wait for the Gladiator to jump down to the floor just above you. If he performs an attack, jump up and hit him as the attack ends. If he starts to jump down, hop up to the floor he's on. If you touch him mid-air he tends not to hit you, although if you stay on the ground floor he will hurt you when he lands. Now if he's on the bottom floor and you're just above him, hit him in the face. If he starts to jump again, walk forward and fall to the bottom floor. The problem with this strategy is that he will hit you from time to time, generally when you're above him or in mid-air, but it can be quite effective. Of course poor Raphael is not overly effective at doing this, so you'll need to use one of the other methods listed with him.

```
*****  
**[DONJ] Planet D'Hoonnib (Jungle)**  
*****
```

Stage 3-1	
Crystals: 20 (20)	Enemy List:
Type: Platformer	Charging Beast (x4)
	Federation Trooper
	w/Laser Rifle (x6)
	Mine (x5)
	Triceraton Warrior
	w/Laser Rifle (x4)
	w/Whip (x2)

-----  
Leonardo  
-----

Oh boy, this place is hard. Begin by jumping to the right and grabbing the pole. Spin around it and jump to the next pole, grabbing the crystal in mid-air as you do. Swing around this pole and leap to the ledge to the right. Jump to the next pole, swing, and jump to the next one, getting this crystal as well. Swing to the next ledge and move right off the screen.

Run to the first pit directly in front of you and duck. Wait for the four alien beasts to charge over the top of you, then jump out and quickly grab one of the lower poles. Swing around it quickly and leap up to the higher pole on the left before the beasts return. When they go by again, leap up to the left and claim the crystal. Drop back into one of the pits and duck. Wait for the creatures to charge by again, then leap up to a lower pole and up to a higher one as fast as you can. Move to the right, using the high poles, and claim the upper right crystal when it is safe to do so. Drop to the ground and walk off the right side of the screen.

Immediately run forward and duck into the first alcove to avoid the Federation Trooper waiting for you. Wait for him to stop looking for you, that is when he starts walking back to the right, and move to the door and enter it.

Run forward again and duck into the next alcove to avoid the Triceraton waiting on this side of the door. Wait for him to walk to the right, then move to the next alcove and climb down to the bottom floor. Watch the electrical plate on the floor and move past it to the right when it finishes a burst.

Now you need to hit the two green lights in the right wall with your shurikens to open the lower door. Do this and move to the next area, which has two of the electrical plates and three green lights. Time the electrical bursts and move on to the plates and quickly destroy the green lights above them once a burst just ends. When all the lights are destroyed, move through the now open door and climb the alcove to the next floor.

Claim your weapon and take out the Triceraton guarding it. Drop back down the alcove and make your way back to the entrance to this area. (Ignore the two Triceratons on the lower left for now.) Take out the Triceraton at the entrance and then exit back through it. Take out the Federation Trooper waiting for you and move back to the left.

Run to the middle pit and duck into it. The beasts will charge over you, giving you a chance to run all the way to the left when they pass. You're now back at the beginning area. Drop into the first pit here and take out the two Federation Troopers there. Run to the left and jump up to the middle ledge. Move to the crate imbedded in the ground and use a downward attack to break it for a crystal piece.

Use the poles to move back to the right and use your downward attack to smash the crates in the ground at the edge of the screen. Break your way to the bottom and move to the right.

You'll come to an underground lake of sorts. Jump into the water and swim to the right. Claim the crystal in the upper right corner, then swim down. At the bottom swim back to the left to claim another crystal piece. Move back to the right and stop at the low entry point. Watch the mine moving back and forth and move to the right as it moves to the right. Swim up and hover in the small section between the two mine paths. When the lower mine moves back to the left, swim down and claim the crystal piece in the right corner. Now swim straight up and emerge from the water. Climb the pipe.

Continue up the pipe to the top. Drop down into the room with the Triceraton and take him out for the Blue Keycard. Use it on the CPU to open the door. Climb the pipe on the other side and move to the left. Watch the electrical plate and move to the left crystal when it stops a burst. Crawl back to the right past the three electrical plates (timing your movement, obviously) and drop off the edge at the end. Walk up to the hovercraft to exit the level.

-----  
Raphael  
-----

With Raphael this level isn't so hard. Make your way to the right by jumping from pole to pole until you get to the next screen. From here dash to the middle pit and duck inside as the alien beasts charge over the top of you. When they're gone, run to the right and to the next screen.

Duck into the first alcove and wait for the Federation Trooper to turn his back to the door as before. Move to it and enter, ducking into the alcove on the other side and waiting for the Triceraton Warrior to pass you by again. Drop down the alcove and make your way through the green light district as before. Claim your weapon and defeat the Triceraton guarding it.

Now is where your path will change. First make your way back to the entrance of this area and take out the Triceraton. Go back outside and kill the Federation Trooper, then climb up the right wall for the crystal piece.

Go back inside and climb down the alcove. Crawl to the left this time, but do

not emerge into the room with the two Triceratons yet. Instead, wait for them to turn their back and then emerge. Get one combo in on the closest guard, then drop back into the crawlspace. Repeat this until both enemies are defeated. When that happens, collect the Red Keycard and smash the crates above you to claim to more crystals.

Go back to where your weapon was and enter the door there. Take out the Federation guard waiting for you there and move to the right. Immediately run to the right and jump up to the platform. Climb up before the chargers show up again. Wait for them to go by, then drop off the ledge and run to the next one. Climb on top of it and claim the health. When the charges go by again, move to the next one. Finally, when they go by once more, run to the next screen to the right.

Take out the Federation Trooper here and claim the crystal piece and health. Enter the door and take out the Triceraton. Move to the computer and use the Red Keycard to open the door to the exit.

-----  
Donatello  
-----

If you're going for all the crystals this can be rough. Make your way to the right by jumping from pole to pole until you get to the next screen. From here dash to the middle pit and duck inside as the alien beasts charge over the top of you. When they're gone, run to the right and to the next screen.

Duck into the first alcove and wait for the Federation Trooper to turn his back to the door as before. Move to it and enter, ducking into the alcove on the other side and waiting for the Triceraton Warrior to pass you by again. Drop down the alcove and make your way through the green light district as before. Claim your weapon and defeat the Triceraton guarding it.

Drop back down the alcove and move all the way to the left. Take out the two Triceratons in the far left room and claim the Red Keycard. Go back up to where your weapon was and enter the door there. Take out the Federation Trooper on the other side and move to the right.

Now here's where trouble can arise. Below the far left and far right platforms are crates. There is a crystal in each. You need to use your downward attack to break them open, but each requires two hits. If you have enough health, I recommend running to the first platform and waiting for the herd to pass. When it does, drop down and attack the crate. Do it again, smashing the crate but taking a hit from the herd. Repeat this on the next one. Between the two health power-ups in this area, you should be able to do this without too much concern.

When you have them, exit the area off the right side and take out the guard there. Enter the door and take out the enemy on the other side as well. Use the Red Keycard on the computer to open the door to the exit.

-----  
Michelangelo  
-----

Michelangelo has to do the most backtracking in this level. As before, get to your weapon and claim the Red Keycard. Michelangelo can kill both of the Triceratons in that lower left room simply by using his Nunchaku Boomerang from the alcove, thus avoiding any potential harm.

From here, return all the way back to the beginning of the level. Take out the Federation Troopers and then use your Nunchaku Boomerang on the three crates at the base of the middle ledge. Claim the crystals inside, then return to

where you got your weapon.

Enter the door there and take out the Federation Trooper on the other side. Move to the right and jump up to the ledge on the next screen. Now you need to hover out to collect the two crystals hanging in the air between the platforms. It's a little tricky to get high enough to get them, but it can be done.

Once you have both, make your way right and to the exit as with Raphael and Donatello. Compared to this, the next level will be a breeze.

Stage 3-2	
Crystals: 10 (10)	Enemy List:
Type: Shooter	Mine (x36)
	Triceraton Turrent (x27)
	Triceraton Warrior
	w/Hoverpack (x11)

This is your first shooter stage, a la R-Type. The stage is pretty straight-forward; it scrolls right and you shoot any enemies that appear. The A-Button drops bombs, the B-Button fires your laser, and the R-Button uses your special attack. All of the Turtles play the same, except Donatello who fires his a fully-charged shot out in five directions instead of straight. Speaking of charging, always be charging your shots. You can drop bombs on the turrents while still charging, so take advantage of that fact. The Triceratons can be taken out with a single charged shot, so don't waste your time shooting uncharged shots at them. As for the crystals, they are grouped around the mines and are all in plain sight. You shouldn't have any trouble with them.

Stage 3-3	
Crystals: 20 (13)	Enemy List:
Type: Platformer	Federation Trooper
	w/Laser Rifle (x2)
	w/Painstick (x4)
	Mine (x1)
	Triceraton Turrent (x2)
	Triceraton Warrior
	w/Whip (x8*)

-----  
Leonardo  
-----

This level is all about your navigation skills. You begin on a small rocky platform above some water. Jump to either the right or the left and swing across the screen by the poles to the edge of the screen. (Either edge takes you the same place.) Duck into the alcove on the other side and wait for the guard to stop looking for you. When he's not looking, run to the door and enter.

Run right, past the two turrents, and climb down the first ladder you see. At the bottom move to the right, avoiding the charge attack of the electrical floor, and climb up to the middle platform. You now have to destroy the four green lights here just as you did in the first stage. The side ones are easy enough to get, while the middle ones require you to step onto the electrical floor when its not trying to fry you.

Once they're all taken out, head back left and stop before you come to the Triceraton. Wait for him to be facing away from you and run to the alcove. Wait for him to go by again, then move to the left wall and jump over it. Watch the floor on the other side and wait for the Triceraton there to turn from you. Drop

down and climb the alcove for your weapon.

Make your way back up the ladder and go right. Climb this ladder and take out the Triceraton at the top. Claim the Red Keycard after you've defeated him and climb back down the ladder.

Make your way back outside. As soon as you exit, two Federation Troopers will spot you and fire. Jump over either one of them; their lasers will hit and you will be safe. Run off the screen and back into the first area. Take out the guards and collect the crystals on the screen (two in the air on either side, two in the blocks on the ground on either side).

Climb back up to the starting point and dive into the water. Swim down and stop at the intersection on the next screen. Collect the two crystals on either side by waiting for the mine to flow in the opposite direction. When you have them, swim down and past the electrical field when it's safe. Collect the next two crystals on either side as the electrical blasts subside.

Swim down again and stop before the room widens out. Wait for the first laser blast and then swim down so you're level with it. Wait for the next blast and swim down to level with it. Wait again and swim down once more. The right side has health, while the left side leads to the next area.

From the left swim down and around to the computer. Use the Red Keycard to open the wall and exit to the right. Climb the ladders on the other side, timing your ascent past the electrical outbursts as you did swimming down the water tunnel. At the top, walk forward and duck into the background at the pit. Hang down and shimmy to the right, always timing your path so as to avoid the electrical plates. Be sure to collect the crystal while you're at it.

At the other end of the pit break the crate blocking your way. Crawl under the overhang and take out the Triceraton on the other side. Enter the door and prepare to fight.

There are two Triceratons waiting for you here. The one on the left has the Blue Keycard, so he's your primary target. Hit him with a combo, then jump across the screen and hit the other Triceraton with an air attack. Rush back to the left and finish off the first Triceraton. Grab the keycard and climb the ladder. Use the computer at the top to open the door and approach the hovercraft to exit.

-----  
Raphael  
-----

Make your way to your weapon just as you did as Leo. Once you have it, get the Red Keycard as before. Now return to the entrance to this area, but don't use it yet. Instead climb the left wall and jump to the righthand ledge. Take out the Triceraton and break the crate behind him for a crystal. Now continue right to claim another crystal in the crate at the end.

Once you've done this, now simply make your way back through the level as you did before, just don't worry about getting any more crystals as you have all that are available to you.

-----  
Donatello  
-----

Make your way to your weapon and then up to the Triceraton with the Red Keycard. Once you have it, enter the door he was standing in front of. This room has a series of rotating laser trip wires that only Donny can see. To get through without tripping them, crouch and wait for the first laser to move to the



horizontal position. Crawl forward one space and wait for it to switch again. Crawl one space forward and again wait for the switch. Now this can be tricky, as you now have to jump not one but two spaces before it switches again. Be careful not to clip the top of the laser as you jump over them. Once you have done this, wait for the switch again and crawl forward one. Wait one last time and then crawl to the other side. Above you is the crystal.

If at any time you trip the laser wires, two Triceratons will burst in and the crystal will be locked down. You will need to defeat the Triceratons and leave the room in order to reset the lock on the crystal.

The door directly below the one you entered to get to this area is another laser trip wire room, but is a bit easier. Wait for the first laser to move to the horizontal position, then crawl forward one space. When it switches again, crawl all the way to the last space. There should be only one laser blocking the way, so wait for it to switch and then crawl out. Again the crystal will be above you.

So in summary, each of the rooms can be crawled through by taking these steps: (Assume that the first laser is horizontal.)

Upper Room: crawl - crawl - jump (x2) - crawl - crawl

Lower Room: crawl - Crawl (x4) - crawl

Each dash ( - ) represents waiting for the lasers to switch once. Once you have got both of these crystals, just finish the level as you would with any of the other Turtles.

-----  
Michelangelo  
-----

By this point you should have all the crystals, so just beat the level any way you like.

Stage 3-4	Enemy List:
Crystals: 10 (10)	Mine (many)
Type: Shooter	Triceraton Turrent (x16)
	Triceraton Warrior
	w/Hoverpack (x6)
	Triceraton Cruiser (Boss)

-----  
Triceraton Cruiser  
-----

Before reaching the Triceraton Cruiser you will need to blast your way through a short level. This is your standard shooting stage that you are probably fairly used to by now. There are five crystals in the level before you get to the boss and all of them are in plain sight (the stage scrolls automatically, after all, so you can't really miss anything).

The Triceraton Cruiser itself shoots shots in all directions. These regular shots can be destroyed, but unfortunately for you he also utilizes a large laser that cannot be stopped, only avoided. The Cruiser will attempt to follow your movements somewhat, so keep that in mind when dodging his attacks.

You need to aim for the pilot in order to damage this boss. The best strategy is to stay towards the top of the screen until he fires the big laser. As soon as he fires, drop down in front of the pilot and fire a charged shot. Drop

lower as you charge up another blast and fire again, then rise all the way to the top of the screen once more. This should lure the boss down enough to keep him from getting you with his main laser at the top of the screen. Repeat this process multiple times to finally take the Cruiser out.

This strategy works well for Leonardo, Raphael, and Michelangelo. Unfortunately Donatello is not very adept at fighting this boss. The strategy outlined above does work, and is what you should try if you're trying to beat every level with every turtle, but his charged shot onyl does minimally more damage than his regular shot. Use the charged shot to keep your timing right, but keep in mind that this fight is going to be considerably longer with Donatello.

Once defeated, the Triceraton Cruiser will cough up the last of the crystals for this stage.

Stage 3-5	
Crystals: 10 (16)	Enemy List:
Type: Platformer	none

-----  
Leonardo  
-----

This is another one of those levels where you have to get to the exit before the timer runs out. Begin by destroying the four green lights around you with your shuriken. Move to the left and claim the crystal down that side. Destroy the next four lights and make your way down to your weapon.

Fall down the far left side and claim the crystals as you make your way down to the bottom. You'll come out at a tunnel you need to crawl through. Do this, then if you have enough time left destroy the blocks above your head to claim three more crystals (or as many as you can get).

Smash the block at the end of this passage and drop down. Smash the last block hindering your path to the hover bike and the exit.

-----  
Raphael  
-----

Destroy the four green lights, then take the right route and claim the crystal you passed by as Leonardo. Destroy the next four green lights and drop down to your weapon.

Take the far right route this time, using Raph's upward attacks to destroy the blocks as you go and claim the crystals within several of them. The route is straightforward, but be sure to claim the two crystals in the crates in the upside down "T" shaped pit near where the three routes converge.

Where the routes converge, crawl through the small tunnel and then smash the crates to get to the exit. Break any crates you missed as Leo here and claim the crystals if you can. Afterwards, just get to the bike to end the level.

-----  
Donatello  
-----

Begin by destroying the four green lights around you with your shuriken. Destroy the next four lights and make your way down to your weapon.

Use your bo to jump back up and destroy the three crates you passed by before

for some crystals. From here, make your way to the end using either Leo's or Raph's route.

-----  
Michelangelo  
-----

Begin by destroying the four green lights around you with your shuriken. Destroy the next four lights and make your way down to your weapon.

Move to the left, but then using the Boomerang Nunchaku attack to smash the crate inset towards the middle of the screen. Follow this route to the bottom, using the Nunchaku's unique attacks to get the inset crates along the way for the last remaining crystals.

Where the routes converge, crawl through the small tunnel and then smash the crates to get to the exit. Afterwards, just get to the bike to end the level.

Stage 3-6	
Crystals: 20 (20)	Enemy List:
Type: Shooter	Cave Worm (x10)
	Spasmasaur (Boss)

-----  
Spasmasaur  
-----

As you make your way to the Spasmasaur you will be attacked by cave worms. Each of these cave worms has a crystal that you can get by destroying it. It takes two charged shots to kill one. If you keep moving they will have trouble locking on to you for an attack, so sway up and down as you approach and charge a shot. Usually if you're charging throughout the whole level you can hit them once as soon as they appear. From there start moving as you charge the next shot, then hit them once it is ready to finish them off.

The Spasmasaur is a lot easier than the last few bosses you've faced. It shoots projectiles akin to the Triceraton Cruiser, then will follow up some attacks with strikes from its tentacles. The shots are slow enough that dodging should not be too much trouble if you've made it this far into the game, while the tentacle movements are clearly visible as well. Just let loose with shots to the Spasmasaur's forehead to take it out relatively quickly.

Once defeated, the Spasmasaur will cough up the last of the crystals for this stage.

\*\*\*\*\*  
\*[FEJP] Feudal Japan (Dojo)\*  
\*\*\*\*\*

The rest of the walkthrough coming next update.

\*\*\*\*\*  
\*[RNYC] New York City (New York)\*  
\*\*\*\*\*

The rest of the walkthrough coming next update.

\*\*\*\*\*  
\*[BATL] Battle Mode Walkthrough\*  
\*\*\*\*\*

Coming in a future update.

\*\*\*\*\*  
\*[RACE] Race Mode Walkthrough\*  
\*\*\*\*\*

Coming in a future update.

\*\*\*\*\*  
\*\*\*[ENMY] Enemy Guide\*\*\*  
\*\*\*\*\*  
\*\*[FOES] Basic Enemies\*\*  
\*\*\*\*\*

The Enemy Guide is divided between basic enemies you encounter in the regular stages and the boss enemies you face only once or twice per game. Each enemy entry lists the worlds they appear in and gives descriptions of enemy behavior and strategies for how to beat them. Enemies are listed alphabetically, while the bosses get their own section after this one.

-----  
Alien Pods  
-----

Appearances:

Triceraton Homeworld

These things are only in the cockpit stages of the Triceraton Homeworld. They come in two colors, red and blue. Red ones fire small energy orbs at you, while blue ones like to kamikaze you. One charged shot will take out either of them. The orbs the red ones fire can be destroyed with a charged shot as well. Not a particularly vicious enemy, but they can become a problem in large numbers. If you feel overwhelmed, use one of your bombs to take out the whole screen worth of them.

-----  
Asteroids  
-----

Appearances:

Triceraton Homeworld

Yeah, uh, they float at you. A single charged shot will blow one into space dust. They barely warrant an entry in this guide, but since they can hurt you, and can be destroyed, I've included these chunks of space rock here.

-----  
Cave Worm  
-----

Appearances:

Triceraton Homeworld

The cave worms only appear in Stage 3-6 as you make your way to the Spasmasaur. Each of these cave worms has a crystal that you can get by destroying it. It takes two charged shots to kill one. If you keep moving they will have trouble locking on to you for an attack, so sway up and down as you approach and charge a shot. Usually if you're charging throughout the whole level you can hit them once as soon as they appear. From there start moving as you charge the next shot, then hit them once it is ready to finish them off.

-----  
Charging Beast  
-----

Appearances:

Planet D'Hoonnib

These things rush across the screen at standard intervals in some stages of the Planet D'Hoonnib. They cannot be hurt and will harm you if you even graze them. The areas they appear in all have pits, platforms, or poles from which to dodge their rampages. See the specific stages they appear in for some more direct help.

-----  
Federation Trooper  
-----

Appearances:

Planet D'Hoonnib

Federation Troopers are your first basic enemies. They come in two varieties, although both are fairly similar. The first kind you'll encounter wield electric painsticks and possess no projectile attacks. These soldiers will move in basic patrol patterns and only move in on you if they see you. Their only form of attack is to strike you with their painsticks. They will only do this at close range, so if you're across the screen from you they will charge you before striking. They take about four to five hits to finish off and only qualify as a threat if you are currently weaponless.

The second variety of Federation Trooper carries a laser rifle instead of a painstick. They can use this weapon to fire at you from across the screen, but can only fire directly ahead of themselves. If you are at close range, however, they will generally try to hit you with the back of their rifles instead of firing. This attack does less damage, but it pushes you farther back after you get hit. These guys also have the ability to attack you if you are hanging off the ledge they're standing by kicking you in the face. The best strategy for dealing with either of these goons is to wait for them to turn their backs and then run up on them to strike. Once you knock them down once, wait to the side of them and hit them as they stand. That should end any resistance they might offer.

-----  
Foot Ninja  
-----

Appearances:

Feudal Japan

It just wouldn't be the Ninja Turtles without Foot Ninja. Hell, even with the death of Shredder they still had Foot Ninja in the comics, so there's just no excuse to forget about them.

-----  
Gladiator Slave  
-----

Appearances:

Triceraton Homeworld

Gladiator Slaves aren't too anxious to do anything, what being slaves and all. There are two different variations on the Gladiator Slave, both of which look and act significantly different. The first kind you'll encounter look somewhat like giant saytrs. This guys can be jumped upon safely like the Robotic Spiders and, despite their appearance, are not very formidable foes. Their only method of attack is to leap at you, but if you hit them first they will not be able to pull it off. Just drop in on them and lay the smack down to take them out.

The second type of Gladiator Slave obviously gets fed a little better. They're also armed a lot better. These enemies are green and wield double-sided naginatas and use them to both glide and attack. They like to leap across their cells and strike when they hit the ground. When they are airborne they cannot be hurt, so watch out. They also are impervious to any combo attempts as even a single hit will make them leap backwards to safely avoid further strikes. The best way to deal with them is to hit them back into a corner and just strike them once each time they come out of their defensive roll.

-----  
Mine  
-----

Appearances:

Planet D'Hoonnib

Mines are fairly self-explanatory. They generally cannot be destroyed (although the special attack on the shooter stages can destroy them), but are usually easy enough to dodge without much trouble. Most mines stay in a single spot, but there are some that move about. In the platformer stages you just need to watch their patterns of movement and move accordingly. In the shooter stages you can either dodge the mines, or you can shoot them to move them forward. Generally it is easier to just dodge.

-----  
Robotic Spider  
-----

Appearances:

Planet D'Hoonnib

The Robotic Spiders don't appear often, but they are quite annoying. These enemies appear in two stages of Planet D'Hoonnib, moving back and forth in a single area. They can either fire a laser beam from their "mouth," or they can launch small energy grenades a small distance off either side of themselves. They take about three hits to dispatch and can be jumped upon safely, something you will need to do to get some crystals at one point. Alone they are easy to handle, but in groups they can wittle away your life quickly. Generally its best to jump above them and perform a downward attack onto their heads. This way you can avoid both of their attacks and the attacks of any other spider friends they might have lurking nearby.

-----  
Triceraton Turrent  
-----

Appearances:

Planet D'Hoonnib

Triceraton Turrents only appear in the second stages of the Planet D'Hoonnib They do not move, instead functioning like artillery pieces. They are slow to fire, generally not sending a volley your way for several seconds. They appear in both the shooter and platformer stages. The shooter stage turrents take a single bomb to destroy, a bomb that you can drop while still charging your laser. The platformer variety are connected to ceilings and fire at you when you stop moving. They can be dispatched in two hits by Leonardo or three hits by Donatello. Michelangelo and Raphael need to deal many more hits to destroy one, so it is best if you just avoid them as the latter two Turtles.

-----  
Triceraton Warrior  
-----

Appearances:

Like their Federation counterparts, Triceraton Warriors come in a couple of varieties. Unlike the Federation Troopers, however, Triceratons pack a lot more punch and can take about twice as much punishment before expiring. Some wield laser rifles like the Federation Troopers. They behave identically to their Federation counterparts, except they also have a choke hold attack whereas they grab their Turtle target by the head and lift them into the air, presumably choking them as they do. They can only use this attack if you are "on top" of one of them, so be wary when getting in close.

Before you run into that kind of Triceraton, however, you'll encounter the jailers who use whips. These Triceratons have the choke hold move like their gun-totting friends, but instead of possessing a rifle they use a whip. This whip can reach about halfway across the screen, so it's not much of a reduction in range. Deal with them like you dealt with the Federation Troopers, but try to stay a few pixels in front of them to avoid that damn choke hold.

There are also Triceratons who take flight in hover armor. This variety is only found in the shooter stages of the jungles of D'Hoonib. A single, fully-charged laser shot will kill one, but it takes about a dozen non-charged shots to do the job. Thus it is your best interest to just charge your shots before firing, otherwise you're essentially shooting blanks.

```
*****  
**[BOSS] Boss Enemies**  
*****
```

Bosses are listed just like the regular enemies, except instead of appearing in alphabetical order they are listed by appearance order.

```
-----  
Federation Transport  
-----
```

Appearances:

Stage 1-5

The Federation Transport flies in from the right side and begins by letting loose with some turrent fire. The bullets will move at a 135- angle from the gun at the base of the cockpit. The pilot will attempt to target you in the general area you are in, so jump first more towards the center of the screen (firing away with your shuriken at the cockpit as you do), then pull back to the left side and do the same. If you alternate your attack position, noting where the pilot is firing as you do to avoid the fire, you should be able to dodge these shots easily.

After he fires at you with his vulcans a few times, the pilot will change weapons. He'll begin launching three blue orbs directly at you. He will target you with these shots directly, so you will have to be a lot more agile to deal with it. If he begins firing while you're mid-air, drop downto avoid the first shot then wait for the second shot to almost hit you before jumping. If you time it just right, his second two shots will pass harmlessly underneath you. The key is getting the timing down which just takes repetition. He'll repeat this attack several times, so just keep at it and don't stop firing.

Once he tires of trying to hit you with the blue orbs, the pilot will move in on you. Move forward and under the cockpit, but do not touch any part of the Transport itself. A Federation Hovercraft will emerge from the open cargo bay of the Transport. Be sure to charge a shot as you move in and as soon as the first enemy appears, fire the shot without jumping to hit it with at least one of the

shurikens you let loose. Now just open fire straight ahead and watch as the Hovercraft lowers itself into your line of fire. As soon as it blows up, charge another shot and fire when the second Hovercraft appears. Begin firing, but watch the Transport as it will begin to move. Take out the second Hovercraft and then wait for the Transport to fire a volley of vulcan rounds. Once it finishes, move under the cannon and back into the open before you get hit by a second volley. From here the fight starts back at the beginning. Just keep whittling away at the Transport's health and it will eventually go down in flames.

-----  
Sewer Cleaner  
-----

Appearances:

Stage 1-6

You battle the Sewer Cleaner in a two-level arena. There are pipes on either side of the upper platform that allow you to climb back and forth between the two levels. There are also two pits in either of the bottom corners you can duck down in as the battle heats up.

The Sewer Cleaner will enter the stage from one of the four corners along the edge of the arena. When it does it will do one of three possible things. While it has more than half of its health it only do two of these, but after that it will add a third attack and randomize the order in which it uses them.

Its first method of attack is to move in from whichever side corner you are closest to and fire four fireballs at you. When it does this strike it in the maw to damage it. The fireballs can be hit with your weapons and destroyed, although this only works really well with Leo and Mikey. If you are using one of them you can simply stand directly in front of the Sewer Cleaner and strike away. Your strikes will hurt the boss and destroy his fireballs without trouble. If you are Don or Raph, however, you will need to jump and hit the fireballs as they near, striking the Sewer Cleaner only when it is safe to do so.

Its second method of attack is to charge across the screen. You cannot hurt it when it does this, so don't even try. If it is about to charge a warning will appear on the screen. Try to be near a pipe on the top floor before this happens. This is easy to do in the first half of the fight, but difficult in the second. If you are on the top floor and the warning appears indicating it will charge there, drop down the pipe to safety. If, however, you are on the bottom floor, jump into one of the side pits and duck as it passes overhead. When the Sewer Cleaner is down to less than a fourth of its health it will perform this attack twice in a row whenever it charges.

For the first half of the fight it will alternate back and forth between these two attacks. Wait to see which attack it does first, then simply stand on one of the upper corners. If it is about to charge, stand next to the pipe and move down when you get the warning. If it is about to move in and shoot fireballs, climb up the pipe and move to the upper corner and start hitting the boss when it appears.

After it has lost half of its health the Sewer Cleaner will add another attack and begin randomizing the order it performs them in. This third method of attack is to move in from the opposite side you are standing by and to attempt to grab you with an extendable claw and drag you into its maw. This attack is somewhat hard to dodge if you're trying to attack the boss, but can be completely avoided by running away when it appears. If it misses with its first attempt to grab you it will try one more time. You can jump out of the way of the claw, but if you do so on its first attempt you will have a very hard time dodging the second grab. Instead run from the first attempt, then move in on the second and jump



out of the way of the second. Strike it if you can, but don't fret if you can't. If it does get ahold of you though, hit it for all you've got once it lets go; it will not try to get you again if it got you once and you might as well get some hits in if you're going to lose the health anyway.

-----  
Triceraton Mothership  
-----

Appearances:

Stage 2-4

The mothership will descend from the top of the screen down at you. As it does so, charge up a shot. At the lowest tip is a spiked protrusion. Shoot it with two charged shots to take it out. If it fires an energy orb, break off your attack upon the tip and shoot it.

After the spike is destroyed, you will continue to move up the ship. Begin charging again and target the launch bay as soon as it appears. This thing will launch Alien Pods at you, so just keep firing. If you keep the pressure on it, you should be able to destroy the Alien Pods as they emerge while continuing to fire upon the bay. Remember, charged shots are your friend.

With the bay gone you will move again. Charge another shot as it does so and fire at one of the four claws that appear. A single charged shot will destroy each claw. You should be able to destroy two before it starts firing. It fires energy orbs like the spike, so break off your attack to shoot them down when you need to.

The last part is the trickiest. With the claws destroyed you will now move on to the core of the ship. You need to fire energy shots in at the core, while at the same time destroying the hordes of Alien Pods that come at you. Whereas usually in a situation like this in a video game you'd want to ignore the other enemies and target the boss. You can take that route here and simply try to fire fast, but I don't recommend it. Instead focus on the enemies and hit the core with uncharged shots while moving from one enemy to the next. This will slowly wear down the boss, but it will help you avoid taking too much damage so you can actually complete the level.

-----  
Colossal Gladiator  
-----

Appearances:

Stage 2-6

This guy can be rough. He's got a few devastating attacks and can take a lot of damage without flinching. First off, he likes to use that massive war hammer of his. He can use it at both close- and long-range, either striking directly with it or throwing it like a boomerang. Another attack is a chokehold akin to the Triceraton Warriors, except this Gladiator deals more damage. He also will occasionally throw eight grenades out, two in each direction. These will lie a moment before exploding, so you shouldn't have trouble running away from them. His last attack is a lunge, which is almost impossible to avoid once he does it. Instead, try to avoid running in a straight ahead of him.

Each crate in this arena has a crystal in it. The bottom floor inner crate can only be destroyed by Michelangelo, while the uppermost crates on either side can only be destroyed by Turtles with upward attacks. The last ten crystals are dropped by the Gladiator when he dies, so anyone can get them.

If you're using Michelangelo, then you can beat this boss fairly easily. Begin

by smashing the outmost crate of either of the bottom pairs of them. From there you'll probably need to escape from the Gladiator. If he drops to the ledge just above the bottom floor, run to the opposite direction and jump up to the first ledge. From here jump to the upper corner ledge above it. The Gladiator will make his way to the middle platform, where he will throw his hammer at you. Duck and wait for it to start to sail back to him. When it does, drop off the ledge and run to the crates you were hitting. Use your Nunchuku Boomerang to break the inside crate and crawl in. (The crates have crystals, so you might want to "clear" one side and then repeat the above instructions for the other side to get them.) The Gladiator will now jump down to either the bottom floor or the floor directly above you. If he is on the ground floor, crawl into the back corner of the crawlspace. He will either throw his hammer (if you were too slow), which will stop at the mouth of the crawlspace and not hit you, or he will jump up to the ledge directly above you. When he begins to jump, crawl forward and out into the open. Jump up and hit him once, then quickly crawl back inside the space. If you move fast enough he will never get a real attack off, but if you don't he might throw some grenades (if he's up top) or his war hammer (if he's down on the bottom floor). Both the hammer and the grenades can be avoided by crawling all the way into the crawlspace, so don't hesitate to miss an opportunity to attack if you have to dodge an attack. Going blow-for-blow will not work out in your favor. Just repeat this strategy over and over again until he is defeated.

If you're the other Turtles, you're in for some trouble, especially if you want those crystals. The easiest way to defeat him, although it is a painfully long method, is to not pick up your weapon, but instead to jump up to either of the upper corners and duck down. The Gladiator will leap up to the middle platform and will throw his hammer at you. Duck the hammer, then pop up and throw your shuriken at him. Duck down when he begins to throw it again (you should be able to get in three shots) and repeat the process. This will take a long time to accomplish, but is by far the easiest method for besting him.

Of course without your weapon you can't get the crystals. If you want the crystals, another plan of attack must be used. Unfortunately there is no good way to go about besting the Gladiator with the other three Turtles, but it can be done. Using hit-and-run tactics are the best way to fight this boss. If you score a hit on him when he is not attacking, you will momentarily stun him. Use this to your advantage; hit him once, and only once, then run away from him. Lure the Gladiator to the bottom floor by standing in the center of the floor. When he lands, hit him once, and only once, then run in the opposite direction. Jump up to the next floor, then up to the upper corner. The Gladiator will follow and eventually make his way up to the middle platform. When he does, duck and wait for his war hammer to pass over you. When it begins to return to him, drop down to the bottom floor and repeat the process again. Obviously this strategy will not allow you to get all the crystals, so you need to adapt it to your situation. Sometimes you will need to break off from your attack and head for a crate. Try and go for a crate as far from the boss as possible. For example, instead of moving to the center of the bottom floor after dropping down from the upper corner ledge, run past the center and smash open one of the crates on the opposite side of the arena. Spread out your crystal gathering among the three remaining Turtles as well, and be sure to take advantage of the health on the center platform. To get it, lure the boss down to one of the middle floors and then run across the bottom away from him. When you reach the opposite middle floor, leap up to the corner ledge, and then across to the center platform. You have to be fast to do this effectively.

Another tactic that works well with Donatello and Leonardo is to move to either side of the bottom floor and wait for the Gladiator to jump down to the floor just above you. If he performs an attack, jump up and hit him as the attack ends. If he starts to jump down, hop up to the floor he's on. If you touch him

mid-air he tends not to hit you, although if you stay on the ground floor he will hurt you when he lands. Now if he's on the bottom floor and you're just above him, hit him in the face. If he starts to jump again, walk forward and fall to the bottom floor. The problem with this strategy is that he will hit you from time to time, generally when you're above him or in mid-air, but it can be quite effective. Of course poor Raphael is not overly effective at doing this, so you'll need to use one of the other methods listed with him.

-----  
Triceraton Cruiser  
-----

Appearances:

Stage 3-4

The Triceraton Cruiser itself shoots shots in all directions. These regular shots can be destroyed, but unfoftunately for you he also utilizes a large laser that cannot be stopped, only avoided. The Cruiser will attempt to follow your movements somewhat, so keep that in mind when dodging his attacks.

You need to aim for the pilot in order to damage this boss. The best strategy is to stay towards the top of the screen until he fires the big laser. As soon as he fires, drop down in front of the pilot and fire a charged shot. Drop lower as you charge up another blast and fire again, then rise all the way to the top of the screen once more. This should lure the boss down enough to keep him from getting you with his main laser at the top of the screen. Repeat this process multiple times to finally take the Cruiser out.

This strategy works well for Leonardo, Raphael, and Michelangelo. Unfortunately Donatello is not very adept at fighting this boss. The strategy outlined above does work, and is what you should try if you're trying to beat every level with every turtle, but his charged shot onyl does minimally more damage than his regular shot. Use the charged shot to keep your timing right, but keep in mind that this fight is going to be considerably longer with Donatello.

-----  
Spasmasaur  
-----

Appearances:

Stage 3-6

The Spasmasaur is a lot easier than the last few bosses you've faced. It shoots projectiles akin to the Triceraton Cruiser, then will follow up some attacks with strikes from its tentacles. The shots are slow enough that dodging should not be too much trouble if you've made it this far into the game, while the tentacle movements are clearly visibile as well. Just let loose with shots to the Spasmasaur's forehead to take it out relatively quickly.

-----  
Ultimate Ninja  
-----

The rest of the bosses will be listed here in the next update.

\*\*\*\*\*  
\*\*[CLSN] Closing\*\*  
\*\*\*\*\*

I'll get something in here when Version 1.0 is posted.

\*\*\*\*\*  
\*[COPY] Copyrights\*

\*\*\*\*\*

Teenage Mutant Ninja Turtles 2: Battle Nexus is (c) Konami

This document is copyright Seth0708 and hosted by VGM with permission.