

TMNT FAQ/Walkthrough

by PeTeRL90

Updated on Aug 21, 2007

This walkthrough was originally written for TMNT on the GBA, but the walkthrough is still applicable to the Wii version of the game.

```
  _____
 | _ _ | \ / | \ | | _ _ | | | | | |
 | | | | \ / | | \ | | | |
 | | | | | | | \ | | | |
 | _ | _ | | _ | \ | | _ |
```

VERSION April
FAQ/Walkthrough
By: PeTeRL90
Copyright: 2007-2008
Date Started: March 30, 2007
Date Finished: March 31, 2007
Latest Update: August 21, 2007

=====
Table of Contents
=====

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Controls
- 4.) Basics
- 5.) Turtles
- 6.) Walkthrough
- 7.) Bosses
- 8.) Weapons
- 9.) Shops
- 10.) Trophy List
- 11.) Mini-Games
- 12.) Credits/Thanks
- 13.) Version History

=====
1.) Introduction
=====

Howdy and welcome to my guide for the latest Teenage Mutant Ninja Turtles game to be released: TMNT for the Gameboy Advance. I don't follow the newest TMNT Cartoon series, but I grew up with the 90's Cartoon. I have the first two Turtle games for my NES, and I'm in love with TMNT2: The Arcade Game. When I heard that this game played like TMNT2, only was better, I decided to give it a try. To my surprise, it's a really fun game that does play like TMNT2. It

certainly brought me back to my days of wasting quarters on the arcade machine.

=====
2.) Legal Stuff
=====

The latest version of this guide will always be posted at GameFAQs first.

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

I am no longer allowing any more sites to use any of my present or future FAQs any longer. The only sites that are allowed to use my present and future FAQs are the sites listed below.

ALLOWED SITES TO USE THIS FAQ AND FUTURE FAQs:

<https://www.neoseeker.com>
<http://faqs.ign.com>
<http://www.supercheats.com>
<http://www.gamerhelp.com>
<http://www.honestgamers.com>

=====
3.) Controls
=====

Start - Pause

Select - See your stats on the level select screen

A - Jump, enter buildings

A (While against a wall) - Wall Jump

A + A - Knee drop

B - Attack (Push 4 times to do a combo attack), Pick up weapons

Up + B - Vertical Launcher

Down + B - Horizontal Launcher

A + B - Sweep

B (While enemy is on the ground) - Pick up your enemy

B (While in the air) - Jump Kick

B (While in the air with a weapon) - Throw away a weapon

B + D-Pad in opposite direction while attacking - Kick backwards

Forward + Forward - Roll

Forward + Forward + B - Roll Kick

L or R - Co-op Move

L + R - Super Summon Move

=====
4.) Basics
=====

Attacking

-Just like previous Turtles games, you need to attack the enemies on the screen. There are different attacks you can do, such as launch your enemy into the air, or use a jump kick on them, or use a basic 4 hit combo. As you get further into the game, you'll find that each enemy takes more hits to take down for good. A 4 attack combo will basically get the job done most of the time anyways. Enemies also leave behind weapons if they were carrying any. These weapons are generally stronger than your normal weapon, but break after about 4 to 5 hits.

Objects

-There are plenty of objects in every level that you can hit. Some of them also drop items such as health pick ups and weapons like rocks and metal poles. These objects are usually at the top of the screen and one hit will destroy the object. Objects such as mailboxes and chairs though can be picked up and used as weapons by throwing them at the enemy.

Special Meter

-On the top right corner of the screen, you may notice a green bar there. Once that's full, pushing L or R will drop down the Turtle you selected to be your partner for the level and they'll either help attack the enemies on the screen, or they'll drop food for you if there's no enemies on the screen. The food that they drop refills your health completely. Also, once the Brotherhood Bond is strong enough (it increases as you keep using that Turtle as your partner), you can unleash a Super Summon Move by pressing L and R at the same time when the bar is full and the object to the left of it is orange. When you do this, all of the enemies on the screen will be cleared.

=====
5.) Turtles
=====

This section will only list how the turtles are in combat.

Also, the maxed stat for each turtle is when they're Level 3. I'll list what their max stats are with each of the stat boosting items.

Leonardo

-Out of all of the turtles, Leonardo is the most balanced of them all.

Leonardo's beginning stats:

Power - 2
Speed -2
Defense - 2
Stamina 3

Leonardo's maxed default stats:

Power - 4
Speed - 4
Defense - 4
Stamina - 5

Leonardo's maxed stats with a Dumbbell on:

Power - 5
Speed - 4
Defense - 4
Stamina - 5

Leonardo's maxed stats with Sparring Gear on:

Power - 4
Speed - 4
Defense - 5
Stamina - 5

Leonardo's maxed stats with a Jump Rope on:

Power - 4
Speed - 4
Defense - 4
Stamina - 6

Leonardo's maxed stats with Sneakers on:

Power - 4
Speed - 5
Defense - 4
Stamina - 5

Raphael

-Raphael mainly focuses on Strength above all else.

Raphael's beginning stats:

Power - 3

Speed - 1
Defense - 1
Stamina - 2

Raphael's maxed default stats:

Power - 5
Speed - 3
Defense - 3
Stamina - 4

Raphael's maxed stats with a Dumbbell on:

Power - 6
Speed - 3
Defense - 3
Stamina - 4

Raphael's maxed stats with Sparring Gear on:

Power - 5
Speed - 3
Defense - 4
Stamina - 4

Raphael's maxed stats with a Jump Rope on:

Power - 5
Speed - 3
Defense - 3
Stamina - 5

Raphael's maxed stats with Sneakers on:

Power - 5
Speed - 4
Defense - 3
Stamina - 4

Donatello

-Donatello focuses on Defense above all else.

Donatello's beginning stats:

Power - 1
Speed - 2
Defense - 3
Stamina - 1

Donatello's maxed default stats:

Power - 3
Speed - 4
Defense - 5
Stamina - 3

Donatello's maxed stats with a Dumbbell on:

Power - 4
Speed - 4
Defense - 5
Stamina - 3

Donatello's maxed stats with Sparring Gear on:

Power - 3
Speed - 4
Defense - 6
Stamina - 3

Donatello's maxed stats with a Jump Rope on:

Power - 3
Speed - 4
Defense - 5
Stamina - 4

Donatello's maxed stats with Sneakers on:

Power - 3
Speed - 5
Defense - 5
Stamina - 3

Michelangelo

-Michelangelo focuses on Speed above all else.

Michelangelo's beginning stats:

Power - 1
Speed - 3
Defense - 2
Stamina - 1

Michelangelo's maxed default stats:

Power - 3
Speed - 5
Defense - 4
Stamina - 3

Michelangelo's maxed stats with a Dumbbell:

Power - 4
Speed - 5
Defense - 4
Stamina - 3

Michelangelo's maxed stats with Sparring Gear on:

Power - 3
Speed - 5
Defense - 5
Stamina - 3

Michelangelo's maxed stats with a Jump Rope on:

Power - 3
Speed - 5
Defense - 4
Stamina - 4

Michelangelo's maxed stats with Sneakers on:

Power - 3
Speed - 6
Defense - 4
Stamina - 3

=====
6.) Walkthrough
=====

After the opening scene, you'll be in the first level of the game.

=====
Act 1
=====

-You're forced to use Raphael for this level. Once you get control, get used to the controls here, as you'll be using them pretty soon. Advance to the right and you'll run into some thugs. Use a basic 4 combo attack to take them out. If one gets behind you, make sure to kick back to knock them down and continue taking out any thugs that get in your way. Once you get the Go icon on the screen, continue to the right, hitting any object. You'll run into some more thugs, and some rock throwing thugs. If you take out one of the rock throwing thugs, you can pick up a rock yourself and chug it at the other thugs on the screen. You get plenty of time to avoid the rock throwing thugs, but if they become a problem, take them out first with jump kicks or knee drops. Once the Go icon comes up, continue to fight more thugs. It's the same as before, so take care of them and keep going until you're able to enter the Subway.

Go to the right and you'll encounter some thugs that carry baseball bats. I'm sure you know that if you're hit in the head with a bat, it hurts. It's no different here. The thugs with the bats tend to block your attacks with them, so keep attacking them until they're defeated. Once one is defeated, pick up his bat and use it as a weapon. Continue going to the right and wait for the train to pass you by before jumping down. Continue to the right and you'll have to deal with some dogs. Crack them over the head with a bat or hit them normally. Either way one hit will take them out. You can also use the tire if you wish. Continue to the right and you'll eventually hit a split. If you go a bit to the right, some thugs will appear. After a few more seconds, a train will sound, so lure them over and then quickly move up to avoid the train and the thugs should be gone. Continue to the right and the sound of another train will occur. Instead of running back, keep going to the right and jump up on the ledge above you to avoid the train. Fend off the thugs and take the stairs up at the end.

Continue to the right and you'll eventually have to deal with thugs on motorcycles. Though they may catch you off guard at first, they tend to stall a second before trying to ram you. The best way to take care of them is to either knee drop them or drop kick them off their bikes. A few hits will always

take care of them. Continue to the right and you'll have to deal with a mix of normal thugs and motorcycle thugs, so take them out. Continue going to the right and you'll eventually reach the boss.

-----BOSS-----

-This is an easy fight once you learn his pattern. The guy here will shoot missiles at you, depending on where you stand. If you move down, he'll move down and shoot a missile at you. The missiles fly straight, so you can avoid them easily. What you should do is dodge the missiles carefully and slowly make your way to the right, going up and down to get him to shoot a missile. Hit him with your Sai once you get close to him and he'll jump in the air. Wait in the center and once he lands, quickly run over to him and hit him again. Do the same once more. After a few hits, he'll jump into the air and shoot missiles down from above, so keep moving and watch out for the black dots on the ground, as those will indicate where the missiles will land. Once he lands, he'll continue firing his missile launcher at you, so repeat the process until his health runs out.

-----BOSS-----

That's the end of Act 1.

=====
Sewers
=====

-You'll be back at your home. If you go to the left past Splinter, you can find a treasure case, showing which trophies you've obtained. It will show you the requirements of which trophy you can use. Go to the right to find a punching bag. You can use this to increase your Special meter. Go a bit to the left from there and then up and push A to enter the city.

If you go to the left, you'll find a Sports Gear shop. Enter it and you can choose one of the following:

Matching Bandanas - \$250

-Builds your co-op meter faster to call your brother into combat.

Boxing Speed Bag - \$250

-Increases ability to perform longer combo attacks.

Sparring Gear - \$175

-Increases the defense ability by one level.

Dumbbell - \$175

-Increases the power ability by one level.

Jump Rope - \$150

-Increases the stamina ability by one level.

Sneakers - \$150

-Increases the speed ability by one level.

Aluminum Baseball Bat - \$30

-Start your next mission with a stronger baseball bat.

Shopping is completely up to you. Once you're done there, go left and once you see a ladder in an alley, go up to it and Push A to climb it. You'll find April here. Talk with her and she'll issue you a challenge. You need to hit a target 6 times. If you accept it, all you have to do is throw the box that's above you across the gap and hit the target. It's pretty easy to do. Do it if you want. After it, go back down and go to the right until you find a Chinese Medicine store. You can buy the following in it:

First Aid Kid - \$150
-Gives an extra life.

Herbal Tea - \$25
-Replenishes health partially.

Ginseng - \$50
-Replenishes health completely.

Fortune Cookie - \$75
-Gives a small amount of experience points.

Karma Juice - \$150
-Gives a medium amount of experience points.

Spiritual Incense - \$300
-Gives a large amount of experience points.

Once you're done shopping, continue to the right to find a Martial Arts store. You can buy the following there:

Brotherhood Medallion - \$50
-One Brotherhood Medallion to go!

Skill Scroll - \$200
-Learn how to wall jump.

Titanium Big Blade - \$50
-Start your next mission with a stronger big blade.

Gold War Hammer - \$65
-Start your next mission with a stronger war hammer.

Once you're done here, go back down to the Sewers and talk with Splinter and choose Act 2. You can be any turtle for this level. I picked Leonardo, since he seems to be the most balanced of the group, but the choice is yours.

=====
Act 2
=====

-Once the level begins, advance to the right and some enemies will appear. These ones are a bit tougher than the thugs, but attack the same way, so attack them normally and kick behind you if someone gets behind you. After the Go icon appears, continue to the right and you'll eventually run into one of those ninjas again, but one of them throws Ninja stars this time. These are simple to dodge since they go in a straight line, but can be an annoyance, so I suggest taking them out first. Once they're gone, pick up the Ninja star if you want and keep going to the right and you'll have to face off against a handful of enemies, including the Ninja star throwing ones. Try to gather the enemies together to rack up combos. After you can advance, keep going until

you reach the next area.

Pretty sweet music here, eh? You'll be confronted right at the start by an enemy, so take him out and advance to the right. Watch out for the mines in the ground and you'll run into a couple more enemies here. Use the two barrel drums to take them out in one hit and continue on, avoiding the mines and taking out the enemies. Keep going and you'll eventually get into a fight with an enemy that's wielding a Katana. They can block your attacks, so don't let up and keep attacking. Keep going to the right and once you reach the roadblock, go down the slope and fight the enemies down here. After they're gone, continue to the right, fighting off the enemies until you reach the next area.

A barrel will start rolling at you once you enter, so move down a bit to avoid it. Also, you'll notice a Nitrogen Tank here. If you hit it with your weapon, it'll explode. If you're caught in the explosion, that's an instant death right there. Pick it up and continue to the right, avoiding the mines and you'll reach some enemies. Throw the tank at an enemy to instantly KO it and do the same with the next tank. Continue on, avoiding the barrels and mines and use the tanks as weapons to take out the Katana wielding enemies. Keep going to reach the next area.

This area is pretty much the same as the last, as there are barrels, mines, and a handful of enemies. Take out the first enemy that comes your way and continue on. You'll eventually get into a fight with two Katana wielding enemies. Use the box here and throw it against the side of the screen. It should bounce back and hit both of them, taking them out. Continue on and use the next set of tanks to take out the next set of enemies. Continue on to the next area.

A Katana wielding enemy will come at you as soon as you enter, so take him out and continue on. You'll reach an area that has a mine in the center of the area and 5 enemies will appear on screen. Try to knock as many as you can on the mine to take care of them quickly and continue on once they're defeated. You'll eventually reach an area in which barrel will start rolling at you. Simply stay in the center of the area and hit the barrels in the middle that are coming at you. Once you get the Go signal, continue on. In the next area, you'll find the boss.

-----BOSS-----

-This boss is rather tricky because he splits into three, and there's really no sign that points out the real one. If you hit a fake one, he'll just shake back and forth a little bit. After a few seconds, he'll teleport and start throwing Ninja Stars at you. When he does that, move up and down while jumping to avoid them and he'll split back into three. Once you hit the real one a few times, he'll start charging and he'll use his sword twice. Do the same thing you did with the Ninja Stars when this happens. After hitting him a few times, you'll have less time to find the real one, so you'll only get a chance to get in one hit. Repeat until dead.

-----BOSS-----

=====
Sewers
=====

-Do some shopping if you want. Talk with Splinter and choose Act 3.

=====

Act 3

=====

-You'll be using Raphael again this time. Advance to the right and you'll find a thug. He's the same from Act 1, so waste him. However, a new thug will appear when you're kicking the crap out of the first one. These ones throw explosives at you, so make sure to dodge them and stop attacking if you need to. After defeating them, continue to the right, hitting the objects at the curb if you want and you'll fight some more explosive throwing thugs. Take them out and you'll eventually get a nice mix of dogs, thugs, explosive throwing thugs and motorcycle riders. Take care of them and continue to the next area.

Continue to the right and you'll have to fight some explosive throwing thugs and one of those big thugs from Act 1. Thankfully, they don't have bats this time around, so knock them around as you please. After they're done and you get the Go signal, continue on and you'll run into some dogs and big thugs. After they're taken care of, keep going to the right and you'll eventually be in the middle of the street. Some Motorcycle riders will come out now, so knee drop them. After they're gone, two explosive throwing thugs will come out, so handle them. Continue on and you'll have to deal with some more dogs and thugs. Continue to the right to reach the next area.

You'll be inside a Diner. Continue to the right and you'll need to fight some big thugs. Take them out and continue to the right for some more big thugs and explosive throwing thugs. After they're gone, continue and use the stools as weapons here as the big thugs, normal thugs, and explosive throwing thugs come out to play with you. Continue to the right, taking everyone out until you can't go to the right anymore. Go up through the busted door to the next area. You'll find the boss in here.

-----BOSS-----

-This thing is pretty easy. He'll start off by quickly running into one of the four corners of the area and start inhaling, making himself look like a balloon. What you have to do here is when he inhales like that, hit him and he'll fly over the room, taking damage. If you're not able to get to him in time, get to the opposite side of the screen he's standing on since he'll breath fire while moving up and down. Repeat this until he goes down.

-----BOSS-----

=====

Sewers

=====

-Do some shopping if you want. When you're ready, talk to Splinter and choose Act 4. You can use any turtle except Leonardo for this fight. I went with Donatello, but the choice is up to you.

=====

Act 4

=====

-Once the level starts, head off to the right and you'll find the enemies you fought in Level 2, only this one, instead of throwing Ninja Stars, they throw bombs at you. The bombs don't explode right away, though, so you have time to dodge the bombs. Also, getting near the bomb tossers will make them retreat most of the time. Continue on and you'll have to fight a massive load of enemies here. After they're done, continue on taking out the enemies. Once your each the end of this area, several enemies will come out and attack you. I was able to get a 37 Hit Combo here. After they're done, head right and down to reach the next area.

Head to the right and you'll find some big enemies here that carry hammers. These guys can be tough. Try not to get yourself cornered by any of them, since they'll be able to pound you with their hammers over and over again until your health is gone. I found the best way to take them out is to knee drop them until they fall down and then start attacking them. After they're gone, continue to the right to fight some more bomb tossers and hammer wielding enemies. After they're gone, continue onto the right and you'll have to deal with some more hammer wielding enemies. You'll have to fight quite a few before advancing, so again, make sure not to get yourself cornered. After they're gone, continue to the right and you'll find an area with three boxes. Little bots will come out now. These things shoot out Ninja Stars two at a time, so it's best to take them out quickly since they blow up after one hit. After about 3 or 4 of them, break the boxes if you want continue on to the next area.

If you hit the first glass display in this area, a rock will fall out. Pick it up if you want and you'll have to fight some hammer wielding enemies again. After they're gone, continue and one of small bots will come out and fly backwards. Knee drop after it and take it out and continue on to fight some more hammer wielders and bomb tossers. Continue on and you'll have to fight a handful of hammer wielders, bomb tossers, and the normal blue enemies. Continue fighting your way through and enter the next area.

Take care of the hammer wielders at the beginning and continue to the right to find the boss.

-----BOSS-----

-This boss is rather easy. It doesn't actually attack you itself, but has a mine in front of it to protect it. Approach the machine and a hammer wielder will drop down. Take him out and once you do, pick up the hammer he drops and position yourself near the machine. Throw the weapon at the mine and it'll blow up. Now wait for the next hammer wielder to drop down and position yourself that the hammer wielder is between you and the machine. Now simply start attacking it with your weapon and the machine will be destroyed in no time.

-----BOSS-----

=====
Sewers
=====

-Do some shopping if you want. Whenever you're ready, talk with Splinter and choose Act 5 and choose your turtle.

=====

Act 5

=====

-Once the level starts, head to the right to find some bomb tossers and Katana wielders. After they're gone, continue on (make sure to avoid the mines) to find some bomb tossers and hammer wielders. Once all of them are defeated, continue on, avoiding the mines again and take on the next group of enemies. Continue on, fighting your way through to reach the next area.

Head to the right to fight some Katana wielders. The ladder really isn't used for anything, so don't try using it as a weapon. However, the chairs in this area can be used as weapons, so have fun with those. Continue to the right to find some hammer wielders. After taking them out, continue to the right and avoid the mines and take out the small bot that appears. You'll fight some more bomb tossers. After they're done continue on for some more bomb tossers, Katana wielders, and hammer wielders. After they're gone, continue on to reach the next area.

Destroy the two pots if you wish and you'll fight some bomb tossers and hammer wielders, as well as some of those small bots. Try to get the hammer wield to detonate the mine in the center to make this a bit easier. Some more small bots will come onto the screen, so take care of all of them. Once no more enemies start emerging, go to the right to find the boss.

-----BOSS-----

-This guy is pretty easy. Move to the lower portion of the screen and a blue aura will be around him. He'll shoot fireballs into the air. They'll try to land on you, and a red marker will appear, showing where it's going to land. Keep moving and once a fireball lands, go attack him four times and wait for the next fireball. Dodge it and hit him four more times. Wait for the third fireball and hit him four more times. After the third fireball, get to the bottom of the screen, since he'll charge across the screen, swinging his sword. Wait until the blue aura surrounds him again and dodge the fireballs and attack him 4 times. Repeat until dead.

Alternate Strategy by 7aniki

-An easier way to take care of him is that when a fireball hits the ground, hit the fireball back at him to do more damage. When you do this, he'll stop shooting fireballs and charge across the screen again, so stay at the bottom if you're going to follow this strategy.

-----BOSS-----

=====

Sewers

=====

-Do some shopping if you want. Once you're ready, talk with Splinter and choose Act 6 and choose your turtle.

=====

Act 6

=====

-There's a timer for every part of this stage. The first part requires you to defeat some thugs in around a minute. The best way to do this is to kick them across the screen so that they'll fall off the truck. Try not to fall off yourself or else you'll lose a life. If you want to see how many you have left to get rid of, check the bottom right corner of the screen.

After you finish the first part, you have around 3 minutes to finish the next area. Head to the right and finish off the thugs quickly. Pick up any weapons you can to speed up the process. After they're done, continue for some more thugs. Use a bat, rock, box, or whatever and take them out as fast as you can. Once they're gone, continue to the right and take out the thugs and motorcycle riders. Continue to the right to reach the pier and take out the motorcycle thugs. Keep going to the right, fighting your way through until you reach a dragon looking head. This is our next boss fight.

-----BOSS-----

-This fight is a different one than we've had so far, considering this actually isn't a fight. What you need to do here is feed the monster here fish. Each time its mouth opens, throw a fish into it and wait a few seconds. It'll start blowing some strong wind, so walk against it and pick up the next fish and throw it into the monsters mouth and walk against the wind again. Thugs will try to interfere with you, but the monster will either blow them off, or a fish will hit them on the head, instantly KOing them. (I don't know how either) Just keep throwing fish into its mouth until you get the victory signal from your turtle.

-----BOSS-----

=====
Sewers
=====

-Do some shopping if you want. Whenever you're ready, talk with Splinter and choose the final Act in the game, Act 7. Choose whichever turtle you want.

=====
Act 7
=====

-Once the level begins, head to the right and you'll find a row of 3 mines and some robots. The robots have two attacks. They can extend their arms to hurt you, and they can create an electromagnetic shock in a short radius to hurt you. Take them out quickly and continue on to the right. You'll fight some more robots here and some hover bots as well. Once they're taken out, continue on and take out the robots and hover bots and keep going. You'll eventually reach an area with a mine in the center of the area. Those small ninja star tossing bots will appear, as will those robots. After they're taking out, continue on until you reach the next area.

Head to the right to fight some more robots and hover bots. Try not to get pincered between the hover bots, since they're capable of hitting you multiple times. After defeating them, continue on, avoiding the mines and take care of the robots and small bots. Continue on for some more fighting with robots, hover bots, and small bots while avoiding some mines. Keep going until you reach the next area, which also has the final boss.

-----FINAL BOSS-----

-For a final boss, this guy sure is a disappointment. He'll start off by walking towards you. If you try attacking him, he'll block you with his weapon. Wait for him to pull out his weapon and avoid his attack. His weapon will then be stuck in the ground. Hit him then. Once you do, one of the follow three will happen:

0 A yellow aura character will jump down. He'll throw 4 Ninja Stars at you one after another, so move up and down while jumping.

0 A green aura character will jump down. She'll charge at you with her blades sticking out and she'll reappear on screen depending on the area you're standing at. In other words, move up and down and avoid standing still. She does this four times.

0 A purple aura character will jump down. He'll continue dropping down, trying to smash your head in with a hammer. Keep moving and avoid the shadows on the floor, since that's where he'll be landing. He does this four times.

After one of those, he'll return back to his normal form. Repeat the process of waiting to get his weapon stuck in the ground and then attack him and then avoid the next set of attacks. Repeat until dead.

-----FINAL BOSS-----

That's it. Now sit back and watch the ending. Congratulations! You beat TMNT for the Gameboy Advance!

=====
7.) Bosses
=====

Act 1

-----BOSS-----

-This is an easy fight once you learn his pattern. The guy here will shoot missiles at you, depending on where you stand. If you move down, he'll move down and shoot a missile at you. The missiles fly straight, so you can avoid them easily. What you should do is dodge the missiles carefully and slowly make your way to the right, going up and down to get him to shoot a missile. Hit him with your Sai once you get close to him and he'll jump in the air. Wait in the center and once he lands, quickly run over to him and hit him again. Do the same once more. After a few hits, he'll jump into the air and shoot missiles down from above, so keep moving and watch out for the black dots on the ground, as those will indicate where the missiles will land. Once he lands, he'll continue firing his missile launcher at you, so repeat the process until his health runs out.

-----BOSS-----

Act 2

-----BOSS-----

-This boss is rather tricky because he splits into three, and there's really no sign that points out the real one. If you hit a fake one, he'll just shake back and forth a little bit. After a few seconds, he'll teleport and start throwing Ninja Stars at you. When he does that, move up and down while jumping to avoid them and he'll split back into three. Once you hit the real one a few times, he'll start charging and he'll use his sword twice. Do the same thing you did with the Ninja Stars when this happens. After hitting him a few times, you'll have less time to find the real one, so you'll only get a chance to get in one hit. Repeat until dead.

-----BOSS-----

Act 3

-----BOSS-----

-This thing is pretty easy. He'll start off by quickly running into one of the four corners of the area and start inhaling, making himself look like a balloon. What you have to do here is when he inhales like that, hit him and he'll fly over the room, taking damage. If you're not able to get to him in time, get to the opposite side of the screen he's standing on since he'll breath fire while moving up and down. Repeat this until he goes down.

-----BOSS-----

Act 4

-----BOSS-----

-This boss is rather easy. It doesn't actually attack you itself, but has a mine in front of it to protect it. Approach the machine and a hammer wielder will drop down. Take him out and once you do, pick up the hammer he drops and position yourself near the machine. Throw the weapon at the mine and it'll blow up. Now wait for the next hammer wielder to drop down and position yourself that the hammer wielder is between you and the machine. Now simply start attacking it with your weapon and the machine will be destroyed in no time.

-----BOSS-----

Act 5

-----BOSS-----

-This guy is pretty easy. Move to the lower portion of the screen and a blue aura will be around him. He'll shoot fireballs into the air. They'll try to land on you, and a red marker will appear, showing where it's going to land. Keep moving and once a fireball lands, go attack him four times and wait for the next fireball. Dodge it and hit him four more times. Wait for the third

fireball and hit him four more times. After the third fireball, get to the bottom of the screen, since he'll charge across the screen, swinging his sword. Wait until the blue aura surrounds him again and dodge the fireballs and attack him 4 times. Repeat until dead.

Alternate Strategy by 7aniki

-An easier way to take care of him is that when a fireball hits the ground, hit the fireball back at him to do more damage. When you do this, he'll stop shooting fireballs and charge across the screen again, so stay at the bottom if you're going to follow this strategy.

-----BOSS-----

Act 6

-----BOSS-----

-This fight is a different one than we've had so far, considering this actually isn't a fight. What you need to do here is feed the monster here fish. Each time its mouth opens, throw a fish into it and wait a few seconds. It'll start blowing some strong wind, so walk against it and pick up the next fish and throw it into the monsters mouth and walk against the wind again. Thugs will try to interfere with you, but the monster will either blow them off, or a fish will hit them on the head, instantly KOing them. (I don't know how either) Just keep throwing fish into its mouth until you get the victory signal from your turtle.

-----BOSS-----

Act 7

-----FINAL BOSS-----

-For a final boss, this guy sure is a disappointment. He'll start off by walking towards you. If you try attacking him, he'll block you with his weapon. Wait for him to pull out his weapon and avoid his attack. His weapon will then be stuck in the ground. Hit him then. Once you do, one of the follow three will happen:

0 A yellow aura character will jump down. He'll throw 4 Ninja Stars at you one after another, so move up and down while jumping.

0 A green aura character will jump down. She'll charge at you with her blades sticking out and she'll reappear on screen depending on the area you're standing at. In other words, move up and down and avoid standing still. She does this four times.

0 A purple aura character will jump down. He'll continue dropping down, trying to smash your head in with a hammer. Keep moving and avoid the shadows on the floor, since that's where he'll be landing. He does this four times.

After one of those, he'll return back to his normal form. Repeat the process of waiting to get his weapon stuck in the ground and then attack him and then

avoid the next set of attacks. Repeat until dead.

-----FINAL BOSS-----

=====
8.) Weapons
=====

Here are some of the other weapons in the game aside from the Turtles weapons.

Rock

-Purple Dragons in the first level usually throw these. These can do a bit of damage, but I wouldn't depend on them too much.

Metal Pipes

-You can get these from hitting parking meters or other type of poles. These are pretty strong weapons and can take out an enemy in a few hits. They tend to break after 3 or 4 hits, though.

Baseball Bat

-The bigger Purple Dragon characters drop these. They appear in a few levels. While not as strong as the Metal Pipe, it can still do some considerable damage but like the Metal Pipe, it breaks after a few hits.

Katana

-Ninjas drop these. These are pretty strong. I'd say they're about on the same level as Metal Pipes. Their durability are the same as the Metal Pipe and Baseball Bat, though.

Explosives

-Some Purple Dragons throw these in the third level. They pretty much work just like rocks, only they're stronger.

Shuriken

-Ninjas drop these. These are hella strong, as they can usually take out an enemy in one hit. It's a one time only weapon, though, so aim carefully.

Bombs

-Ninjas in the later levels drop these. These usually one hit KO any enemy, but like with the rock, explosives, and shuriken, it's a one time weapon, so aim carefully. They also have a set time to explode if you miss the enemy.

Mail Boxes

-These are usually on the curbs of the levels that have streets in them. These are pretty strong and can be used to take out multiple enemies at once.

Boxes

-These can bounce around between enemies, hitting them multiple times. After they hit an enemy enough times, though, they'll break. These sometimes contain healing items such as Apples.

Barrels

-These are found in the second level. Some of them can explode, taking out an enemy in one shot, while others can bounce between enemies or just roll away.

Nitrogen Tanks

-These things can one hit KO an enemy if thrown at, or if they're caught in the explosion. Do note though that if you hit it with your weapon, you're also at risk to be hit by the explosion, taking off a majority of your health, or even instantly KOing you, so be careful if you fight enemies around these.

Chairs/Stools

-Like the mail boxes and boxes, these can be thrown at enemies after lifting them up off the ground. They're pretty strong, and can most likely take out an enemy before their durability wears out.

Tire

-There's only one of these in the game, and it's in the first level. This will roll over any enemy in its path.

=====

9.) Shops

=====

All of these shops can be found inbetween levels on the surface.

Sports Gear Shop

Matching Bandanas - \$250

-Builds your co-op meter faster to call your brother into combat.

Boxing Speed Bag - \$250

-Increases ability to perform longer combo attacks.

Sparring Gear - \$175

-Increases the defense ability by one level.

Dumbbell - \$175

-Increases the power ability by one level.

Jump Rope - \$150

-Increases the stamina ability by one level.

Sneakers - \$150

-Increases the speed ability by one level.

Aluminum Baseball Bat - \$30

-Start your next mission with a stronger baseball bat.

Chinese Medicine Store

First Aid Kid - \$150

-Gives an extra life.

Herbal Tea - \$25

-Replenishes health partially.

Ginseng - \$50

-Replenishes health completely.

Fortune Cookie - \$75

-Gives a small amount of experience points.

Karma Juice - \$150

-Gives a medium amount of experience points.

Spiritual Incense - \$300

-Gives a large amount of experience points.

Martial Arts Store

Brotherhood Medallion - \$50

-One Brotherhood Medallion to go!

Skill Scroll - \$200

-Learn how to wall jump.

Titanium Big Blade - \$50

-Start your next mission with a stronger big blade.

Gold War Hammer - \$65

-Start your next mission with a stronger war hammer.

=====
10.) Trophy List
=====

If anyone can give me all the requirements for the Trophies I haven't filled in yet, I'd really appreciate it. You'll get full credit for it, of course.

1.) Beat a certain number of Purple Dragons!

Trophy Name: Casey's Mask

Bronze - 75 Thugs

Silver - 250 Thugs

Gold - 500 Thugs

2.) Beat a certain number of Foot Ninjas!

Trophy Name: Karai's Shuriken

Bronze - 75 Ninjas

Silver - 250 Ninjas

Gold - 500 Ninjas

3.) Destroy a certain number of objects!

Trophy Name: Hun's Bazooka

Bronze - 50 Objects

Silver - 100 Objects

Gold - 250 Objects

4.) Obtain a certain number of hits.

Trophy Name: Shredder's Helmet

Bronze - 10 Hits

Silver - 25 Hits

Gold - 50 Hits

5.) Finish an Act without losing a Life.

Trophy Name: Mutagen Capsule

Bronze - Act 1, 2, or 3

Silver - Act 4, 5, or 6

Gold - Act 7

6.) Finish all acts and try to obtain a total high score!

Trophy Name: Hamato Yoshi Statue

Bronze - 125,000

Silver - 250,000

Gold - 375,000

7.) Finish all acts in the least time possible!

Trophy Name: Time Scepter

Bronze - Less than 3 Hours

Silver - Less than 2 Hours

Gold - Less than 1 Hour

8.) Collect a certain amount of money!

Trophy Name: TMNT #1 Comic Book

Bronze - \$1000

Silver - \$2500

Gold - \$5000

9.) Eat each type of different health pickup!

Trophy Name: Mouser

Bronze - Once

Silver -

Gold -

10.) Complete all of Casey's mini-games!

Trophy Name: Casey's Golf Bag

Bronze - Complete all of Casey's mini-games

Silver - Complete all of Casey's mini-games

Gold - Complete all of Casey's mini-games

11.) Complete all of April's mini-games!

Trophy Name: April's Ninja Suit

Bronze - Complete all of April's mini-games

Silver - Complete all of April's mini-games

Gold - Complete all of April's mini-games

12.) Finish the game at any difficulty!

Trophy Name: Sword of Tengu

Bronze - Easy difficulty

Silver - Normal difficulty

Gold - Hard difficulty

=====

11.) Mini-Games

=====

=====

April

=====

Mini-Game 1

Open: After Act 1

-Throw the box at the moving target and hit it 6 times within 60 seconds.

Mini-Game 2

Open: After Act 4

-Throw the box at the moving target and hit it 12 times within 60 seconds.

=====

Casey

=====

Mini-Game 1

Open: After Act 2

-Use a bat and hit 8 Shurikens that come your way without missing any.

Mini-Game 2

Open: After Act 5

-Use a bat and hit 16 Shurikens that come your way without missing any.

=====
Splinter
=====

Mini-Game 1

Open: After Act 3

-Hit the object in the air and juggle it by hitting it 8 times.

Mini-Game 2

Open: After Act 6

-Hit the object in the air and juggle it by hitting it 14 times.

=====
12.) Credits/Thanks
=====

GameFAQs and the other hosting sites: For hosting this guide.

Ubisoft: For this great game.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

7aniki: For an alternate strategy for the boss on Act 5 and for giving me the Gold trophy requirement for the Hamato Yoshi Statue trophy, as well as the requirements for the Gold trophy for the Shredder's Helmet, as well as the name of Trophy number 9.

Noah Redja: For giving me the requirements for the silver trophies for Casey's Mask and Karai's Shuriken and the requirement for the gold trophy for the TMNT#1 trophies.

guncowboy: For giving me the requirements for the gold trophies for the Casey's Mask and Karai's Shuriken trophies, as well as the silver trophy for the Hamato Yoshi Statue trophy.

And a huge thanks to you, the readers. Without you guys, I wouldn't be making these in the first place.

=====
13.) Version History
=====

Version 1.0 - March 31, 2007 - Finished the guide.

Version 1.1 - April 2, 2007 - Added in a lot of sections. The Trophy List is currently incomplete, and if you have any information on any of the info missing from the Trophy List, please do e-mail me about it.

Version 1.2 - April 4, 2007 - Added in an alternate strategy to the Act 5 Boss

as well as a Gold trophy requirement for the Hamatao Yoshi Statue trophy.

Version 1.3 - April 5, 2007 - Added in the name of trophy number 9 and the requirement for the gold trophy for Shredder's Helmet.

Version 1.4 - July 27, 2007 - Added in the requirements for the silver trophies for Casey's Mask and Karai's Shuriken and TMNT#1.

Version 1.5 - August 21, 2007 - Added in the requirements for the gold trophies for Casey's Mask and Karai's Shuriken as well as the silver trophy for the Hamato Yoshi Statue.

This document is copyright PeTeRL90 and hosted by VGM with permission.