

# Captain Planet and the Planeteers FAQ/Walkthrough

by Mattplz

Updated to v1.02 on Jun 30, 2006

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If you use the "Find" function in your browser, you can input the codes stated in the Table of Contents (TOC) to quickly jump to the desired section. Make sure that the "Match case" box is ticked!

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A N D T H E P L A N E T E E R S

= Table of Contents ===== TOC =

+ Version History - VER

How this guide has developed. Anyone who has helped me to improve this guide will be mentioned and thanked in this section and in "Credits & Thanks".

+ Game Summary - SUM

An introduction to the game, including a storyline and basic information about characters, locations etc.

+ Control Explanations - CNT

How the controls work in various circumstances.

+ Game Mechanics - MEC

Brief explanation of gameplay, including HUD descriptions etc.

+ Walkthrough - WAL

The meat of this document, as it were. This section will take you from the beginning to the end of the game, offering strategies and tips along the way.

+ Lists & Statistics - LIS

This section delves a little bit further into the game, offering descriptions and strategies for defeating enemies, collecting items, and any other information that might benefit you.

+ Etcetera - ETC

If there are things I haven't yet covered in the above sections, I will add them here.

+ Contact Information - CON

Contact me with questions, suggestions, comments, etc.

+ Credits & Thanks - CRE

Lists people who have contributed to this guide and special thanks to others.

+ Copyright Information - COP

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= Version History ===== VER =

+ 1.00 - Started 5th June 2006, finished 9th June 2006.

All sections complete, to my knowledge. I will update if I or anyone else comes across anything that I have missed, or if there's something I need to ammend.

+ 1.01 - 10th June 2006.

Added [www.neoseeker.com](http://www.neoseeker.com) to the list of websites authorised to host this, and all future guides by me.

+ 1.02 - 30th June 2006.

Corrected a minor error in the Items section, which turned out to be something I meant to delete in the first version of this guide. I also spaced out all the paragraphs and sections some more to remove the awful walls-of-text I had created, and added some more text here and there while correcting some spelling mistakes. I altered the appearance of the section dividers, too, to prevent each subsection from sort of running together. This guide should be a little easier on the eyes, now. Either way, let me know what you think. This will probably be the last update unless anyone wants me to add anything, or if I notice any more mistakes.

= Game Summary ===== SUM =

+ Background Information - - - - -

Captain Planet and the Planeteers is a 90's cartoon show conceived by Ted Turner. Its purpose was to entertain and inform viewers about the environment, and how to protect it. Edutainment it may be, but I personally quite enjoyed it, and want to see a couple of the episodes again. Two Eco-Villains that do not appear in the game version are Sly Sludge and Looten Plunder.

When humans pollute the Earth, the spirit, Gaia, awakens and calls forth five children from around the world (Wheeler, Kwame, Gi, Linka and Ma-ti) in an effort to halt the destruction. Gaia grants these children each an elemental ring (Fire, Earth, Water, Wind and Heart respectively) to help them. By melding the power of their rings, they can summon Captain Planet, the ultimate protector of the Earth, to vanquish the Eco-Villains and save the world.

If you fancy a bit of nostalgia, here's a link to the original theme song.

+ Synopsis - - - - -

The world is in danger. Gaia, the spirit of Earth, sends an urgent plea to you. Four of her Eco-Warriors, otherwise known as the "Planeteers", have been captured by four of Zarm's most notorious Eco-Villains, and have been separated and imprisoned in "Toxic Zones". The single remaining Planeteer, Ma-ti, and Gaia are currently stuck on Hope Island. With their help and advice, you must guide the captive Planeteers out of the Toxic Zones and back to Hope Island so that they can collectively summon Captain Planet and put an end to Zarm's destructive plans... within one hour!

+ Heroes - - - - -

- Wheeler - The Planeteer of Fire, from Brooklyn, New York. A typical teenager, you might think at a first glance, but Wheeler has a strong sense of justice and always looks out for his allies.

- Linka - The Planeteer of Wind, from the Soviet Union. Being the most computer literate of the Planeteers, she can tackle destructive machines most efficiently. The brains of the group, and seems to be Wheeler's secret love interest.

- Gi - The Planeteer of Water, from Asia. Claims to be a rock chick, but has a predominantly mild disposition. She enjoys talking to dolphins, and her watery powers help her to communicate with and influence sealife.

- Kwame - The Planeteer of Earth, from a lone village in Africa. Usually keeps himself to himself, but he has a softer side. One could say that he is the very opposite of Wheeler, considering his serious disposition and the fact that he thinks thouroughly before he acts.

- Ma-ti - The Planeteer of Heart. It is not clear exactly where he was born, but he grew up in the care of a Kayapo Indian Shaman. Thus, he knows many secrets of nature. His power allows him to heal, communicate with animals, and talk to his fellow Planeteers acros great distances. The youngest Planeteer.

- Gaia - The spirit of Earth, and the Planeteer's source of advice and guidance. She is very kind and gentle, and cares deeply for the world and her Planeteers.

- Captain Planet - The protector of the Earth. You might say that he is the very essence of the Earth, as the state of the planet reflects his abilities. Incidentally, the Planeteer's rings do not work while Captain Planet is present.

+ Eco-Villains - - - - -

- Dr. Blight - A female scientist gone mad. She's a genius, and is capable of creating machines and starng biological creatures that destroy the environment.

- MAL - Dr. Blight's temperamental super-computer. He assists blight with her work, and often flatters her. Could the latter be an intentional part of his programming? It's more than likely.

- Duke Nukem - A mutant human who came to be after exposure to a large amount of radiation during one of his experiments. He plans to turn the entire planet into a wasteland with his Atomic Reactors.

- Leadsuit - Nukem's laboratory assistant. Not much is known about him, but he probably maintains his human form underneath that suit. It is unlikely, though, as Nukem exudes nuclear waste just by existing.

- Verminous Skumm - A mutant sewer rat who's aim is to turn every creature into his own species via a toxic substance called "Rat Rot". He travels the world spreading germs that cause major pandemics.

- Squeak - Skumm's servant. He helps in all of his master's diabolical deeds. He wears a thick suit that is resistant to most toxic substances, and carries a cannon that fires large globules of Rat Rot.

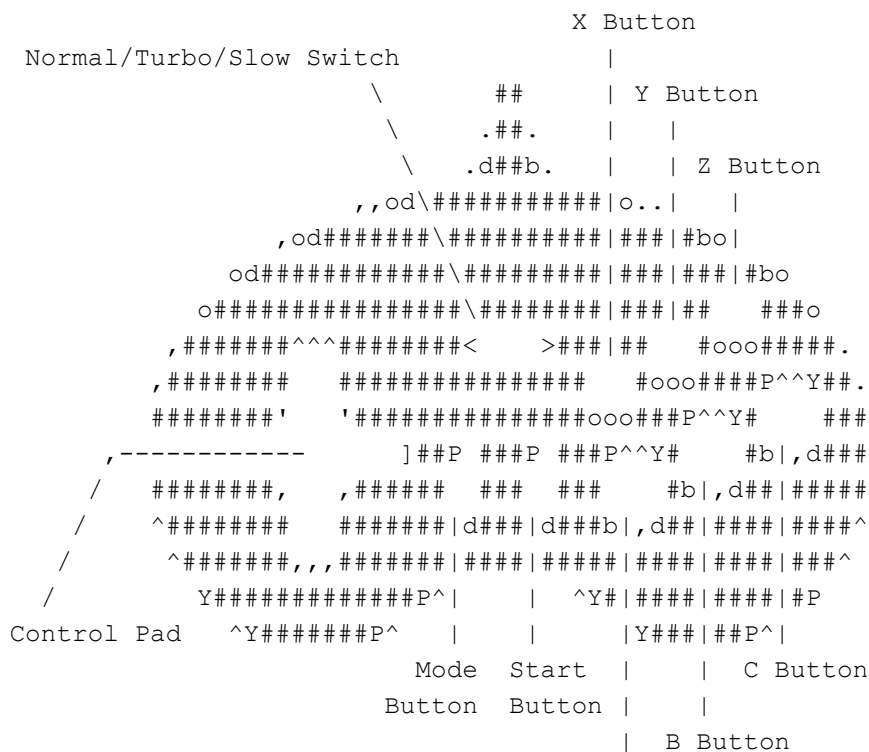
- Hoggish Greedly - A corrupted man with a pig-like personality. Plans to cover the world in gunge and crude oil, suffocating all living things. He builds gigantic oil rigs wherever he can.

- Rigger - Greedly's subordinate. He may not look very able or intelligent, but he's as enthusiastic about polluting as his commander.

- Zarm - Gaia's (and the entire world's) arch enemy. He commands all of the Eco-Villains to do his evil bidding. He once tried to trick the Planeteeers into joining forces with him by introducing them to the "Gauntlets of Conquest" that magnify their respective powers remarkably.

= Control Explanations ===== CNT =

+ Six-Button SEGA Genesis Controller, although a Three-Button Controller will suffice. You can find some with special functions, like Turbo and Slow, that can make certain parts of a game easier. I'll go into more details when necessary. (It looks okay if you blur your eyes, honest!)



|  
A Button

+ Control Pad

- Move Planeteer left and right.
- Hold DOWN to crouch, and then diagonally left or right to crawl. Your Planeteer can queueze through most tight gaps with this. Additionally, pressing DOWN will make your Planeteer drop from an overhead bar or chain.
- Use LEFT to rotate the drain shutters in Skumm's Sewer.
- Use UP and DOWN to control the lifts in Nukem's Atomic Reactor.
- Fly in 8 directions when playing as Captain Planet.
- Aim your shots.

+ A Button

- Default SHOT. One is enough to take care of most minor enemies.

+ B Button

- Default SUPER. A useful shot against bosses and some tougher enemies. This drains your Power gauge faster, so use it with care.

+ C Button

- Default JUMP.
- Drop from things your Planeteer is hanging on to.

+ X Button

- No Function.

+ Y Button

- No Function.

+ Z Button

- No Function.

+ Start Button

- Pauses and unpauses the game.
- Starts a level from the Zone Selection screen.
- Skips Ma-ti's and Gaia's dialogue.

+ Mode Button

- No Function.

+ Normal/Turbo/Slow Switch

- NORMAL does not change the game in any way.
- TURBO taps the A,B,C,X,Y and Z Button rapidly for you, depending on which one you're holding down, for a rapid-fire effect. Especially useful for completing Zarm's Domsday Barge.
- SLOW pauses and unpauses the game rapidly, making the game run in slow-motion. One could debate that this makes playing the game easier, as it gives your reflexes more of a chance to execute a certain action. You can see bullets and whatnot coming towards you, and you can time jumps and shots more accurately. On occasions, though, a button press can be missed by the system if pressed during a pause.

Recommended Control Setup...

- A - SHOT
- B - JUMP
- C - SUPER

When JUMP is set to B, you need only tilt your thumb to access the two types of power, rather than having to move it completely from C to A with the default setup. As SHOT will be your most common form of attack, it makes sense to have it next to your primary means of getting about.

Note that the functions of the A, B and C Buttons can be altered in the Options Menu to suit each player, so I will put "press SHOT" rather than "press A".

= Game Mechanics ===== MEC =

+ There are five levels in all. The first four consist of one platforming section, one sub-boss (except for Dr. Blight's Evil Computer) and one boss. The final fifth level is split into one shooting stage and one boss (although these two sections take place in the same area).

+ You begin each level with four Energy Globes and four Power Pellets. The number next to the symbols indicates how many extra you have, so "3x" means you have four. These gauges will slowly vanish from the top down upon taking damage. A flashing symbol indicates that only one unit of Energy or Power remains. Collect Energy Globes and Power Pellets to refill these two gauges. When all Energy Globes disappear, you are returned to Hope Island, and the Toxic Zone Selection (Eco-Alert) screen. If you lose during a boss fight, selecting the same Planeteer again will allow you to start from the boss stage, rather than having to redo the whole level. Considering this, it's probably best to save one Planeteer before you select a different one.

+ If you go into a boss battle with less than 4 Energy and Power units, these gauges will be brought back up to 4. If you enter a boss battle with more than 4 for both or either, you'll keep the values you had, which is fortunate.

= Walkthrough ===== WAL =

The four Toxic Zones can be played in any order, and they're all roughly the same difficulty. I'll start with what I consider to be the hardest stages.

+ Hoggish Greedly's Underwater Oil Rig - - - - -

Nothing that needs to be destroyed, here. Make your way to the right of the uppermost deck, posthaste. There are three decks in all. You start at the bottom left of the level, and must first head to the right. This is relatively simple. Navigate through the pipework, and crawl through gaps when you need to. When you see an open-ended pipe, be careful, as some shoot steam periodically. Also, try your best to stay out of the crude oil that rises and falls steadily. Wait until it falls before continuing, and take out the Security Droids when they appear by hitting all of their three red "eyes". They will drop an Energy Globe for your troubles. It's easier to work your way through the decks when they're not present, as they have an annoying habit of knowcking you off overhead bars. With the giant drills, wait until they retract back into the ceiling before going past. At the end of the lower deck, you'll see a short, green cylinder with a green platform on top. Hop on, and it'll raise you up to the next deck.

Deck two is also simple. Head to the left and destroy the two gun platforms with a single SHOT each. Now, their guns can't fire, and you can safely get a lift up to the moving overhead chain. Wait beside the oil spouts

until they stop spewing oil, then continue and drop down the other side. Repeat until you encounter another purple platform that lifts yo up until the next deck. It won't be long until the Security Driod returns, so deal with that before you continue along the overhead chains.

The third and final deck is another sequence of obstacles. Head to the right, and grab hold of the swinging chains. You must hit the power switch panels with a single SHOT. They look like fuse boxes, and have electrical cables running up to them. Talking of electricity, the floors nearby will all be electrified until you destroy the box. After you've taken care of a box, jump off the chain and onto where the box once was. A little way along, you'll encounter a Spiderbot, which can be dispatched with two SUPERS. Remember to crouch before you fire. As with previous decks, the Security droid will appear again at some point. Take it out before moving on. Continue towards the right, taking out power switches and Spiderbots as you go. Eventually, you'll encounter Rigger, Greedly's assistant.

- Rigger - A pushover, really. The key here is to keep a safe distance away (like 1/3 of a screen width) and shoot him with SUPERS. When you hit him, wait until he stops flashing before you fire another SUPER, or the shot will go straight through him. If he advances towards you, move back a little to keep that 1/3 screen width away. His grease gun is easy to avoid with a JUMP, and if you time your SUPERS right and hit him right after he stops flashing, he won't be able to fire at all! Hit him with approximately six SUPERS to defeat him. Coming into contact with rigger takes away roughly 1/6 of an Energy unit, and getting hit by the grease takes away 1/5.

- Greedly's Flamer Tank - Start out by destroying the flamethrower. JUMP, and fire a SUPER when your Planeteer is lined up with the flamethrower, keeping a safe distance away all the while. Four SUPERS should do the trick. Once the flamethrower has broken, Greedly can't stop you from JUMPing from a spring (when one collapses slightly) and climbing across the chains to the back of his tank (where the three red fuel tanks are). Do exactly this, and drop off the chains when you know you won't end up landing on the tank's treads. Each fuel tank needs only two SUPERS each to destroy, so fire away until they're all cracked and broken. Sometimes, Greedly will turn his tank around. When this happens, get behind him again using a spring and the chain overhead.

You will now be returned to Hope Island, along with the Planeteer you saved.

+ Verminous Skumm's Sewer Hideout - - - - -

- There are eight pipes which constantly pour out Rat Rot. You need to shut all of them. There are four major rooms in this level, and they're arranged in a diamond pattern. Each room has two cut-off points in the pipework, and these points have large green wheels attached to them. Jump and grab hold of one, then press LEFT to stop the Rat Rot flowing. Wheels to the right of a room drop Power Pellets, and the ones to the left drop Energy Globes to signify that the pipe has been closed.

You begin at the bottom center of the level, and the first room is directly above you. Find an opening in the sewer route and JUMP into the room. Use the overhead bars and the terrain to navigate through the maze of thin pipes to get to the green wheels which will stop the flow of Rat Rot. Remember that there's one at each side of the room, roughly halfway up the wall. Once you're done here, exit out of the top of the room and back into the sewer routes. From here, head up and left until you reach another room, using SHOTs to clean any diseased animals along the way for Energy Globes and Power

Pellets, and close off two more pipes. Once this leftmost room has been cleared, head all the way to the right of the sewer to find another room. Close the two pipes here. Now, head up to the uppermost room by heading diagonally up and right. Once you've closed off the last two pipes, you'll encounter Squeaker.

- Squeaker - This giant rat in a protective suit will hover around menacingly, firing Rat Rot often. His Rat Rot gun takes away roughly 1/6 of an Energy Unit. He takes 4 SUPER shots to eliminate, and seeing as he doesn't flash like Rigger, you can go all out and finish him in seconds. He drops one Energy Globe and one Power Pellet during the course of the battle, so keep an eye out for those. Now you can escape from the sewer and head up to the rooftops to face Skumm.

- Skumm's Helicopter - Certainly a more complicated opponent than Squeaker. You need to take out the gun, windshield, engine and tail. Start with the gun. Two SUPERS is all it takes, but it can still fire. Now, aim for the windshield. Get onto some higher round, and fire a SUPER when you and the windshield become aligned. Two SUPERS will break it completely. For the engine, you need to grab hold of the skids and move along until you're underneath the center of the propeller rotor. Fire one SUPER upwards to destroy it. To break the tail, you need to try and run underneath it and shoot one SUPER upwards. As Skumm has a habit of turning his helicopter round to face you, this can be difficult. Two SUPERS should put him in a tailspin. You can grab hold of the helicopter's skids. Don't hang on for too long, though, or Skumm will scrape you off on the girder structure. This inflicts 1/6 of an Energy unit worth of damage, so jump off if he starts to fly to the top left or top right of the structure. Each bullet that the gun fires takes away roughly 1/4 of an energy unit on contact.

With Skumm finally vanquished, you return to Hope Island with the rescued Planeteer.

+ Duke Nukem's Uranium Mine - - - - -

Preserving your Energy and Power here is vital. Jump over enemies if you can, and don't hang around, as more and more Automatos will appear over time.

- Nukem's mining operations rely on six machines. Blow them all to bits. The level is divided pretty much in half. There are three machines on the far right, and three on the far left (plus the escape route where you encounter Leadsuit). From your starting position, head left towards the elevators. JUMP on board an empty one, and ride up until you see another passageway to the right. JUMP across and make your way to the right. Eventually, you'll see a purple machine that generates big, green pellets of uranium every once in a while. If you ever come across uranium, or the little yellow Automatos, crouch and fire a single SHOT at them to eliminate them. Destroy the purple machine by crouching and firing a single SUPER.

Return to the elevators. There are two more identical machines above the one you just destroyed, so ride the elevators up and take them out, too. Now, you need to navigate your way to the other side of the mine. Wait for an elevator to take you to the top of the screen, jump across towards the left, using other elevator platforms to help you. Deal with the left side of the mine exactly as you would with the right. The grey machines that you encounter will generate Automatos. Take them all out. When you have successfully destroyed all six machines, a yellow "EXIT" sign will appear. Jump on the elevators and head up to the top left of the level, past the gate that was closed earlier, to



encounter Leadsuit.

- Leadsuit - As with Rigger, Leadsuit will flash upon getting hit. Also, like Rigger, if you hit him with SUPERS at the right time, straight after he stops flashing, he will be stunned again and cannot fire his uranium cannon at all. He takes ten SUPERS to defeat. You're likely to run out of Power before you land the final blow, so pick up the Energy Globe and Power Pellet that he drops during the battle. When he's defeated, follow him up the glass tube to face Nukem.

- Nukem's Atomic Reactor - Your Power gauge is at the top-center of the screen, now. I'm only mentioning this because I didn't realise it was there the first time I played this boss. Your task here is to stamp down on all the green fuel rods. Start at the top floor, and destroy any Automatos that are lurking about. If you start on a lower floor, you risk bumping your head against the Automatos. Stand in front of a raised rod and JUMP. Your Planeteer will stamp it down, but will stop if they get hit. If this happens, remove any new Automatos and start JUMPing again.

Once you complete a row, the lights on that floor will turn green and Nukem will leave it alone (Automatos cannot raise the rods again). Repeat with the other two floors. Occasionally, you'll hear a low pitched alarm sound. This means that two nuclear bolts will fly from opposite ends of a floor to the other. Crouch to avoid these. Once all three floors are cleared, you'll have put an end to the Duke's plans.

With one Planeteer remaining, it won't be long until you confront Zarm.

+ Dr. Blight's Evil Computer - - - - -

- There are five monitors displaying MAL's eerie face. Take them all out. They're arranged in the same pattern as the number five on a standard die (one in each corner, and one in the middle). You start at the bottom center of the level, so it's your choice on where to go from here.

Things to watch out for, though, are the red, green and blue Laser Cannons. They fire once every few seconds. Red fires first, then green, then blue. As you destroy more Computer Monitors, their rate of fire increases slightly. Destroy a pair with a single SHOT, and remember that the only platforms that are safe to stand on are the ones which carry the Laser Cannons that are currently firing. Therefore, if red is firing, or about to fire, stand on a platform with red Laser Cannons underneath. Each Computer Monitor is guarded by two Robot Drones. Dispatch these with three SUPERS, taking care to jump over their lasers, and they'll drop a Power Pellet each. Once they're gone, aim for the glowing, red orb in front of each Monitor. Destroy them with one SUPER, and an Energy Globe will appear. Once all the Monitors are destroyed, you will be teleported to Blight's room.

- Blight's Mechanical Arm -

Seek higher ground as soon as you can, and don't fire at any of the glass containers. I find the best place to position yourself is at the left or right of the structure, about halfway up the room. The Arm's weak point is Blight herself. When your Planeteer and her become aligned, you should be able to fire a SUPER in between the gun mounts and the Arm's platform. Basically, aim for her waist. She'll move around a lot, though, so time your shots well. Also, your planeteer will take some of damage from the guns unless you actively avoid them and position yourself as elusively as Blight. Each bullet causes 1/4 of an Energy unit's worth of damage. Around 8 SUPERS will put her Arm in a

spin, quite literally.

Now that all five Planetees have congregated on Hope Island, they can summon Captain Planet for the final showdown with Zarm.

+ Zarm's Doomsday Barge - - - - -

Remember to switch the NORMAL/TURBO/SLOW switch to TURBO. It makes this stage a lot less arduous. You need to destroy every weapon in sight. Before you do, though, there are four Energy Globes in this stage, one near each Eco-Villain's Quarters. Pick them up immediately. They'll regenerate once during the course of this battle. Your SHOTs are unlimited here, but Planet can only fire a certain number of SUPERS before he loses the ability to do so. Same them for Zarm and any Oil Guns/Cannons.

- Greedly's Quarters - Destroy all the Bubble Guns and Mine Cannon lids here, referring to the "Enemies" guide below. Greedly will disappear when you're done.

- Blight's Quarters - Destroy all the Oil Guns and Electric Pods here. Blight will then vanish.

- Skumm's Quarters - Take out all the Smoke Bomb Turrets and Oil Cannons here. When you're done, Skumm will flee.

- Nukem's Quarters - Nukem will disappear once you've taken out all of the Smoke Bomb Generators and Gun Turrets here. Once all four Eco-Villains have fled the barge, Planet will automatically fly to the uppermost part of the barge to face Zarm.

- Zarm - All those Energy Globes you should have been collecting will serve you well, here. Zarm will fire a constant barrage of projectiles at you, worst of all being oil. Seeing as there is quite a distance between him and the water, it's prudent to get to notice when Planet starts flashing, and rubbing his face. When it happens, that's the time to plunge into the water and get the oil cleaned off. Three rings of Spheres will surround Zarm. The outer spheres will take two SHOTs to destroy, while the middle and inner spheres only take one. Now's the time to hammer away with as many SUPERS as Planet can muster, strafing up and down all the while to avoid the projectiles. Your main target is Zarm, who only takes four or five SUPERS to defeat. Once he's finished, you have completed the game! Enter your name to register your score. The system won't save it, though...

= Lists & statistics ===== LIS =

- Enemy List -----  
All enemies listed below can be destroyed with SHOTs and SUPERS.

+ Hoggish Greedly's Underwater Oil Rig - - - - -

- Security Driods - See the three red "eyes" they have? Those are their weak points. One SHOT is all it takes to destroy each eye, and they'll drop an Energy Globe when all three eyes have been taken out. Nice! If you're lucky, you can take out all three at once with a well timed SUPER (as these shots split three ways). Be careful of their bullets, and don't let them touch you. Either will inflict roughly 1/6 of an Energy unit worth of damage. Best

attacked from underneath.

- Spiderbots - These move slowly, back and forth, usually choosing to lurk near Power Switches. Jump over the bullets they shoot. They can be dispatched by firing two SUPERS while crouching. Coming into contact with a bullet takes away 1/6 of an Energy unit, and the 'bots themselves take away roughly 1/5. They drop a Power Pellet upon defeat.

- Power Switches - These cause certain floor spaces in the uppermost deck to become electrified. Swing on the chains, and unleash a single SHOT when you become aligned with one to take it out. Once it's destroyed, the nearby floor will be safe to walk on. These don't inflict damage when touched, thankfully.

- Gun Platforms - These move up and down at differing speeds. It's safe to stand on them, and they don't cause damage if they come down on your Planeteer's head. The turrets mounted on either side are a nuisance, and their bullets are hard to avoid. Each bullet takes away about 1/5 of an Energy unit. Knock off the turrets with a single SHOT. Best attacked from underneath.

- Flamethrower - Occasionally, Greedly will shoot flames from this, causing 1/4 of an Energy unit's worth of damage on contact. JUMP and fire four SUPERS at it do break it.

- Fuel Tanks - The Flamer Tank's source of energy. Take each one out with two SUPERS to defeat Greedly. They cause no damage on contact.

+ Verminous Skumm's Sewer Hideout - - - - -

- Giant Rats - Innocent rats that have been covered in oil. They scurry across the floor and jump over holes. Clean them with a single SHOT, and they'll occasionally drop a Power Pellet or Energy Globe. They'll turn white when they've been cleaned, and will no longer pose a threat. While dirtied, though, they will take away 1/4 of an Enegy unit on contact.

- Giant Cockroaches - Innocent cockroaches that have been infected with Rat Rot. They crawl along the ceiling and jump over holes. Do disinfect them, hit them with a single SHOT. They'll turn from red to brown, signifying that they can no longer hurt you. Occasionally drop an Energy Globe or Power Pellet upon being saved, so it's best to cleanse them rather than avoid them. They're worth the trouble. Touching an infected cockroah takes away 1/4 of an Energy unit.

+ Duke Nukem's Uranium Mine - - - - -

- Uranium Mining Machines - These purple machines will generate a chunk of uranium every once in a while. The machines take away roughly 1/5 of an Energy unit on contact. Take them out with a single SUPER.

- Uranium Chunks - Green, glow-in-the-dark balls of uranium. These are sometimes pushed around bu Automatos, as they cannot move of their own accord. Often found littering the elevator platforms. They take away around 1/5 of an Energy unit on contact. Destroy them with a single SHOT.

- Automato Generators - Grey machines with a glass pipe attached to one end, which the Automatos appear from. Decommission them with one SUPER.

- Automatos - These small nuclear life forms patrol the elevators and passageways of the mine. They can push the Uranium Chunks at slow speeds. On

contact, they drain around 1/4 of an Energy unit. Dispatch with a single SHOT. Crouch before you shoot, or your SHOT will fly over them. In Nukems Reactor, they will raise fuel rods that have been pressed down on incomplete floors. Once you complete a floor, they'll leave it alone.

- Fuel Rods - Not enemies as such, but they all have to be pushed down if you're ever going to stop Nukem. They cause no damage on contact.

+ Dr. Blight's Evil Computer - - - - -

- Twin Laser beams - A seemingly endless web of laser guns! To take out one pair, just fire a single SHOT. You need to remember the pattern in which they fire if you want to have a chance at avoiding them. Red fires first, then green, then blue. Their rate of fire increases slightly with every Computer Monitor that you destroy. The laser beams take away just over 1/2 of an Energy unit, but the actual cannons are harmless.

- Robot Drones - Three SUPERS is all you need to dispatch these sinister looking robots. The safest method is to wait for them to come to you, JUMP over their laser, fire one SUPER shot, and repeat. They'll drop a Power Pellet when they finally explode. Touching a Drone takes away 1/4 of an Energy unit, while their lasers take away just over 1/2! Two of these guard each computer monitor.

- Computer Monitors - These display an eerie picture of MAL. Their weak point is the glowing red sphere in front of them, which can be taken out with one SUPER shot. They drop an Energy Globe upon defeat, and cannot harm you. MAL's expression when you destroy one is priceless!

+ Zarm's Doomsday Barge - - - - -

All obstacles here take approximately 5 SHOTS or a couple of SUPERS to destroy, and inflict 1/4 of an Energy unit's worth of damage if their projectile comes into contact with Captain Planet. All projectiles, apart from oil spurts (to my knowledge) can be destroyed with a single SHOT, if you're timing and aim is reasonable.

- Smoke Bomb Turrets - Found near Skumm's Quarters. They look like three small, grey missiles stacked on top of each other, supported by a stand. Strafe towards and away from them while attacking to have the best chance of avoiding their projectiles.

- Oil Guns - Small guns with very thin nozzles. Found near Blight's Quarters. If the oil hits Planet, he will rub his face continually and will not be able to shoot. If he is hit by oil while in the air, go into the water to clean it off. If he is hit underwater, you need to get back out and into the air to clean it off. Not sure how that works, but it solves the problem, nonetheless. I found that the best method of attack is to fly away so that they're just off-screen, then come charging back with a SUPER shot. Retreat, and do the same thing again until they're destroyed.

- Oil Cannons - Found near Skumm's Quarters. They are round, and have a thick nozzle. Take precautions here, also. If you're hit with the oil they shoot, take the same action as you would with the Oil Guns. The best way to attack these is to come in really close and line your SHOTS up with the very bottom of their stands. The oil should fly right over your head.

- Mine Cannons - Near Greedly's Quarters, there are two long, thick pipes with lids that release the mines. The lids are the weak point. The mines tend

to home in on Planet, so take out any mines with a single SHOT before dealing with the pipes.

- Bubble Guns - Found near Greedly's Quarters. They look like black spheres with a drill on one end, and act identically to the Smoke Bomb Turrets (only upside-down). Therefore, you need to strafe left and right while firing, in order to avoid their shots.

- Electric Pods - These strange, metal spheres produce electrified worm-like creatures. Probably another variant of her biological freaks. Take out the worms with a single SHOT before dealing with the Pods. There are five of these, and they are protected by the Oil Guns. Best use SUPERS, here.

- Smoke Bomb Generators - Found near Nukem's Quarters. They look like golden cross-hairs, and produce a gravity-defying ball of metal occasionally, which will home on on Planet. Take out the homing projectiles with one SHOT before firing at the cross-hairs.

- Gun Turrets - Found near Nukem's quarters. They look like standard, light artillery cannons, and they fire luminescent bullets. Strafing up and down while firing SHOTs repeatedly is the best way to deal with them.

- Hazards -----  
Terrain features that inflict damage, but cannot be destroyed.

+ Hoggish Greedly's Underwater Oil Rig - - - - -

- Crude Oil - This dark blue ooze periodically floods the lowest floor in the rig. Standing in it takes 1/7 of an Energy unit per second. Relatively easy to avoid.

- Steaming Pipes - Occasionally, open-ended pipes will spurt steam, and coming into contact with it causes roughly 1/6 of an Energy unit worth of damage. Wait until the steam dissipates before moving on.

- Giant Drills - Very deadly looking pieces of equipment indeed! Despite their size, though, they only inflict 1/6 of an Energy unit worth of damage.

- Oil Spouts - These are found on the middle floor of the rig. They squirt oil at regular intervals. Only the oil part is dangerous, and the substance takes away around 1/5 of an Energy unit. Wait until the oil disappears before moving on.

- Electric Floors - These inflict a whopping 1/2 an Energy unit worth of damage! You need to destroy the nearby Power Switch to deactivate these deadly floors. Use the swinging chain to stay safely away.

- Tank Treads - Coming into contact with Greedly's Tank causes just over 1/2 an Energy unit's worth of damage! You rarely need to go anywhere near the tank though, so just align your shots carefully from a safe distance. If he's about to force you into the wall, find a spring and get behind the tank using the overhead chain.

+ Verminous Skumm's Sewer Hideout - - - - -

- Rat Rot - This pale green, virulent substance will steadily rise from the bottom of the level, and can also be seen trickling down from pipes. You'll lose 1/7 of an Energy unit for every second you stand in it. As soon as you

close off a pipe, the Rat Rot will stop trickling from that pipe.

+ Duke Nukem's Uranium Mine - - - - -

- Uranium Mining Area - The bottom of the mine is full of exposed fragments of uranium. While standing in this area, you'll lose 1/7 of an energy globe per second. Get on a lift as soon as possible if you fall down here.

- Uranium Collection Point - This takes the form of a big, grey, "L"-shaped tube. Being pushed through it by an elevator platform inflicts roughly 1/3 of an Energy unit worth of damage. Ouch! Get off the elevators before you reach it.

- Nuclear Waves - These yellow bolts fly from both edges of the screen on all floors at given times. You will hear a low-pitched warning alarm when they're about to appear, so crouch down until after they've struck. Getting hit by one will knock off 1/4 of an Energy unit. They don't strike on cleared floors (if the lights are green).

+ Dr. Blight's Evil Computer - - - - -

- Laser Field - An endless barrage of white lasers swarm around the bottom of the level. Avoid at all costs, as each hit will take away 1/2 of an Energy unit.

- Biological Freaks - Encountered in Blight's room. They may seem like ordinary enemies, but they cannot be harmed! Avoid shooting at the glass tubes which contain them. There are two types. The bat-like ones fly awkwardly left and right, while the spider-like ones cling to the floor or underneath a platform and crawl around. Both shoot orange spit. Coming into contact with either foe, or their interesting choice of projectile will inflict roughly 1/6 of an Energy unit. Stay as far away as possible.

There are no hazards in Zarm's Doomsday Barge, as far as I know.

I made up the names for some of these enemies and hazards. Some names were already stated in the instruction manual. Please e-mail me if you can find more suitable names.

- Items -----

- Energy Globe - Pick up one of these to add one globe to your Energy gauge. An essential for survival. Machines and certain enemies sometimes drop these, and certain ones that regenerate keep dropping them.

- Power Pellet - Pick one up to add a unit of power to your Power gauge. Never pass one of these up! If you get to the stage where you're reduced to only being able to fire one shot every three seconds, be prepared to greet the eco-alert screen shortly.

= Etcetera ===== ETC =

+ In the manual, it states that some Planeteers are better suited to certain Toxic Zones than others. For example, Linka is thought to be in her element in MAL's Computer. This is nonsense, as all Planeteers play exactly the same, and their respective elemental powers do not fluctuate within certain Toxic Zones.

+ Lives are unlimited. Just remember that time is not!

+ Pausing the game also pauses the game clock, so you can take a break without wasting any time.

+ Changing the difficulty seems to do nothing to the game. I've experimented with all three levels and nothing seems to be any different.

+ Even if your Power gauge is empty, you can still fire a SHOT once every three seconds. Planet seems to have an unlimited Power gauge, so he can fire as many SHOTS as he likes, but can only fire so many SUPERS before he loses the ability to do so. Save Planet's SUPERS for Zarm, and the Oil Cannons/Guns.

+ The Planeteers and their respective captors change with every new game.

+ You cannot have more than 8 extra Energy Globes or Power Pellets at any one time.

+ Extra Energy Globes and Power Pellets do not carry over to the next Planeteer.

+ The game cannot be saved at any point, nor will the game save your score.

= Contact Information ===== CON =

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Please remove the spaces, as they are merely for security reasons. This address is also available for instant messaging purposes.

If you can spot any major inaccuracies or missing parts in my guide, please let me know and I will update it and add you to the "Credits & Thanks" list. Before you do, though, please note that all e-mails containing flames, irrelevant subjects, spelling and grammar corrections (unless I make the same error repeatedly) and spam will be ignored. I do, however, appreciate constructive criticism, further questions, suggestions and general feedback. Seeing as this is my first ever FAQ, I'd really like to know how I've done.

Additionally, please put "Captain Planet" in the subject line for all e-mails concerning this guide, or they may end up in the Junk Mail section.

= Credits & Thanks ===== CRE =

+ Ted Turner, who conceived the great cartoon series which gave birth to this fairly decent platform game.

+ GameFAQs, for allowing me to host this guide, and for being a veritable Alladin's cave of useful computer game information. I'm addicted.

+ Neoseeker, for allowing me to host this guide on their website, too.

+ You, for bothering to read this far!

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