

Teenage Mutant Ninja Turtles: Hyperstone Heist FAQ/Walkthrough

by NotoriousNick

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Teenage Mutant Ninja Turtles: The Hyperstone Heist for the Genesis

Full FAQ

V3.0

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Table of Contents

- 1.0 - Contact Information
- 2.0 - E-Mail Guidelines
- 3.0 - Version History
- 4.0 - Story
- 5.0 - Characters
 - 5.1 - Playable
 - 5.2 - Allies
 - 5.3 - Villains
- 6.0 - Walkthrough
 - 6.1 - New York City
 - 6.2 - A Mysterious Ghost Ship
 - 6.3 - Shredder's Hideout
 - 6.4 - The Gauntlet
 - 6.5 - The Final Shell Shock
- 7.0 - Copy Right Information

1.0 - Contact Information

To contact me with any questions or information about this guide or game email me at NotoriousNick500@Gmail.com.

08-28-07 - I have this game available so I am able to answer almost any questions you may have about the game.

Please feel free to email me at anytime if you have any strategies you would like to add.

If you wish to use this FAQ on your site, you may do so as long as:

- 1) It is used as-is - it should exactly match the version found on the allowed sites.
- 2) MY name and copyright must be included at the bottom.

Please make sure all e-mails regarding this guide have the title in it. This gives you a better chance of me reading it.

2.0 - E-Mail Guidelines

My email is [NotoriousNick500\(at\)Gmail\(dot\)com](mailto:NotoriousNick500(at)Gmail(dot)com).

Feel free to email me anytime but make sure it follows the guidelines below.

Subject: <Game Name> FAQ

I will accept the email if:

- The subject matter matches the one above.
- The email is readable.
- Any strategies you would like in my guide as long as you tell me your GameFAQs account name. Real names WILL NOT be accepted UNLESS it's under personal circumstances (e.g. Real name is in your username). Also strategies will not be accepted if you have your own Guide or its already posted in someone else's.
- Any maps YOU made. If it is not your map contact information must be given for the person who made it. That way I can contact them and make sure it's alright.
- Any screenshot YOU or the company who made the game snapped. I will only except the company's screenshot if THEY THEMSELVES released it to the public. Again if the screenshot belongs to someone else their contact information must be given to me including the company's.
- Any video YOU made for the game. It must be for your personal site, YouTube.com, or GameTheater.org. Again I'll need contact info for someone else's work.
- The section of my guide that the strategies, maps, screenshots, or videos are for.
- You want to use the guide on your site. A link must be included so I can preview the site. Only the guide in the subject box will be given.
- If you want more than one guide put "Multiple FAQ" in the subject box. Emails with that subject matter must only be for requesting permission to post my FAQs.
- If you want to request I make another guide for this game or others. The subject matter must be "FAQ Request".
- If you like my style of making FAQs and want to co-write one. The subject matter must be "Co-write FAQ Request". It must be a game none of us have made a full walkthrough for, that I feel like doing, and work must be equal. Also we'll need a way to communicate faster like through some form of chat. Gmail, AIM, or Steam are the preferred ones. Proofreading a FAQ I made is NOT co-writing.
- Any noticeable errors I made. Errors like "to" should be "too" should not be pointed out. Errors like "It IS possible to get <name item> in <name area>" or "You CAN'T do <something> in <name area>" will be accepted.
- Any questions you have about the game or guide. The subject matter must be "<Game Name> Question(s)". Any questions about me WILL NOT be accepted.

Anybody who doesn't follow these guidelines well not get their e-mails accepted. People who spam me will be blocked. Also this information is for all my guides and not just this one.

3.0 - Version History

V1.0 (4/10/07): Added everything

v1.5 (4/12/07): Added more content so that it would get posted.

V2.0 (4/19/07): Made the FAQ easier to navigate.

V2.5 (4/23/07): Added HonestGamers.com to the allowed sites.

V3.0 (8/28/07): A big update. First off, I added the e-mail guidelines section to make it easier to contact me. Secondly, if any of you have read version 2.5 you'll notice that 3.0 has different chapter headings. Finally, I added SuperCheats.com to the allowed sites.

4.0 - Story

The Shredder is at it again! This time he has stolen the Hyperstone and shrunken Manhattan and the Statue of Liberty. Now it's up to the turtles to find the location of the technodrome and return the city to normal.

5.0 - Characters

5.1 - Playable

=====
Leonardo
=====

The leader of the TMNT. His favorite color is blue and his weapon of choice are the double katana swords. He is 2nd best in all three main categories making him the most well rounded turtle.

=====
Michelangelo
=====

The comic relief of the TMNT. His favorite color is orange and his weapon of choice are the double nunchuka. He is the strongest of the turtles but ranks 3 and 4 in reach and speed respectively.

=====
Donatello
=====

The brains of the TMNT. His favorite color is purple and his weapon of choice is the bo staff. He has the longest reach of the turtles but ranks 3 and 4 in speed and strength respectively.

=====
Raphael
=====

The anti-hero of the TMNT. His favorite color is red and his weapon of choice are the double sai daggers. He is the fastest of the turtles but ranks 3 and 4 in strength and reach respectively.

5.2 - Allies

=====
Master Splinter

=====
The sensei of the TMNT. He was once an ordinary rat until one day he was exposed to mutagen along with four baby turtles. He named them all after his four favorite renaissance artists and trained them in ninjitsu. In this game he only makes an appearance in the cutscenes.
=====

=====
April O'Neil
=====

A great friend of the TMNT. She is a reporter for the local channel 6 news station. Whenever something goes wrong she is usually the one to let the turtles know. In this game she only appears in cutscenes.

5.3 - Villains

=====
Leatherhead
=====

A crocodile that was exposed to the same mutagen as the turtles and Splinter. Leatherhead is often times confused and rageful sometimes seeing the turtles as allies but most of the time as enemies. In this game he is the boss of the New York City level and appears in the Gauntlet as a mini-boss.

=====
Rocksteady
=====

A rhino that was exposed to the same mutagen as the turtles and Splinter. He is one of the Shredders right hand man along with Bebop. He is considered very strong but lack intelligence. In this game he is the boss of the Ghost Ship level and appears in the Gauntlet as a mini-boss.

=====
Tatsu
=====

Tatsu is another right hand man of the Shredder. He is the one that orders the foot soldiers around mostly under the Shredder's command. In this game he is the boss of the Shredder's Hideout level and appears in the Gauntlet as a mini-boss.

=====
Baxter Stockman
=====

Stockman is a mad scientist who is the creator of the mouser robots and bent on destroying the turtles. In this game he is the boss of the Gauntlet.

=====
Krang
=====

Krang is the warlord of Dimension X. he was banished by the good guys there and stripped of his body to resemble an Utrom which in turn looks like a

brain. When Krang arrived he met the Shredder who offered to build him a new body in help of defeating the turtles. He appears in this game as a mini-boss in the technodrome.

=====
The Shredder
=====

The main villain of the TMNT. His main reason for hating them is because of their connection to Hamato Yoshi who was Splinters master and his enemy back when he was called Oroku Saki. In this game he as stolen Manhattan and the Statue of Liberty. He is the final boss of the game in his super form.

6.0 - Walkthrough

6.1 - New York City

You'll start off the level in a waterless sewer. Make your way forward and kill any advancing foot that appear. Eventually unicycle bots will appear. There are two situations in this part were you get a pizza and explosive barrel. Both times eat the pizza and use the barrel to blow up any foot. At the end the turtles will jump up into the city streets.

You will now be in the city streets. There are nothing but foot in this area. You can use the hydrant at the beginning to kill a foot member. There are two manhole covers with a foot that will jump out of it and throw the lid at you. Just don't stand in front of them when they throw it. The only pizza in this area is in front of a car in a garage. Jump out of the way before the car hits you. It'll start shacking before it moves. A super pizza is in between two doorways were foot come out and can be used to defeat them. At the end the turtles will jump into the sewer.

You are now back in the sewer but this time there's water. Foot will keep reappearing throughout this area. Right after you grab the pizza here pizza monsters will start jumping out of the water at you. Just defeat them with a series of jumps. At the end of the sewer Leatherhead appears.

Leatherhead

This guy isn't that tough. If he's on either side of the screen he'll either punch you or throw knives at you. Also after a few hits he'll get on all fours and charge across the screen. It is best to avoid him with jumps. The knives he throws can be reflected back at him to cause some damage. After each knife throwing session is also the best time to execute a combo on him. Keep repeating the process and then he'll blow up.

6.2 - A Mysterious Ghost Ship

You'll start off surfing on the ocean. There are a bunch off foot and eventually mousers. They all take one hit to beat. Along the way you'll have to dodge bottles, pipes, and spiked logs. The crates can be broken and some contain a bonus pizza which there are lot of here. There is also a normal pizza around were the mousers appear. At the end the turtles jump onto the ship.

On the ship there are foot and rock soldiers appear at the end. The only pizza in this area is in front of a picture. Run to get it so that you don't get smashed. Also make sure to avoid any loose planks on the ground. There are two boxes of dynamite which can be used to blow up any foot members around them. A super pizza is also at the end which can be used against the rock soldiers. At the end the turtles jump off.

In the cave you will fight foot and rock soldiers. The only obstacle here are spikes that drop from the ceiling from time to time. A box of dynamite can be used against foot at one point and a super pizza against some rock soldiers are another. There are two pizzas. One surrounded by foot and the other with Rocksteady.

Rocksteady

Rocksteady has three attacks. The first is just a charge where he'll run across the screen towards the turtles. He can also kick in both directions if you get close enough to him. If you're far away he'll pull out his gun and shoot forward and upward. Dodge all his attacks by jumping unless he shoot upward. Attack him with combos as long as he isn't shooting forward or charging. When you beat him he'll blow up.

6.3 - Shredder's Hideout

You'll start in an outside area. There are foot, unicycle bots, and mousers in this area. There are also two pizzas. The tiles in the tiled ground area are just like the manhole lids. A foot will jump out and throw it at you. At the end of this area the turtles jump into a building.

In the inside part there are foot and mousers. There are also a lot more obstacles. There are spiked chandeliers meaning you can't jump up. Some spikes come in and out of the ground and require you to jump. At one point there's 3 things on the wall which look like shredder armor that shoot lasers out of their eyes. There are candle stands which can be hit into enemies. Two pizzas can be found in this area. A super pizza can also be used on foot at one point. At the end the turtles will go through a door.

Tatsu

You will enter a room with a shredder statue and Tatsu. Tatsu's main attack is to summon foot to attack you. Also he'll stand on the sides of the room and throw knives at you. If he sustains enough damage he'll jump across the room dropping knives from above. If you use the slam attack on the foot they can be hit into Tatsu. Also his knives can be reflected back at him. If you get close enough you can use combos to defeat him. When he's dead the statue will move revealing a cave.

6.4 - The Gauntlet

The beginning of this level is nothing but pizza monsters. Use jumps to beat them. The rest of it is just bosses.

Leatherhead

This guy isn't that tough. If he's on either side of the screen he'll either punch you or throw knives at you. Also after a few hits he'll get on all fours and charge across the screen. It is best to avoid him with jumps. The knives he throws can be reflected back at him to cause some damage. After each knife throwing session is also the best time to execute a combo on him. Keep

repeating the process and then he'll blow up.

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Baxter Stockman

The only attack Stockman has is to drop mousers from his craft. Use jump attacks the whole battle to beat him. When he's gone the technodrome appears.

6.5 - The Final Shell Shock

Welcome to the final level. Here you'll fight foot, mousers, flat bots, freeze bots, and rock soldiers. There are no pizzas here. There is a super pizza which can be used against rock soldiers at one point. There are a couple times where bouncing wrecking balls will try to flatten you. These can hurt the foot. Also there are a couple laser cannons at one point that can shock you. These cannot hurt the foot. At the end Krang will appear.

Krang

Krang will appear in his exosuit. He can kick you by flying from end of the screen to the other and punch you on the head. He can also shoot missiles from his chest which should be jumped over. He'll sometimes go to the side and shoot orbs from his mouth then run away. These must be dodged by using their shadows. Just keep hitting him with combo attacks and he'll eventually blow up and flee.

After Krang's defeated the turtles will get on an elevator.

Floor 1: Pizza and foot

Floor 2: Foot

Floor 3: Unicycle Bots

Floor 4: Mousers

Floor 5: Foot

Floor 6: Foot

Floor 7: Foot

Floor 8: Turtles get off

*Note that the elevator doesn't stop at 6 & 7.

Super Shredder

Shredder will transform into Super Shredder. He has three attacks in this form. They are all noticeable by different colored flames. If he turns red don't stand in front of him because he's going to set a trail of fire on the ground. If he turns blue don't jump in front of him because he's going to send ice beams in the air. If he turns green don't stand in front of him because

he's going to shoot a de-mutating beam forward. Just execute a combo attack after every attack of his and you'll win with no problem. When he loses he falls over the edge and the turtles yell cowabunga one last time.

7.0 - Copyright Information

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This guide may only be posted on the following websites:

- www.GameFAQs.com
- www.Gamespot.com
- www.Neoseeker.com
- www.HonestGamers.com
- www.SuperCheats.com

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