

# Teenage Mutant Ninja Turtles FAQ/Walkthrough

by NMorgan

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Teenage Mutant Ninja Turtles  
For the Nintendo Entertainment System  
FAQ/Walkthrough

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Section One: Background

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Welcome to my amazing Teenage Mutant Ninja Turtles FAQ!

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A) FAQ History

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August 19th, 2005 - Version 1.02 released - a minor correction

July 2nd, 2005 - Version 1.01 released - minor error fixes, and layout change.

June 14th, 2005 - Version 1.00 released - First release

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B) Introduction

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You may or may not remember way back when the Ninja Turtles were all the hype. Everything was going good for the four Mutant Heros. They had TV shows, Movies, action figures, and most importantly, an amazing group of nationwide TMNT fans. What was next for the turtles? You guessed it, video games.

The year was 1988 when Konami was granted permission to start creating an official TMNT video game. After months of hard work to make an addicting game while still keeping the 'radical dude' attutude that the turtles followed, the game was finally released on May 12, 1989. The game was a huge hit. The unique overhead navigation combined with the side by side action sequences were a complete success.

Some people say that the game was only so popular due to the incredible popularity that the Mutant Turtles withheld at the time. Quite honestly, I think those people were correct. Do you think that the game would be nearly as popular if it didn't carry the 'Ninja Turtles' name? I don't. After all, any popular TV show turned into a video game is basically a guaranteed success sales wise (eg Pokemon, Dragon Ball Z).

Anyway, I have created this guide because I am one of those people who is totally in love with this game. I hope that you have a much easier time with this guide than if you were to play through the game without the guide. Good luck!

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## C) Controls

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### Overhead Navigation Controls

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D-Pad - Move around  
B Button - Use weapon  
A Button - No use  
START Button - Bring up Information Screen (can be used to pause game)  
SELECT Button - Exit Party Van

### Side-by-Side Action Controls

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D-Pad - Move around; Press down to duck  
B Button - Use weapon  
A Button - Jump  
START Button - Bring up Information Screen (can be used to pause game)  
SELECT Button - Change weapons (only if you have more than 1 weapon)

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## Section Two: Indices

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### A) Characters

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All four of the playable characters are different in their own way. Actually, the only real difference is what weapon they carry, but all weapons attack differently, making each turtle unique.

#### Leonardo - Katana Blades

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Leonardo is one of the best turtles to use. His Katana Blades will cover a very wide range of attack making him a very good turtle to use.

#### Raphael - Sai

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Sorry, but the game developers really made this guy suck. His Sais barely cover any range of attack at all, making him the worst character to use. He is a good 'sacrifice' character. This means that you should use him in areas when you know you are going to lose energy.

#### Michaelangelo - Nunchucks

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Mikey is a pretty decent character to use. His range of attack is just about equal the that of Leonardo's attack range. Thus, he is about equally useful as Leonardo.

Donatello - Bo  
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Donatello has by far the widest range of attack with his gigantic Bo. However, he has difficulty attacking tiny ground enemies. When he uses his foward attack, his Bo will go directly overhead of some of the shorter ground enemies. Even with this minor flaw, Donatello is one of the best Turtles to use.

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## B) Item Icons

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This section will explain what the item icons do when you pick them up in the Side-by-Side Action part of the game. Weapons are ususally left behind by enemies when you kill them. Items, on the other hand, can be found laying around only.

Boomerang  
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This weapon can be thrown at enemies from far away to avoid close range combat. The advantage about Boomerangs is that they will come back to you, and they can be caught and used as many times as you wish!

Missiles  
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This icon will give you 10 Missiles for the Turtles' Party Van. The Party Van doesn't make an appearance until Area 3 of the game, so likewise, Missiles don't make an appearance until then either. Missiles are used to blow up barriers that will prevent you from advancing farther into the Area. The Missiles can also be used to destroy Crusher vehicles that are operated by the Foot Clan.

Mr. Invincibility  
-----

This is an odd item! Use these to spin around frantically in a ball, killing any enemy that you touch as you are doing this.

Pizza - Quarter Pie  
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A quarter of the Turtles' favorite food, pizza! If you get one of these, your health meter will fill up two whole notches, which is equivalent to a quarter of your health.

Pizza - Half Pie  
-----

A half of the Turtles' favorite food, pizza! If you get one of these, your health meter will fill up four whole notches, which is equivalent to exactly half of your health.

Pizza - Whole Pie  
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A full pie of the loved Pizza! If you get one of these, your health Meter will fill up completely. It's best to change your Turtle to the Turtle with the least amount of health, this way, more health will be gained.

Ropes

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Ropes are really used only for getting across rooftops in Area 4. That is really all they do.

Scrolls

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This weapon is a very violent item that is used to throw at opposing enemies. They must be found laying around; enemies will not drop them upon their death.

Shuriken - Single

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The Shuriken is a very beneficial weapon to have. Throw them at opposing enemies. Use these when you'd rather avoid risky close range combat.

Shuriken - Triple

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The Triple Shuriken is slightly better than the Single Shuriken. When used, you will dispatch three of them at a time, but only one will be deducted from the amount remaining. They're best to use on difficult ground enemies to avoid close range combat.

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### Section Three: Walkthrough

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#### A) Area 1: Rescue April

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You start out the game in overhead mode with a sewer to your left and a building below you. You will have to get to the other side of the building. You can do this by either going through the sewer, or by simply walking around the building. If you walk around the building, make clear leighway from the Crusher Vehicle, if it runs you over, it is an instant death. The following paragraph explains about getting through the sewer. So, skip the next paragraph if you if you opted to walk around the building.

The passageway through the sewer is very easy to get by. Most of the enemies consist of ground enemies and flying enemies. There are a few Foot Soldiers that will throw scrolls at you, but not many. About halfway through the sewer, you will come to a boss. The boss is a simple Foot Soldier. Kill him and move on, no big deal. At the very end of the sewer passage, there is a quarter piece of pizza icon. Get this pizza icon to refill your health by two notches. Then, go back outside via the ladder.

As soon as you get out of the sewer, or if you opted to walk around the building as opposed to taking the sewer route, walk to the right to another

sewer. If you look above you, there should be a small body of water above you that divides the dry land. You will need to get to the area of land on the other side of the water. How do you do that? You guessed it. Go through the sewer.

Like the last sewer, this one is not very hard. Again, there are just a lot of ground enemies, and plenty of flying enemies. There is a single Foot Soldier as well. When you get to the very end of the sewer, you will find April! The girl you have been searching for! Unfortunately, she is tied up, and then you will begin to fight Bebop. Bebop is actually a very easy boss, despite the fact that he will start off the battle with five notches of energy. All he really does is run around and try to punch you. Ironically, he is easier to attack when he is punching, because he stands still. Just be careful that he doesn't run into you or you will get hurt. Donatello is the best turtle to use in this case because of his long attack range. When you defeat Bebop, Rocksteady will escape with April through the doorway. So, you will have to go into the doorway to chase him.

Once outside the sewer, in the overhead navigation mode, start to head upwards. You will notice a building to your right side with an open doorway in which you can use to enter. This building is not necessary to go in, but there is a full pizza at the end of the room, which will completely restore a Turtles' energy. If one of your Turtles has low energy, I recommend going into the room with a turtle with high energy, and just as you are about to get the full pizza, change your turtle back to the turtle with low energy, get the pizza, then leave the room. Moving on, once you finish your business in this building, continue to head upwards and you will eventually come across two sewers that is being guarded by a Crusher Vehicle operated by one of the Foot Soldiers. If the Crusher runs you over, it is an automatic death, so steer clear of this. Don't waste your time in the lower sewer, there is nothing worth getting in there. Instead, go right into the upper of the two sewers.

This sewer gets a little bit harder than the others, but it's still pretty simple. You will have to navigate your way to the left instead of to the right. About halfway through the sewer, you will have to fight a boss. The boss will most likely be a Mutant Frog hopping enemy, but it can sometimes be another enemy. Kill the boss, then continue to the left. When you get all the way to the left, exit the sewer via the ladder.

Once back outside, you will find that you have navigated your way underground to a sewer sitting on the left side of a big building. Walk into the big building for the next set of battle sequence.

Inside this building can be pretty hard. The conveyorbelts that you must walk on add to the difficulty. In this room, get to the right side of the room. You will have to cross two conveyorbelts to do this. Once at the right side of the room, go up the ladder into floor 2 of the building. Now you will have to go to the left over a group of huge wooden boxes. Once on the left side of the huge wooden boxes, you will find April, still tied up! This time, Rocksteady will fight you. Rocksteady, although slightly harder than Bebop, is still a very easy boss. He will start out with six notches of health. Rocksteady's only actual attacking move is when he shoots his gun. A small bullet will fly through the air in whichever direction he is shooting. He doesn't even aim his gun, he just shoots! This, of course, is one of the reasons why he is so easy. When you kill him, you will untie April from her ropes of restraint, thus, ending Area 1.

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B) Area 2: Save the Dam  
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You will start out Area 2 on a small steel surface with the dam in front of you. If you look at the surface of the dam, you will notice a doorway on the right side. Go into the doorway.

Now that you are inside the dam, you must understand that you must get to the top of the dam to advance. There are three different stories that you must get through. Starting out on the first story, you will need to navigate to the right. This portion (the first story) of the dam is quite easy to bypass, as it consists of mainly ground enemies and basic flying enemies. There are a few Foot Soldiers, but not many. When you get to the end of the first story, you will have to fight another boss. The boss will probably be a chainsawman, but not necessarily, depending on what enemy set is currently set at the time. Either way, the boss is not difficult to defeat. Once you defeat him, climb up the large ladder onto story two.

In story two of the dam, you will have to navigate from the right side of the room to the left side. As soon as you start out, there is a half pizza pie icon that will restore four notches of your health upon grabbing. As you move to the left of the room, you will have to pass many flying enemies. No big deal. When you get to the end of the room, you will have to fight a boss. The boss will only start out with two notches of health. So, just kill him and be done with. Once the boss is done, climb up the ladder to the third, and most challenging story of the dam.

As soon as you start out story three of the dam, look directly above you and you will see a doorway. This is the doorway that you will need to go into to exit the dam. Anyway, to get through the third story of the dam, you must walk all the way to the right side of the room. This is not a very easy task considering the increased amount of flying enemies and Foot Clan guys. Anyway, continue advancing to the right side of the room until you come to a white ladder. You can climb up the ladder and start going to the left if you want, but I recommend to continue walking to the right. You will soon come to an easy boss, but there is a full pizza icon, which will completely restore the health of any turtle! Beat the boss, grab the pizza, or vice versa. Then, walk back to the left and climb up the white ladder onto the higher platform. Now, once on the higher platform, navigate yourself to the left. Eventually, you will come to an area where you can fall back down to the bottom of floor 3. To get across this pit, you will have to jump across. However, your jump must be precise. If not precise enough, you will fall back down to the bottom of floor 3, and have to repeat your steps. This may take a few tries, but when you finally get across the pit, enter the doorway to the top of the dam.

Now that you are on the top of the dam, walk to the right past a few Foot Clan soldiers, and you will eventually notice that part of the railing is broken. Use this broken part of the railing to dive straight into the Hudson river!

In the Hudson river, you will need to diffuse all 8 of the 8 bombs that the Foot Clan has maliciously installed into the river in an attempt to blow up the dam. You will notice the timer at the bottom of the screen. This time is the amount of time remaining before the bombs explode. If you diffuse a few bombs and lose track of how many you have to go, you can always press Start and April will tell you how many bombs you have yet to diffuse. Note that if the bombs explode, you will get a game over, and have to start back at the beginning of Area 2. The next paragraph will explain the locations of all 8 bombs so that you can easily find them.

When you start out in the river, the first bomb will be just to your left, past a lazer. Wait for the lazer to turn off, then quickly swim into the bomb. To diffuse it, simply swim up to it, and your turtle will do the rest. Continue swimming to the right past two more lazars, and you will see a small opening above you with fatal seaweed below. Swim into the small opening, and you will see another bomb located at the top left. Diffuse it, then swim back down into the area in which you just came from. Swim to the right past two more tiny lazars and diffuse another bomb, then continue to swim to the right until you come to a rotating turbine propeller. Avoid getting hit by the turbine propeller, and swim into the opening above. In the new area, swim to the left past a lazer and diffuse another bomb. After diffusing this bomb, start swimming to the right until you get to another bomb being guarded by two lazars. Carefully squeeze past these lazars and diffuse the bomb, then swim back to the left again past the two lazars. Now, this next part is the hardest part of the Hudson river. I highly recommend changing to the turtle with the most health. Once ready, swim into the opening above, you will be bombarded by harmful seaweed! Swim past the seaweed, this will cost you several notches of health. Once past the seaweed, swim to the right past a few more lazars. When you notice a fork develop where you can go either down or farther to the right, go to the right. Get the bomb here, then swim back to where the fork was, and swim down. Swim down until you see another bomb in which you will have to swim past a lazer to get to. Swim past this lazer, then diffuse the bomb. Once the bomb is diffused, you should only have one more bomb to go. Continue to swim down, then to the left a little bit past a lazer, then down a big more. You will now have to swim to the right, but beware of the harmful seaweed attached to the rocks. As you are swimming to the right, you should see the bomb above you, but a rock will stand in your way. To get around this rock, continue swimming to the right, then go up and back to the left. Swim past two more lazars, and diffuse the last bomb! Congrats. You have just saved the Hoover Dam!

"Let's Go Home!" says April. Upon going home, you will notice that your house has been sabotaged, and Splinter is gone! As you look at the television, the evil Shredder comes in and tells you that he has kidnapped Splinter and the only way to get him back is to fight the Foot Clan. To me, that sounds like the cue for Area 3, am I right?

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A) Area 3: Rescue Splinter  
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As soon as you start Area 3, look to the left side of the screen and you will see a missile icon along with the number of missiles you have. To complete Area 3, you will need to use missiles to blast your way past barriers that block your way. Therefore, when you start out Area 3, you will need missiles. To get missiles, hop into the Party Van. Inside the Party Van, drive to the northwest until you come to a giant building with an opened door in the front of it. When you locate this building, go into it via the door in the front.

The inside of this building is pretty tough to get through unharmed. I recommend killing enemies on the platform above you by using Donatello or Leonardo's up-attack move (B + UP). This building is basically flooded with annoying flying enemies and bothersome ground enemies. Do your best to not get harmed from them, that's really all I can tell you. At the very right side of the first floor there is a quarter slice of pizza in which you should be



sure to grab. To get to the second floor of this building, you must climb up the ladder located on the upper platform above the entrance to the building.

When you get to the second floor of this building is when it gets a little bit tricky. Enemywise, the second floor is exactly the same for difficulty. However, there when you get to right side of the floor, you will come across a hole in the platform. The only way to get across the hole is to jump, but you will have to make a precise jump to get across. Any mediocre jump will not make it across, and you will fall back down to the first floor. Once you have passed this hole, there is a pizza on the right side of the room, feed it to the turtle with the least amount of energy. Now jump to the upper platform and start walking back to the left. When you get to the instance where there is a small portion of the platform missing and no room above you to jump, just walk across. If you try to jump over this small hole, your head will hit the top and you will fall back down. Just walk across and you'll be fine. Now grab the missile icon to the left, and then retrace your steps and exit the building.

Once back outside, the missile icon on the left side of the screen should be set at 10. Unfortunately, 10 missiles is not enough to get through the level. To get an additional 10 missiles, go back into the building you just came from. Go through the building again and get the missile icon again, then leave the building...again. Once back outside for the second time, the missile icon on the left side of the screen should be set at 20. 20 missiles should be enough, just don't waste missiles carelessly or you will need to go back to the building again and collect more missiles.

Now that you have a fresh 20 missiles, you will have to get back into your Party Van and drive through just about the entire stage to the next correct building. There are several building that you can go in if you desire to do so, but none of them really hold anything worthwhile. The next building that you must take to get closer to rescuing Splinter is located in almost the exact center of the map. I'm not really going to go into detail about how to get to this building, but I'll give you a general gist. First, get to the absolute bottom left of the map. From there, start going right until you get to the absolute bottom right of the map. Then, start heading north in your Party Van until you cannot go north any farther (you should have just passed a bridge). Now start heading toward the west, you will need to take a minor southern detour across a bridge first, though. If you followed the directions correctly, you should now be extremely close to a building. Find this building and go into it.

You should now be in a building with a platform blocking you from jumping high into the air and blocking you from walking to the right. Walk to the left past a few minor enemies, then jump up to the higher platform. Now start walking toward the right until the platform drops to the ground, at which time you should climb down the ladder.

Ok. I'll be honest. This next part is very difficult. You should now be in a sewer. You will have to get to the very right of this sewer, however, if you fall in the water (which is very easy to do), you will drift away and have to start all over again. Do your best not to fall into the water. To get to the right side, there will be multiple occasions when you will have to do a half jump. To do a half jump, just tap the jump button and let go. You will jump into the air, but not as high as a normal jump. You will need to use this technique multiple times to get to the other side of this sewer. Be sure to grab the Half Pizza Pie located half way through the sewer. When you finally get to the end of the sewer, be sure to grab the Whole Pizza Pie, then climb up the ladder so that you are back above ground again. Once above ground, there will be a small building to the north. Go into it.

Once inside, head to the right past a few walking enemies. When you get all the way to the right of the room, go up the ladder into the second floor of the building. Climb this ladder to the very top and then climb down the ladder to your left back to the first floor. Walk to the left a tiny bit and then go back up another ladder. Walk a bit more to the left and you'll see a large ladder that leads to the top of the screen. Climb it to the top.

You should now be on the rooftop of the building. Navigate your way to the right. Before long, you will come across Splinter, who is tied up awaiting a rescue. Unfortunately, you can't just untie Splinter and go home; you must fight Mecha-Turtle. Mecha-Turtle is a very hard boss. He has two different forms; once you defeat his first form, his second form will unleash. He is very hard. There isn't really a strategy used to beat him, just be sure that you don't fall off the ledge on the left side of the screen. Simply slash and hack away at him until both of his forms are gone. Now you have rescued Splinter, ending Area 3.

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A) Area 4: Locate Blimp  
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WHEN PLAYING IN AREA 4, you will notice that each room/sewer you enter is labeled with a number. Area 4 is similar to a maze. The correct order you must take to get through Area 4 is this: 01, 02, 04, 05, 07, 09, 12, 15, 17. You can use these numbers and find them yourself, or you can follow through my guide, below:

At the start of Area 4, there is only one building you can go it. Go into it. You'll immediately notice a full pizza as soon as you go in. I highly recommend that you refill each of your turtles energy. To do this, get the pizza with one of your turtles, then exit the building, change turtles, and get the pizza again. Repeat this process until all of your turtles have full health.

01  
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Once in the building, navigate all the way to the right, then go up the ladder. Destroy the enemy above you with Donatello or Leonardo's up attack, then grab the Rope icon (looks like a person) sitting up there and you will have three ropes. Now walk to the left and go up the next ladder.

Here, navigate to the right until you see a large hole in the ground. Now stand at the base of the metal pillar there, and you will throw a rope across to the other metal pillar, making it able for you to walk across the hole. Get to the other side of the hole, then throw another rope, then do the same thing and throw a 3rd rope. By now, you will be out of ropes, but there is a half pizza waiting for you at the right of this area. Get the half pizza, then go down the ladder. Walk all the way to the left of this room, then go down the ladder there, then in the next room, walk all the way to the right and leave building 01.

Once back outside, walk northwest, and you'll see a sewer. Go into the sewer.

02

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In the sewer, walk to the right and there will be two different sets of beam-shooters. You must jump in between the beam-shooters when they aren't flashing to ensure that you won't get hit by them. After you cross both beam-shooters, go down the ladder at the right of this room. Here, walk down the ladder, and you'll have to fight a mini-boss, which is an easy two hit scenario. Defeat the mini-boss, then go up the right ladder into new territory. Here, walk to the right past three more sets of beam-shooters, then go up the ladder to finish the sewer.

Once back outside, a jet will fly by and drop a bomb, be sure not to let the bomb hit you. There are two sewers, go into the one in the bottom right of the screen, which is labeled #0.

04

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Drop down from the large ladder to the floor. I recommend defeating the two airborne enemies by using Donatello's bo staff. Do not bother defeating the enemy on the ground. Instead, simply jump onto the conveyorbelts, and then go up the ladder to the left of the screen.

Once back outside, walk around the building underneath you, then go into the sewer at the bottom left, this sewer is labeled 05.

05

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In sewer 05, drop down the large ladder to the bottom of the screen. An enemy will drop into the spikes and throw boomerangs at you. I recommend using Michelangelo's nunchucks to defeat him. Don't get too close to the pull of the magnet or it will harm you. Jump on top of the first magnet, then defeat as many of those flying enemies as you can with Don's bo staff, then drop onto the small platform in between the two magnets. From here, jump up, and the pull from the second will pull you toward it, your goal here is to land on top of the second magnet. From here, defeat the remaining amount of airborne enemies with Don's bo staff, then jump onto the high platform and go up the ladder to finish sewer 05.

Once back outside, walk north through a small opening in the gate, then go northwest, you will see a sewer that was placed inside a black and yellow diagonal stripe, go into this sewer, which is sewer 07.

07

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Drop down the ladder, then defeat the airborne enemies, then navigate to the right down the narrow corridor. There will be a few beam-shooters that will shoot in random directions, defeat them all with Don's bo. Now continue to the right until you get to a pit of spikes with two magnets in the center. Jump on top of the magnets, and grab the half pizza, then drop to the right side of the magnets onto the surface there. Now continue to the right past a bunch of beam-shooters. When you walk far enough to the right, jump to the surface above. Drop down the right side of the surface and hold right as you do so so that the magnet will not pull you at all. Now, find the large ladder to the right and climb up it to leave this sewer.

Once back outside, you'll notice two new sewers to the left of you. You need to go into sewer 09, which is the one to the north. Go into this sewer.

09

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As soon as you get into sewer 09, there will be a mini-boss fight. The

mini-boss fight is not that hard, just hit him a few times and he will die. Once the mini-boss is defeated, go up the ladder to the right and you'll be back outside.

Once back outside, IF YOU HAVE A CAUGHT TURTLE (ie, if one of your turtles has been defeated), walk all the way to the right, then all the way north and you will see a small sewer, which is sewer 13. Go into this sewer, and you'll see one of your turtles tied up. Untie him and then go back up THE SAME ladder you came from. Do not go up the ladder to the right, instead go back up the ladder to the left, which is the ladder you came from.

You're outside again, in an area that reminds me of a runway at an airport, except it isn't. There are a few sewers you can go in, but the one that you need to go in is sewer 12, and it is located to the north-central part of this "runway" area. When you find this sewer, go into it.

12

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In sewer 12, drop down the ladder there, then defeat as many enemies as you can with Donatello's long bo staff. Jump onto the conveyorbelt doing the best you can not to fall into the spikes. Defeat the beam-shooters as you do this. This is no easy room. Find a way to get to the very end of the room. A whole pizza tile will appear when you defeat a few of the enemies to the very right of the room, so defeat them, then grab the whole pizza tile to rejuvenate strength, then climb up the ladder back to the outside.

Once back outside, you will notice a sewer directly underneath you, which just happens to be labeled sewer 15. Go into this sewer.

15

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Immediately drop down from the large ladder and defeat the two beam-shooters there, then defeat the airborne enemy. This room is tough. Navigate all the way to the right to the ladder on the right side of this room. There are plenty of enemies as you do this, making it a difficult task, but do the best you can. When you're finally at the right of the screen, go up the ladder back outside.

Once back outside, you will notice two different sewers to the north east of the screen. You want to go into the sewer higher north and farther east, which is labeled sewer 17. Go into this sewer.

17

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Immediately defeat the beam-shooter underneath you with Don's bo staff, then drop to the very bottom of the screen, underneath the conveyorbelts. Now walk all the way to the right until you see another set of conveyorbelts above you. Jump onto this set of conveyorbelts, and navigate right. When the conveyorbelts end, drop down to the platform below, and walk to the left. You will see a small hole in the ground, drop down it.

You're still in 17. Drop down to the lowest platform. To get the slice of pizza there, simply make a swift jump across and then grab the pizza. When you are ready, drop down to the platform below.

Here YOU MUST BE QUICK -- THE MOVING WALLS KILL YOU INSTANTLY! The screen looks something like this:

XXXXXX XXXXXXXXXXXX

X|>                   <|X

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X|>          <|X
X|>          <|X
XXX XXXXXXXX XXXX
X|>          <|X
X|>          <|X
XXXXXXXXXX XXXXXXXX
X|>          <|X
X|>          <|X
XXXXX  XXXXXXXX
XXXXXX XXXXXXXXXX
```

QUICKLY, you must drop down through the holes and off the screen below. I recommend dropping down the left hole to get through the first platform because it is closer to where you start. When you get through this, there will be another one underneath it, get through this the same way. Then, there will be ANOTHER (3rd and final) screen like this. The 3rd screen has a whole pizza located at the bottom right, but DO NOT try for it as it is impossible to get without dying. Then, drop to the screen below.

Here, walk to the right. There will be several number 17 markers in the background, but as you walk to the right, there will be a number 18 marker with a doorway next to it. This doorway leads to the final boss of Area 4. The final boss is extremely easy if you still have Donatello as an available turtle. When you are ready, go through the door for the fight.

#### Boss Fight - Mother Mouser

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This boss is a gigantic Mother Mouser machine. The Mother Mouser will look around, then shoot two beams out of her eyes at you, then will open her mouth and drop out tiny Mousers. As Mother Mouser opens her mouth, she will uncover a small orb type thing that you must attack. This is the only way to defeat Mother Mouser, by attacking the orb inside her mouth. There is an extremely easy way to defeat this boss, but only if you have Donatello. As Donatello, stand at the very bottom middle of the screen. When Mother Mouser shoots the beams from her mouth, they will not harm you. Then wait for the Mother Mouser to open her mouth, when this happens, use your upwards attack, and you will defeat the small mousers as they drop, and you will attack the orb in her mouth at the same time. Continue to do this until Mother Mouser is defeat. If you don't have Donatello, good luck.

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#### A) Area 5: Assault on Technodrome

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Area 5 starts out by all 5 Turtles getting into the Turtle Blimp, because they are going to find and destroy Shredder! This is where the real fun begins, kiddies.

You start out in a dark area, it's kind of hard to see yourself, but you can. The reason why it's dark is because you're sneaking around the Technodrome ground level at night. The real Technodrome is underground, you are only on the surface. As you walk around, you will notice Search Light vehicles. If they spot you, a Foot Soldier will attack you, so try not to be spotted by those Search Lights!

There are three sewers in this area, one in the top right, one in the

bottom right, and one in the bottom left. You must get to the one in the bottom left. I recommend pressing start to look at your radar, which will give you a better idea of where the sewer is -- it's a white square. To get to the sewer in the bottom left, head south and you will see a sewer. This is not the sewer you want. Instead, notice the train tracks below the sewer. Walk onto the train tracks, and start walking to the left. Keep a careful watch for Search Light vehicles. Soon enough, you will see a sewer above the train tracks. This is the sewer you want, so go in it!

As soon as you enter the sewer, there will be a mutant Porcupine underneath you. If you have Donatello, use his down Attack bo staff to defeat the Porcupine there. Now fall down and defeat the RollerPod, then continue to the right. Soon you will come to a steel platform with another RollerPod on it. This time, let the RollerPod roll to the left, then quickly run to the right and it will fall behind screen. Now continue to the right and you'll see a ladder near another RollerPod. Use Don's down Attack with the bo staff to defeat this RollerPod, then climb down the ladder into the part below.

This part is unfair. There are two RollerPods underneath the ladder, and virtually no way for you to get through this part unharmed. My advice is to get out a Turtle that has a lot of health. You can either attempt to kill the two RollerPods, or try to ignore them, but I recommend to ignore them. There is a wall to the right, but the lower two bricks will break when you attack them. Attack the lower two bricks there, then walk to the right past another RollerPod, and a Porcupine. You will quickly find a ladder, go down it into the next part below.

In this area, there is a RollerPod on the ground, and two String Clingers attached to the ceiling. I recommend to stay at the top of the ladder and wait until the RollerPod rolls to the left, then quickly detach from the ladder, and run to the right. Hopefully this will cause the screen to leave the RollerPod behind. Continue to the right, and you will soon come to a steel obstical. Jump ontop of this, and then defeat the String Clinger there, and then to the right, defeat the next String Clinger. Now drop down to underneath of the steel obstical, and climb down the ladder into the area below.

There are three Jellyfish that will break apart when you approach them, but they really don't do much of anything. Just walk to the right, and you'll come to a wall. Break the two bottom bricks there by attacking them, then continue to the right, and you'll see a door with the Foot-symbol ontop of it! When you enter this room, you will fight the tough Technodrome. The Technodrome is the boss of Area 5, when you defeat him, you'll progress to Area 6. When you are ready to fight the Technodrome, simply walk into the door.

#### Boss Fight: Technodrome

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The Technodrome is very large and a pretty difficult boss. It has two red electric arms. The red electric arms constantly shoot out electric, which will harm you very much if you touch it. You can't attack the Technodrome WHATSOEVER with the the electric shooting out of those red arms. However, after a while, the electric coming from the arms will cease. Be patient, though, and wait for the electric to stop.

Aside from the electric arms, the Technodrome also has two other attacks. It has a hatch on the top that shoots out Foot Clan soldiers. Only one Foot Clan soldier can attack you at one time, but as soon as you defeat one, another will be released from the hatch at the top of Technodrome, so there will

pretty much always be a Foot Clan soldier to distract you.

The Technodrome also has a 3rd weapon. If you look to the middle of the Technodrome, you will notice two bullet turrets that shoot turrets. These turrets are very annoying, and you can actually defeat them by attacking them enough times.

MY STRATEGY: When you start this battle, you can do nothing but wait for the enormous waves of electricity that comes from the red arm of Tecnodrome to stop. You will have to fight Foot soldiers in this time. However, as soon as the electricity coming from the arm ceases, quickly jump onto the conveyorbelt looking thing that is moving the Technodrome left to right. Now, the two gun turrets will be above you. Defeat them by repeatedly using the up Attack move. After both gun turrets are defeated, get out the turtle with the best health, and continue to stand on the conveyorbelt. Look up at the eye of Technodrome. To harm Technodrome, you must hit him in the eye when it is open. So wait for the eye to open up, then quickly jump up and hit the Technodrome in the eye. Continue doing this until he is defeated. You will have to put up with annoying Foot soldiers the whole time. This is no easy battle!

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A) Area 6: Assassinate Shredder

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After defeating the Technodrome, you will jump into the defeated Technodrome. You are now on your search for Shredder. That's why you're here. Find him, and destroy him!

This level introduces a few very troublesome enemies. The first and most troublesome new enemy is the Jetpack, who hovers around and shoots at you, and looks like an astronaut. These Jetpacks are everywhere, and I highly recommend NOT to fight them, for they usually take away a significant amount of health when you attack them, and they are easily avoidable. The second new enemy is the Propellar, which is a robotic enemy powered by a Propeller, that flies toward you. They can fly faster than you can walk, which makes it difficult in areas where you can't jump over them. The 3rd new enemy is the Lizardbot, which isn't too common, but they are hell when you find one. The Lizardbots are very hard to defeat, and I do not recommend fighting them. That's it for the new enemies, but since it's the last level of the game, resistance is high, and there are so many of each enemy. Good luck!

When you gain control of your character, immediately defeat the Foot Soldier that starts off behind you. Walk to the right past two jetpacks (try to bypass them without attacking them), past the bullet turret, and down the ladder. At the bottom of the ladder, proceed to the left past two Propellars, and then you'll see a Jetpack enemy. You'll need to duck your character to bypass the Jetpack without killing it, because if you don't, the Jetpack's feet will clip your head, and you'll take damage. Or you can attack the Jetpack if you wish, it's your choice. To the left of the Jetpack is a ladder that leads to the floor below, use that ladder.

This part is tricky. As you can see, there are two parts of this room, an upper part and a lower part. You are on the upper part. There is a full pizza at the very right of the lower part. There are many Propellar enemies

in this part, and you can't jump over them because your walking space is so narrow. Get out either Leonardo or Donatello, because their weapons only require one hit to defeat the Propellars. Proceed to the left past many Propellars until you get to a ladder. If you want a whole pizza, climb down the ladder, and walk all the way to the right, and you'll come to a whole Pizza at the very end, then walk back to the ladder. When you are ready, climb the ladder to the room above.

At the top of the ladder, let the Propellar fly past you, and then head to the right. Here you will encounter a Lizardbot for the first time. Get out Donatello if you still have him, and defeat the Lizardbot in 4 strokes. There is a 2nd Lizardbot immediately after the 1st one, so defeat him the same way you defeated the first one. Jump up to the platform above, then start to the left. Defeat the Propellar when you come to him, then drop down overtop of the Lizardbot (to bypass him without defeating him), and quickly go into the door to the left.

In this room, quickly defeat the Boomerang enemy, then go to the right and jump up above the raised platform there, and then drop down. Now two more Boomerang enemies will appear, defeat them without jumping out of the lower trench and you will take no damage. Continue to the left and you'll come to a bullet turret and another Boomerang enemy, defeat both. Walk to the left a little more. When you come to the edge, two bug robots will fly your way, be sure to duck, and they'll fly right past you and you won't get any damage. If you jump over the two pits to your left, you will find a set of 20 scrolls, which is a very handy weapon, but not required. Try to jump over the two pits to your left (while avoiding the Bullet Turrets), but if you fall down the pit, that's fine, because that's where you need to go anyway. It's just a little easier with the Scrolls.

After falling down the hole to the floor below, there will be another Lizardbot, and a few other random enemies. Avoid the Lizardbot, and purposely fall down the hole to the right to the area below.

In this area, there are TWO Lizardbots that will try to attack you. Ignore them, and walk to the left. Duck to let the flying enemy fly past you. If you are able to cross the pit to the left, you can climb down a ladder to get a whole pizza, but you'll have to find a way around the Bullet Turret on the wall (use either Throwing Weapons, or Donatello). When you are ready, fall down the pit to the room below.

Here, defeat a Propellar enemy, then walk to the right past a Lizardbot, then fall down the hole at the very right of the screen. In the new room, get out Donatello, and use his long Bo Staff to defeat the three vertically lined Propellar enemies. Now, this part is hard. Get out either a turtle with a lot of health, or your least used turtle, because that turtle is probably about to take some damage. There are several Propellar enemies, and quite a few Jetpack enemies to the right. You are going to have to walk to the right and avoid them all. There are too many of them, which makes it virtually impossible to defeat them all and live. You are going to walk to the right, and dodge the enemies. Just start walking to the right. You will have to duck your body several times to avoid some of the lower enemies, and also take into account the Jetpack enemies' laser guns, which will shoot lasers at you. Continue walking to the right until you come to a pit. At this pit, you will see a Bullet Turret mounted onto the wall, defeat this Bullet Turret, then jump over the pit, and grab the Turtle Icon, for invincibility! Now that you are invincible, quickly fall down the pit there, and go to the left past several enemies, and go into the door.

The new room will have blue floors and ceilings, instead of the grey color



like in the previous room. This part is truly a bitch. It is one VERY long horizontal room with PLENTY of Jetpack enemies, and PLENTY of Propellar enemies, making it the most difficult part of the game. I've never actually been able to defeat this part without my trick that I use. The trick can only be used at the narrow part, so walk to the right until you get to the narrow part. When you get to the narrow part, there will be a Jetpack enemy, then a Propellar enemy, then a Jetpack enemy, et cetera. Get out Donatello, and SLOWLY walk to the right. When a Jetpack guy comes on the screen, duck to avoid his laser gun, and then he will float back to the right off the screen. So basically, you don't need to attack them! When a Propellar enemy comes on the screen, use the Bo Staff to defeat them. Continue this SLOW process until the narrow path becomes wide again. When this happens, there will be a ladder, climb it to the top.

At the top of the ladder, walk to the left, and there will be a mini-boss battle against a Jetpack enemy, defeat him with a weapon, if you have any. Now walk to the left and you'll see a door. This door leads to SHREDDER, which is the final boss of the game! When you are ready, enter the door for the final fight.

Boss Fight: Shredder

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Believe it or not, Shredder isn't too tough of a boss. He isn't a piece of cake, but he still isn't too hard. His only real attack is his gun, which de-mutates you back into an ordinary turtle, in other words: an automatic death. So BE CAREFUL of Shredder's gun!! Another thing that makes Shredder tough is the fact that he takes away at least four health bars if he touches you -- that's half your health! I know, it's a little unfair, but that's just the way things handle.

If any of your turtles have any weapons left, such as scrolls or boomerangs, get that turtle out. This is the easiest way to defeat Shredder. If you have about 15-20 scrolls/boomerangs, just unload that weapon on him, and he will die quickly, and at minimal difficulty to you. However, if you do not have any weapons, it's best to use Donatello's fierce Bo Staff. Donatello's staff is nice and long, so you don't have to get too close to harm Shredder. If you don't have any scrolls/boomerangs, and you don't have Donatello either, then this is going to be a tough battle for you. My only advice to you is to stay as far away from Shredder as you can. You will need to get close to him to attack him, but other than that, stay away!!

When you defeat Shredder, you get to watch the ending movie. Splinter the rat turns back into a man by the name of Hamato Yoshi! Hooray! Then, April O'Neil celebrates with a pizza. Congrats on beating Teenage Mutant Ninja Turtles for NES. Now go outside and get fresh air and some Vitamin C from the Sun.

NOTE: Thanks to Jarkota for correcting me on a continuity error I made for the preceeding paragraph.

Hey, friend. If you know of any information I'm missing that should be added to this section, let me know ASAP. If your submission is used, you will be credited in the Thanks/Credits section of the FAQ.

#### Foot Clan's Crusher Car Dissappearance

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In some rare occurances, if you are driving around in your Party Van and you come across a Crusher vehicle, you can get out of your Party Van and sometimes for some odd reason, the Crusher will just dissappear! I have no idea why this happens, but it happens most often in Area 3.

#### Sharing Your Boomerangs

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If you obtain a set of Boomerangs, there is a method of sharing them with any of the other three Turtles that do not have Boomerangs. To share Boomerangs, shoot a boomerang off and immediately change your character. As the new character, the boomerang will come back to you. Catch it, and viola! You now have a single Boomerang. Use it wisely.

#### Restore Power Easily

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In any room that has a pizza, no matter how big of a piece, lurking somewhere around the room, if you get the pizza and leave the room, then reenter, the pizza will reappear! Use this pizza reappearance glitch to restore your health when it is in need of restoring.

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#### Section Five: Closing

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Ending of this wonderful FAQ!

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#### A) Thanks/Credits

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Thanks to Splinter. He made another funny!

Thanks to Jarkota, who was decent enough to email me correcting a continuity error I made in the guide. I wrote that Splinter was never a human, always a rat, which is incorrect. Jarkota explained to me that Splinter was a human in the comic books/cartoons, but not in the movies. Obviously, since Splinter turns back into a man at the end of the game, this game follows the continuity of the comic books and cartoons. Anyway, thank you Jarkota!

Thanks to CJayC, who organized and created GameFAQs, and CNET for owning GameFAQs and hosting my guide.

Thanks to you for reading you pud.

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B) Contact

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E-mail - NicholasSMorgan <at> comcast <dot> net

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If you piss me off by mailing me moronic material, I block your address and probably hate you forever. You are allowed to mail me questions about TMNT, additional information to make this guide better, or reports of mistakes I have made within this guide. Any correction or addition you give me, if used, will be credited in the Thanks/Credits section of this guide.

AIM - Skcin7

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If you need to ask me a question about TMNT, but don't feel like contacting me via email (or don't feel like waiting), you might get lucky and find me online. I'm not usually online, though. Anyway, this is to talk to me about TMNT only. Don't try to become my online friend. The only reasons that you should be contacting me is to correct a mistake or give me information that I didn't talk about in this guide. Anybody who fixes a mistake or gives additional information, if used, will be credited in the Thanks/Credits section of this guide.

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C) Legal Stuff

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