

Teenage Mutant Ninja Turtles III: The Manhattan Project FAQ/Walkthrough

by Tarrun

Updated to v1.0 on Mar 4, 2007

Teenage Mutant Ninja Turtles III: The Manhattan Project
FAQ/Walkthrough

Table of Contents

I - Introduction
Legal Information
Version History

II - Miscellaneous

01.0 - Cast of Characters
02.0 - Controls
03.0 - Codes

III - Walkthrough

000.0 - Basic Strategies
001.0 - Scene 1 - The Beach
002.0 - Scene 2 - The Ocean/The Battleship
003.0 - Scene 3 - The Bridge
004.0 - Scene 4 - New York
005.0 - Scene 5 - The Sewers
006.0 - Scene 6 - The Technodrome
007.0 - Scene 7 - The Rooftops
008.0 - Scene 8 - Krang's Spaceship

Welcome to my Teenage Mutant Ninja Turtles III FAQ.

Any questions, comments, corrections, or contributions are welcome, my email is tarrun75(at)gmail(dot)com. Please make sure to add something related to TMNT3 in the subject line so I don't have to figure out what game you're talking about. Also, questions regarding something that's already covered in the guide will not be answered. Credit will be given to anything sent to me that I add or major corrections. For corrections, please email me only if it's something really important, something that will clearly confuse anyone reading.

Legal information:

This document is copyrighted Tarrun 2005.

This guide may not be reproduced under any circumstance except for personal or private use. It may not be placed on any web site, magazine or otherwise distributed publicly without advanced written permission. This guide may not be used for profit, and may only be used on gamefaqs.com. Use of this work on any other web site or as a part of any public display is a violation of copyright and is strictly prohibited.

Version History:

First Submission: Version 1.0

II - Miscellaneous

01.0 - Cast of Characters

01.1 - The Good Guys

Note: These are the names that I will be using during the game, whether they are the correct ones or not. While this doesn't mean much for the main characters, I did my best to differentiate between the varieties of Foot Soldiers and the like. Most of them are fairly obvious, though.

- Leonardo - Clearly the leader of the four, Leo's main weapons are a pair of katanas. His special attack is the Turtle Tornado, which involves holding out his swords and spinning around. As a general statement, Leonardo is the best character for the beginning of the game.

- Raphael - The rebel of the turtles, the theme song says it all: Raphael is cool but crude. He uses a pair of sais and his special attack is the Power Drill. He flies across the screen, obliterating everything in his path. Raph is a good choice later in the game.

- Donatello - Don is the Shemp of the turtles, a lighter version of Leonardo. His weapon is the bo, a long, wooden staff that has the farthest reach of any of the other turtles' arsenal. Unfortunately, Don's special, the Staff Spin, doesn't really help during the game. He does two somersaults while holding out his bo. I personally don't use Don simply because Leo and Raph are always a better choice.

- Michelangelo - Even though Mike is everyone's favorite turtle in the TV shows and movies, he doesn't quite live up in the game. His nunchucks are short range, but unlike Raph, he doesn't make up for it with his special. The Kangaroo Kick involves him standing on his hands and pushing off, kicking everything behind him.

Splinter - The turtles' mentor, Splinter trained them in the ways of ninjitsu that he learned himself from his old master. Although he doesn't actually appear in the game, he's still worth mentioning.

April O'Neil - A reporter that befriended the turtles; April often takes the role of the maiden in distress, being kidnapped by the Shredder and having the turtles rescue her.

01.2 - The Bad Guys

The Shredder - The leader of the Foot Clan, Shredder's two main goals in life are to create chaos and defeat the turtles. His latest scheme involves destroying New York City and raising Manhattan Island miles above the ground. Only the turtles are capable of stopping him.

Krang - Shredder's ally, Krang is a living, floating brain that protects himself by controlling a robotic body. Krang is most likely involved in Shredder's plot to steal Manhattan, and you won't be able to save the city without getting past him first.

Rocksteady - One of Shredder's henchmen, the walking, talking rhino is

the first boss in almost every single classic Teenage Mutant Ninja Turtles game, and this is no exception.

Bebop - Another of Shredder's henchmen, Bebop is another enemy that you encounter in almost every TMNT game.

01.3 - Foot Soldiers

Foot Soldier - These are the main enemies in the game, expect to fight more of these guys than any other enemy. They only have basic attacks like punching, grabbing you, and the jump-kick, and they are distinguished by their purple uniforms. Note that all of the spin-off Foot Soldiers have these attacks as well.

Upgraded Foot Soldier - There's no difference in appearance, but around level five you'll start to notice the Foot Soldiers getting a little boost of intelligence. They jump around more to avoid you as well as adding attacks like sliding.

Shuriken Soldier - The name is pretty self-explanatory; these enemies throw shurikens at you and wear red uniforms. There are three ways to avoid their attacks: hit them away with your weapon, jump over them, or simply walk up or down out of their range.

Sand Throwing Soldier - Found only in the first level (considering it's the only level with sand), these orange/yellow soldiers pick up sand and throw it at your eyes. It's best to jump over their attack and jump kick them.

Surfing Soldier - When you first see them, you'll probably mistake them for a Shuriken Soldier since their uniforms are the same color. However, these soldiers only appear on screen when they're attacking; a quick punch before disappearing again.

Boomerang Soldier - One of the more annoying versions of the Soldier series, the Boomerang Soldiers do a pretty good job of staying away from you and letting their boomerangs attack for them. Since they don't move while the boomerang's in motion, though, you can either attack them after it returns to them or when it's on the other side of the room. These soldiers wear orange uniforms.

Knife Soldier - Dressed in teal uniforms, these enemies throw a pair of knives, one high and one low, in your direction. They usually only come in pairs, and conform with the other throwing soldiers by trying to keep their distance from you.

Whip Soldier - They attack you with whips, expecting something different? You don't see these white-uniformed enemies very often; just guessing I'd say you only have to fight about twenty of them in the entire game.

Spear Soldier - They come in two varieties, the kind that throws spears and the kind that jabs with their spears.

Sword Soldier - Also wearing white uniforms, the Sword Soldiers are one of the first enemies that will give you a hard time. They jump around the screen a lot, making it difficult to attack them. Try standing where they're about to land and throwing them.

Jumping Soldier - Another orange soldier, think Konami was running out

of colors? These enemies hide off-screen and jump out at you. The best way to kill them is to use your throw just before they land on the ground.

Blue Soldier - The Blue Soldiers are basically Foot Soldiers, except they carry cannonballs, weights, or barrels around with them. When you get in front of them, they'll throw them at you and then attack like a normal Foot. Use the jump kick to make them drop whatever items is being carried without being injured. Oh, and did you know that the uniforms they wear are blue?

Blue Roller - A Blue Soldier rolling across the screen on a cannonball. You can try to kick them off for some extra points, but if you miss them they won't reappear.

Hover Soldier - These soldiers fly around the screen, trying to get directly above you. When they do, they drop down and crush you. Use the jump kick to knock them off their hover boards.

Electric Soldier - A pair of them run across the screen holding a stream of electricity between them. Attack one of them to break up the party; afterwards they attack like normal Foot. If you miss them, they will reappear without their electric stream anyway.

Somersault Soldier - Usually coming in groups of three, the Somersaults will start at one end of the screen and roll across to the other. Jump over them to avoid being hit; don't worry about attacking since they don't reappear.

01.4 - Other Common Enemies

Stone Warrior - These guys carry around steel beams and will take batting practice with your head if you get too close. Not only that, but they take either five hits or three throws to die. Wait for them to swing before getting close enough to counter-attack. Like Foot Soldiers, Stone Warriors have a few spin-offs (although not nearly as many).

Stone Gunner - Stone Warriors with machine guns. The positive is that they only fire into the ground about two feet in front of them. Use the jump kick while they're firing to take them down.

Stone Rocket - This version of the Stone Warriors comes with a rocket launcher. While they can move around like their counterparts, the real danger is when four or five of them are lined up in a straight line, firing a constant barrage of rockets. Use your special to kill groups of them quickly.

Bionic Soldier - Sort of like the Stone Warriors, but they're blue and they prefer punching. Because of this, you can get closer to them without being hit; just make sure to back up before they attack.

Bionic Gunner - It's a Bionic Soldier with an over-sized ray gun. Use the jump kick while they're attacking.

01.5 - Robots

Electric Mine - Found only in the first part of the second level, there are fields of these things that you have to avoid while fighting enemies.

Mouser - These menaces appear in large numbers and jump erratically around the room.

Kamikaze Robot - They're only found in the sewers, thankfully. After flying around for a few seconds, they dive at you and explode. Don't bother fighting them.

Egg - An egg drops down and splits into two small, four-legged things that walk around firing lasers. Usually comes in pairs. Use jump kicks to defeat them.

Robot Insect - You only find these things in the Technodrome, and they really aren't too difficult. A single Robot Insect appears and splits into four separate ones; each one flies around the room shooting lasers. Four jump kicks are enough to take them down.

Robot Bouncer - Fine, I'll admit it. I can't think of a name to call these things. But you have to give credit where it's due, that's a pretty fitting name. These things basically bounce around the room, pausing only to fire a laser. A jump kick will take care of them.

Super Soldiers - They're supposedly the newer version of the Foot Soldier, but for the longest time I had them nicknamed Marvin. Everything in their performance has been upgraded; they have more defense (six normal hits), are much more mobile, and are equipped with guns. They mainly try to stay on the other side of the screen and shoot you from there, and often will jump backwards if you get too close. However, once you throw them it's easy to snag them again while they're getting back up.

01.6 - Other Bosses

Groundchuck - He's sort of a mix between Bebop and Rocksteady; he looks like a hog but his attacks resemble Rocksteady, charging around the room and swinging a pipe.

Slash - A mutated turtle that spins around the ground to attack. As his name suggests, he attacks with a sword.

Dirtbag - A rat with a pickaxe. He also has a laser attached to his hard hat.

Mother Mouser - A Foot Soldier controlling a large mouser, it shoots fireballs and releases regular mousers as a distraction.

Leatherhead - This big croc is the first tough enemy you'll encounter. His shotgun will keep you on your toes and he swings his tail to prevent you from getting too close.

Rahzer - Another of Shredder's mutated creations. Rahzer swipes at you with his claws and can freeze you with his ice attack.

Tokka - The second mutant turtle you have to fight. Tokka is more of a hand-to-hand fighter; his attacks involve punching or throwing, and he has a shield to protect him from any of your aerial attacks.

Super Shredder - The Shredder voluntarily mutates himself to become more powerful; his attacks take off three points of your life with each hit, and he has the ability to transform you back into a regular

turtle. He's one of the toughest bosses in the game, as he should be.

02.0 - Controls

D-Pad - Moves your character around the screen.

A Button - Jump

B Button - Attack

B while jumping - Jump Kick

Down + B - Throw

A + B - Special Attack (see Cast of Characters for details)

03.0 - Codes

Special Options Menu - At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start to enter the special options menu. From here, you can select which stage you want to start at, how many lives you have (three, five, or seven), and how many continues you have (three, five, or seven).

Ten Lives (One Player) - At the title screen, press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A, Start.

Ten Lives (Two Players) - At the title screen, press B, A, Up, Down, B, A, Left, Right, B, A, Start.

Special Options Menu and Ten Lives - At the title menu, press B, A, B, A, Up, Down, B, A, Left, Right, B, A, Start.

III - Walkthrough

000.0 - Basic Strategies

- Every 50,000 points you acquire, you gain an extra life. You receive different amounts of points depending on how you defeat an enemy: regular attacks give you 600 points, jump kicks are 400, throws are also 400, and the special attacks gets you 200.

- If you're playing with a second player, try and work together rather than killing everything to get the most points. For example, when fighting the Mother Mouser, get one person to fight the small mousers and the other to attack the Mother.

- Throwing enemies into the enemy behind you is a good way to kill two birds with one stone. You also get extra points, but I'm not sure how many.

- Normally, the special attacks takes away one of your life bars to discourage you from over using it. However, you can't actually kill yourself from using it, meaning that if you only have one life bar left, you can use your special without any loss. Naturally you'll want to stretch each of your lives as much as you can, so once you reach that one life bar mark, use the special constantly.

001.0 - Scene 1 - The Beach

Recommended Turtle: Leonardo

001.1 - The beach and docks

Almost immediately after beginning the game, three Foot Soldiers attack. Get used to the controls, and try techniques like throwing enemies into each other. When the three of them are dead, another set of three Foot attack, and a third after them. Continue to the next screen, a pair of Sand Throwers will appear. Wait for them to bend down, and then jump over their sand attacks and kick them. When they die, three Foot Soldiers attack.

Continue onwards until you reach an ice cream stand and a flag poll. A Foot slides down the poll and is joined by a pair of his comrades. Defeat them, and five more Foot Soldiers will slide down the flag poll. Just past the poll, two Foot jump out of the ice cream stand, and after that you get your first introduction to the Shuriken Soldiers. Avoid their shurikens and throw them to end it quickly, two more join in when the others dies.

Keep going and fight the five Foot that enter the screen. Afterwards, three Sand Throwers appear by jumping up out of the sand. Stay away from them before they jump out, and then attack. Once they're taken care of, three Foot attack, followed by three more Sand Throwers. Head to the end of the beach and jump onto the docks; another three Foot come at you from the left, so defeat them and walk down the docks.

In the next screen over, there are three signs that say "Beach" in bold red letters. We'll worry about those later, because at the moment there are three Shuriken Soldiers coming at you from different directions, as well as two pairs of Foot Soldiers right after. When they're dead, the "Beach" signs will fall onto the dock, revealing three Foot Soldiers. Avoid the signs and defeat them, and then the next seven Foot that come in sets of three and two.

Head down the dock and stay on the right side. Three Foot break through the dock and jump out; fight them, but make sure not to fall into the holes they created. Continue on and walk into the next screen about a third of the way from the bottom. Six holes are created in the dock, but the path near the middle of the screen is safe. Twelve Foot attack in increments of three, four, three, and two; use throws to keep them from crowding you, and then head to the end of the dock.

001.2 - Boss: Rocksteady

If you've ever had any exposure to anything Turtles, this face should be a familiar one. True to its predecessors, Rocksteady is the first boss in the game, and his attacks are similar to previous games as well. More often than not, he'll be charging across the screen; he's basically invincible at this point so don't bother attacking him. He also has a spear gun that fires either straight or at an angle, so jump kicks will be rendered pretty useless.

The one positive is that Rocksteady doesn't have a whole lot of life points, meaning that a few good specials should knock him out of action. If you're Leo, hang around one side of the screen and wait for him to charge at you. Jump or sidestep his attack and then unleash your

special; if you have less than a quarter of your life or don't want to lose life points, jump over his attack and quickly hit him in the back before Rocksteady turns around. If you're using any other turtle, use your special as he's charging at you so that you cross each other in the middle of the screen.

Either way, Rock should be out of action within a short amount of time. You get 12,000 points for your efforts.

002.0 - Scene 2 - The Ocean/The Battleship

Recommended Turtle: Leonardo

You're basically playing the same game as you were before, just because there's a surfboard involved doesn't mean the gameplay has changed at all; you don't move with the current or anything like that.

002.1 - The Ocean

As before, the first enemies to greet you are three Foot Soldiers. Dispatch them like you've done before, and then the next trio of Foot that follow. Surf right and a group of Surfing Soldiers will attack you. These enemies hang around on screen for a few seconds before disappearing to one side, and then randomly appear on and off, punching the entire time. However, since they only surf out a quarter of the screen, simply hang back near the middle and wait for them. When they appear, use the throw to take them out.

Now here's where the Foot clan shows off their synchronized swimming talents. Beginning from the top left corner and ending in the bottom right, five Foot jump out of the water one at a time. Stay in the bottom left area to avoid being hit, and stay there for the next batch, which should be coming shortly after. After the second round of Foot dive back in, move up to the middle of the screen, but stay against the left side of the screen.

There are three more water attacks from the Foot, but this time it's better to attack them rather than avoid. Staying on the left side of the screen, wait for clusters of them to jump out and then jump kick a few to clear a path. Return to the left side and repeat twice more.

The next seven Foot Soldiers you fight (only three on the screen at a time), you'll have to deal with Electric Mines appearing from the water. Even though it's tempting to get rid of those first and then deal with the Foot, don't. There are an infinite number of Mines, so when you defeat the Foot you defeat them. Try to move out of the way as they fly towards you, but you can use the throw to hopefully knock one out if you don't have the time to move away. Also, if you're playing with a second person, designate one to fend off the Mines while the other fights the Foot.

Two more sets of Foot jumping out of the water, but again, if you stay in the bottom left corner and jump as they're getting in that area, you'll be safe. After that is a long field of Mines scattered around the area. They don't move, but there are so many that fighting them is nearly impossible. So how can you get through without being injured? Well, the very bottom of the screen just happens to not have a single Mine on it, so if you stay down there you can surf right through.

Again, a few more jumping Foot Soldiers, so jump kick them the same way before. After them is another group of Foot with random Mines, so defeat the Foot and avoid the Mines.

At the end of the minefield are two parahawks. They either fire their machine guns or dive at you. They can be a little annoying to attack, but one special will take them down, so use that when they dive and continue to the battleship.

002.2 - The Battleship

The main enemies you're going to be fighting on the battleship are Foot Soldiers and the ship's turret defenses. There are two varieties of weapons, a small turret in the middle of the deck and a large red cannon that fires three fireballs, which is at the top of the screen. If you're using a turtle with a long-range weapon (Leo or Don) you can stay on one side of it and attack without getting hit. If you have two players, let one focus on the weapons while the other fights the Foot.

In the first screen, destroy the heavy gun and the small turret before taking on the three Foot that jump out of the hatch on the left. After defeating them, three more appear through the other hatch. Stand where the land and throw them as they come out one at a time to make short work out of it. Enter the next screen and immediately destroy the two heavy guns at the top, and then the turret. Three more Foot Soldiers climb out of each hatch, so repeat the same thing you did before.

Head right and fight the three Foot that jump out of the door, defeat them, as well as the next three that appear through the next door. Farther up, three Sword Soldiers enter the screen; they jump around more to avoid you, but there's not much of a difference between them and the Foot Soldiers. Another new enemy, the Knife Soldiers, appear, so jump in between their two knives and throw them. Kill them, and a final pair of Foot attack. Defeat them and then continue to the end of the level and fight the boss.

002.3 - Boss: Groundchuck

Groundchuck is basically an upgraded version of Rocksteady, without the spear gun of course. When he raises his arms, he charges across the area three times and then runs into the end of the screen for a few seconds. Jump over him each time and attack his back while he's stuck against the wall. You can get four hits in before he regains control, or you can use Leo's special to drain his life points quicker.

After taking enough damage, Groundchuck rips off a pipe and begins swinging at you. However, since you never actually have to fight up close, this shouldn't be a problem. Simply wait for him to charge again and attack his back while he's left defenseless. Repeat this a few times and he'll go down for the count, earning you a quick 15,000 points.

003.0 - Scene 3 - The Bridge

Recommended Turtle: Leonardo

003.1 - The Bridge

Walk forward to where part of the bridge collapsed; four Foot Soldiers try to

attack you from behind, throw them over the side of the bridge to end it quickly. Head past the break by walking along the top of the screen, but watch out for the two Blue Soldiers that are about to roll past you on cannon balls; you can either avoid them or jump kick them. On the other side of the broken section of the bridge and fight the three Foot Soldiers, past them are three Stone Gunners. Wait for the Gunners to fire at you before jump kicking into them.

Continue down the bridge along the bottom of the screen. Bebop will drive by in a truck and throw grenades; you should be somewhere around the middle of the screen, so return to the left side of the screen to avoid being hit. Wait there for a moment; Bebop will return and throw more grenades, so walk around the truck to the top portion of the screen.

Head right and jump down onto the partially broken section. Three Spear Soldiers attack you from the left, wait for them to drop down onto the lower part and throw them as they come. Two Foot appear right after, and in the next screen, three more Spears attack by jumping onto the bridge. Two Blue Soldiers attack holding cannon balls; use the jump kick to make them drop their weapons. After they're dead, a pair of Stone Warriors attack you; wait for them to attack, and then get close and counter while their guard is down.

Three Sword Soldiers enter the screen afterwards, so kill them and jump onto the street again. Stay on the bottom of the screen and head forward. Bebop will drive by once again, but this time he'll drop off a mini-boss to fight you.

003.2 - Boss: Slash

This mutated turtle, while looking pretty interesting, isn't much of a challenge. The only two attacks that he has is stabbing with his sword while jumping around, and crawling into his shell and spinning around the room. The latter is the best time to attack; use the special to inflict damage while using its invulnerability to keep from getting injured yourself. Continue attacking during the shell spins and avoid him while he's stabbing at you to defeat him. You get a nice 10,000-point reward and some pizza.

003.3 - The Bridge (continued)

Pick up the pizza to refill your life and drop down into the partially broken part of the bridge. Three Shuriken Soldiers attack, followed by three Boomerang Soldiers, wait for them to throw their boomerangs before attacking, but make sure to get out of the way when the boomerang returns.

Continue right and fight the four Foot Soldiers, after they're taken care of another three Boomerang Soldiers appear. In the next screen, two Blue Soldiers on cannon balls roll by, and another set come by after them. In the next screen, four Stone Warriors attack, followed by two Blue Soldiers with heavy weights. Treat them the same way you did when they were carrying the cannon balls, and then head to the end of the level to fight Bebop.

003.4 - Boss: Bebop

This is possibly one of the easiest boss fights in the game. Immediately head over to the grill of the truck and wait there for Bebop to appear. He can only attack in front of him, either by kicking or throwing the mace attached to his head. However, he'll stop just before the end of the truck since you're right next to it. Use Leo's special to attack him from above, and Bebop will go down pretty quickly, earning you 20,000 points.

004.0 - Scene 4 - New York

Recommended Turtle: Leonardo

004.1 - New York

Three Foot Soldiers jump onto the sidewalk right out of the gate. Defeat them and walk right to the street. Four Spear Soldiers come at you, get on their right to avoid being knocked over the side and lose a life bar. Continue forward until you reach a covered manhole; a Foot jumps out and throws the cover at you. Hit it back at him and earn 800 points. Two Foot Soldiers follow after him, and in the next screen a group of Boomerang Soldiers sneak up behind you. When they die, the garage door in the top right corner opens, and three Foot Soldiers appear. Slice them up and walk down the screen, after going a half-screen down, three Foot jump over the wall on the right, followed by three Spears.

Continue down until you reach an alley. A series of cannonballs will roll past you, and the sewer lid next to the building flies off, allowing a pair of Boomerang Soldiers to climb up. Throw them as they come out to make it easy. Head down the screen some more, and two Knife Soldiers jump through the window and onto the street. When they're dead, two Spears jump out from the sewer, and two Blue Soldiers with weights appear after them.

Head right and wait for the three Foot Soldiers to attack. Another Foot jumps out of the sewer and throws the manhole cover at you, followed by a pair of Spears when he dies. Continue along the street and use your special against the Stone Rockets that appear.

Past the Rockets is a park, and immediately after entering the statue at the top of the screen comes to life. Defeat him and the Boomerang that appears, and get ready for the ten Foot to slide down the two lampposts. Stand by one of them and throw each one as it comes down, and then handle the rest.

Walk right afterwards, and the statue comes to life yet again, this time in the form of a regular Foot. He's joined by five more of his comrades, and a manhole lid-thrower attacks after they're killed. A pair of Whip Soldiers jump out of the sewer, and three Jumping Soldiers follow after them. Wait in the middle of the screen until they jump at you, and then use the throw before they make contact.

Seven more Foot, coming in three at a time, attack in the next screen, and a statue transforms into a Whip Soldier. There's another manhole lid-thrower as well. Continue to the next area and fight the two Foot carrying barrels, despite the color they're basically the Blue Soldiers.

After this, a series of barrels roll by; the first set comes at you in a pyramid shape, you can jump over the first and third rows. The next set is a little trickier, three barrels roll in from the right and two from the left fill in the gaps. Jump over the barrels on the left and wait by the end of the screen for the others to get close, and then hop over them as well.

Three Boomerang Soldiers attack after the barrel puzzles, and a group of Foot jump out of the van. Another manhole lid-thrower also appears, and another three Foot Soldiers attack you after jumping out of the second van. When they die, five Stone Warriors appear, followed by three Knife Soldiers and five Shurikens. Lastly, two Blue Soldiers with weights try to stop you from continuing, but they shouldn't cause too much trouble. When the last of the enemies are dead, head down to the subway.

In the subway, there are two Electric Soldiers. The pair carry an electric beam and run across the screen; avoid them or attack one of them to drop their electric beam, and then attack them like you would a regular Foot. Five Jumping Soldiers appear next, so stay in the middle of the screen and wait for them to come to you. Afterwards, a subway car pulls up and three Foot Soldiers exit the train. When they die, Dirtbag rolls by in a mine cart, but returns on screen and jumps onto the platform.

004.2 - Boss: Dirtbag

While most of the previous boss fights have been offensive, this one requires you to stay on your guard. Dirtbag fires a laser from his hardhat, making it difficult to get close enough to attack. Walk up and down the screen, jumping when you cross Dirtbag's line of fire to avoid his laser.

Eventually, Dirtbag will take his pickaxe and attack you. However, he gets it stuck in the ground and it momentarily vulnerable to any attack you choose to use. Leo's special works wonders, but any regular attack is just as good. Continue to jump away from his laser attacks and only counter when his axe is caught in the platform. When he dies, you're rewarded 25,000 points.

005.0 - Scene 5 - The Sewers

Recommended Turtle: Raphael

Even though Raph is the suggested turtle, it really doesn't matter until the end of the level. Don't intentionally die, but should you lose a life, switch to Raphael.

005.1 - The Sewers

The gate at the top of the screen opens up, and three Foot Soldiers enter the main area of the sewers. Another set appear through the next gate, and three Shurikens attack when both of those groups have been dealt with. When they've been dealt with, two Electric Soldiers run across the screen. Fight them off and continue to the next area. Six Spears attack at the corner, stay in the water and wait for them to jump down the same way you did back on the bridge. Walk up the waterway and fight the next three groups of enemies: three Foot, three Shurikens, and three Boomerangs. When you reach the top of the area, three Foot Soldiers attack from three different directions, and three more appear in the water on the right as well as a constant attack from Kamikaze Robots. Similar to the Mines in the second level, the Kamikaze Robots will only stop after all of the other enemies are defeated.

After all of the Foot Soldiers are dead, continue right and fight the four Foot Soldiers at the corner of the sewers. Head up and fight the six Foot that enter the area through the two doors. Avoid their slide attacks and take a right when the sewer ends, three Foot jump over the large gate, followed by two Knife Soldiers and eight mousers. Stand just above the middle of the screen and a little to the side of the hole where the mousers come out. Wait for them to jump out and throw each one as they appear to avoid ending up fighting groups of them. After destroying them, three Whips appear, so defeat them and continue.

005.2 - Boss: Mother Mouser

The Mother Mouser is a large Mouser with a Foot Soldier controlling it. It releases up to three small Mousers to chip away at your life, as well as

shooting fireballs at you. The jump kick should be the only attack you use; try getting it stuck in a corner and jump over its fireballs, kicking it as you come back down. Destroying it earns you 12,000 points and allows you to proceed.

005.3 - The Sewers (continued)

After the Mother Mouser is destroyed, continue to the right and fight the five Foot Soldiers. Three more appear through the gate farther down the road, and three more sets of three attack you in that screen.

The final screen before the boss is a sort of speed round; a group of Foot Soldiers attack first, followed by another three Foot, three Shurikens, a third group of Foot, three Spears, and a fourth and final three Foot. Feel free to end it quickly with your special since there's a slice of pizza in the next area before the boss.

005.4 - Boss: Leatherhead

This is the first boss that might actually cause you problems. Like the previous boss fight, Leatherhead has a shotgun that he fires whenever you get in his line of fire. The difference here is that you never get any free hits; and not only that, but if you decide to crowd him, Leatherhead spins his tail around, sending you flying across the screen. And if that weren't enough, he has an attack where he grabs your character by the throat and begins choking them, reducing your life bar by three or four points.

So how do you go about fighting an enemy that seemingly has the perfect blend of offensive and defense? Easy, copy him; you need to be offensive enough to get close and attack, but quickly retreat to avoid taking damage.

The first thing to do is cancel out however many of his attacks that you can. Staying out of his line of fire will prevent him from firing his shotgun, and you should be able to avoid his chokehold if you jump around the screen enough (he doesn't use this attack often, maybe once or twice in a fight). This leaves his tailspin as the main attack you need to deal with. The best way to attack him is to stay below or above him about a fifth of the way across the screen. Move directly in front of Leatherhead and jump kick him, immediately jumping again to avoid his tail. Although it might seem natural to jump over him to the side of the screen you were just on, don't. You can also use Raphael's special to knock down his life points, just make sure to get far enough away from his tailspin. Defeating Leatherhead earns you a nice 30,000 bonus, and you continue onto the Technodrome.

006.0 - Scene 6 - The Technodrome

Recommended Turtle: Raphael

006.1 - The Technodrome

This is one of the few times that the first enemy in the level isn't a Foot Soldier. Pretty exciting, right? Fight the three Shurikens that attack, and then the three Foot. After them, you're introduced to a new enemy, the Super Soldier. The best way to fight them is to get close enough and throw him, and then turn around and throw him just after he gets up (but not enough time to move anywhere). Repeat this three times to destroy it; with any luck you'll be able to hit another one behind you, killing two birds with one stone.

When the Super Soldiers are destroyed, six Foot Soldiers attack; defeat them

and prepare yourself for a pair of Eggs. Wait for each of them to break apart into two small, four-legged robots and jump kick them. Another pair of Eggs drop down from the ceiling after the first set is destroyed, and two Spear Soldiers on platforms attack when those are destroyed. Wait for them to charge at you, and then use the jump kick to knock them off of the platforms.

Three more Super Soldiers attack you, followed by two Blue Soldiers with weights and five Knife Soldiers. When they've been defeated, a group of three Foot Soldiers jump out of each of the four hatches on the floor (one at a time of course). Wait by the hatches and throw them before they touch the ground. If you've taken some damage in this first half of the level, you're in luck; there's some pizza in the next screen, except you'll have to get past the Stone Rockets first. Use your special to kill them and then collect the slice of pizza.

Continue on and dodge the Blue Soldiers that roll by on cannon balls. Four Robot Insects appear from the monitor at the top of the screen, and they fly around the room firing their lasers. It's not so much the problem of getting hit, but those suckers are too difficult to make contact with for my taste. Try jump kicking, or climb onto the higher platform near the top of the screen and use the throw. Stick with whatever works the best for you, because another group of four appear from the monitor on the right.

Moving right along, fight the three Spears and get ready for yet another new enemy: the Bionic Soldier. They're basically a Stone Warrior, but with less range. Use the same counter attack that you've been using to fight the Warriors, but you'll notice that it's a lot easier. When you defeat them, three Super Soldiers attack, followed by four Foot coming right out of the production line. Throw them as they walk out of the assembly unit, and then fight the pair of Foot Soldiers and three Stone Warriors that come after. Before being able to continue, five more Foot put up a last defense, so throw them as they leave the unit like before and continue to the conveyor belt.

Fight the three Super Soldiers and then walk onto the belt, immediately when it begins moving, two sets of lasers fly past you. Not only do you have to worry about avoiding those, but you have to do it while fighting four Spears and two Foot. Focus on jumping over the lower laser and let the Soldiers come to you, fighting them when you have the chance. After getting off of the conveyor belt, three Super Soldiers attack. Destroy them and fight the boss.

006.2 - Boss: Rahzer

Although it looks threatening, Rahzer is a real pushover. He has two different attacks, firing ice from his mouth or slashing with his claws. However, if you get right next to him while he's firing his ice, it misses you, leaving Rahzer defenseless. The best time to attack is when he stops and fires a series of ice particles rather than when he moves around the screen.

When he tries to attack with his claws, jump back and use Raph's special. Not only does this inflict damage, but it keeps you far enough away from Rahzer's slash attack.

Repeat this to defeat the wolf and collect your 35,000 points. Don't think you'll be getting a break though, continue through the door and fight the Shredder.

006.3 - Boss: The Shredder

The big boss himself. You'll want to fight the Shredder the same way you fought Leatherhead, offensive enough to inflict a lot of damage but with a

strong defense to keep you from losing too much life. Remember, the Shredder take off a nice chunk of your life with each hit; one too many slipups and you'll find yourself down to a pair of life bars.

He only has three attacks, but unlike some of the previous bosses, the Shredder doesn't stand around waiting for you to attack him. More often than not he'll be jumping across the room, kicking as he's coming down to the middle of the room. Occasionally the Shredder pauses when he lands to slash at you with his sword, and he has his own more powerful version of the throw that sends you flying across the room.

In an offense to defense ratio, you'll want to be about 5:2. Mirror the Shredder as he jump kicks; as long as you're above his attack you won't take damage, while he will. You can also stay just off center in the room and use the throw when he lands, just make sure to get out of the way if he tries to take you down with a throw. Also, when you reach the end of your life, use Raphael's special while the Shredder's jumping to rapidly drain his life points.

When the Shredder goes down for the count, you're rewarded 50,000 points and can rescue April. But just when you think the game is ending, the Shredder picks himself up and runs off. The turtles would be a pretty bad group of crime-fighters to allow the villain to escape, so they go and chase after him on the rooftops.

007.0 - Scene 7 - The Rooftops

Recommended Turtle: Raphael

007.1 - The Platform

The first half of the level takes place on a large scaffold. Even though you're limited to about half of the space you normally have, this makes it a little easier to knock multiple enemies out of the picture with one hit (the throw works wonders here).

Three Spear Soldiers jump onto the platform, defeat them and move away from the center of the area. A large orb drops down and explodes, and a half-dozen mousers jump out. Rather than fighting each one individually, use Raph's special just as the orb releases the mousers. You should be able to destroy most, if not all, of them, leaving any stragglers to be dealt with. Two more of these orbs drops down, followed by seven Foot on platforms. These are the Soldiers that try to crush you, so lure them down and kick them off of their platforms to make it easier. After the seven of them are defeated, three of Foot Soldiers attack, followed by a puzzle.

For about fifteen to twenty seconds, large weights are randomly dropped down onto the platform. I've found that the best place to hide is the bottom right corner; you won't be able to avoid all of them, but it should be enough that you have enough time to see its shadow and move out of the way before it comes down on you. I wouldn't suggest dropping off of the platform and holding on simply because if you try to jump back up (since you lose your grip after a few seconds), there's the chance that a weight will be coming down on you.

After the weight puzzle ends, four Spear Soldiers attack you from hovering platforms. Defeat them and jump onto the rooftops.

007.2 - The Rooftops

Three Foot attack, with three more soon after, defeat all six of them as well as the three Bionic Soldiers that follow. Two Blue Soldiers with cannon balls enter the fray next, and two Foot, three Shurikens, and three Boomerang Soldiers after them. When they're defeated, a pair of Stone Rockets appear, use your special to take them down. As soon as they're destroyed, two Electric Soldiers run across the screen, jump kick them to knock away their electric attack. The last pair of enemies to attack in this area are a pair three Stone Warriors, but by now they should be easy to get rid of.

A group of Foot Soldiers attack in the next screen, and after the set of four Sword Soldiers, three more appear as well. Continue to the next area and fight the group of Spears, followed by three pairs of Electric Soldiers.

In the next area, a helicopter flies up to the roof and unloads a few sets of Soldiers. First are three Foot, and then three Shurikens, three Boomerangs, three Knives, three Shurikens, and ending with a final three Foot. Defeat them all, and six more Boomerangs attack, followed by three Stone Rockets.

In the final area before the boss, six Knife Soldiers appear in two groups of six. Next, a set of Bionic Gunners take up the fight when their comrades go down; unlike its Stone counterpart, the Bionic Gunner is easy to jump kick without being injured, so use it to defeat them. When they're destroyed, three Stone Warriors attack, and a group of Shuriken Soldiers put up a final defense after them.

007.3 - Boss: Tokka

Can't fight Rahzer without expecting to fight Tokka. The big mutant turtle is unique in the sense that his attacks involve hand-to-hand (with the occasional biting) combat. Like most of the bosses, he can charge at you and attack, but also jump across the screen and bite. Another one of his attacks involve rapidly punching for a few seconds, as well as picking your character up and throwing him into the sign at the top of the screen (which electrocutes you).

The jump kick would be a great attack to use against Tokka, but it seems that the developers realized that. To prevent you from winning too easily, Tokka has a shield with him that blocks aerial attacks nine times out of ten, leaving you with regular hack and slash fighting and throws.

Referring back to Leatherhead, the best way to attack Tokka is to use your throw and quickly back away to avoid being injured. Also, it's worth mentioning that Raph's special works amazingly well here due to Tokka's low maneuverability.

When you defeat him, you pick up 50,000 points and there's a short scene where you see the Shredder being beamed up to Krang's spaceship. You've come this far, so it'd be a real waste to stop now. The turtles jump into the beam and enter the spaceship to finish off Krang and the Shredder once and for all.

008.0 - Scene 8 - Krang's Spaceship

Recommended Turtle: Raphael or Leonardo

The reason both Raphael and Leonardo are put down as the recommended turtle is that each one does better against one of the final two bosses, Leo fighting Krang and Raph and Super Shredder. In case you die during the level, switch to Leo to fight Krang, and use him to fight Super Shredder until you lose another life.

008.1 - Krang's Spaceship

The level begins with three Spears, followed by a group of Foot. When they're destroyed, three Bionic Gunners enter the screen, and three Blue Soldiers roll across the screen on cannon balls. Three Sword Soldiers attack after they exit, followed by another cannon ball puzzle. When it's finished, a pair of Electric Soldiers run by, followed by six Foot, seven Knife Soldiers, three Shurikens, and three Boomerangs.

In the next screen, two parahawks appear and begin firing their guns at you. Repeat the same strategy from the second level and use your special to knock them out of the air and continue on. A group of Foot Soldiers attack, followed by a pair of Stone Gunners, with a set of three Whip Soldiers afterwards. They jump around a lot, so get under them and use the throw to defeat them.

Continue on and wait for the four Eggs to drop, two at a time like before in the Technodrome. Two Foot Soldiers teleport in when the Eggs are destroyed, soon followed by two Spears and four Jumping Soldiers. Afterwards, three Foot Soldiers line up along the floor and roll across, trying to trip you. Two Blue Soldiers with barrels appear next, and finally five Foot enter at the end.

Pick up the pizza in the next screen and destroy the Stone Rockets; if you have enough health, you should try to defeat them first with your special before picking up the pizza, but it's not that important. Past the Rockets is one of the three bosses in the game; starting out simple, it's a Mother Mouser.

008.2 - Boss: Mother Mouser

Since it's the exact same fight, I'm going to sum this up really quick. Avoid the small mousers that the Mother releases, and avoid the fireball it shoots by jumping over it, using the jump kick to damage it on your way down. Try cornering it against the wall to make it easier.

Destroying the Mother Mouser earns you 12,000 points and allows you to continue.

008.3 - Krang's Spaceship (continued)

Through the door are three Foot Soldiers, along with three Boomerang Soldiers, three Spears, and two Blue Soldiers carrying weights. Defeating these enemies shouldn't be a problem this late in the game, so I'm not going to bother getting in-depth about it. Eight more Foot Soldiers attack in smaller groups, and there's another slice of pizza in the next screen being guarded by Stone Rockets. After refilling your health, two Electric Soldiers attack, and after them are three Stone Gunners.

This is one of the tougher parts of the level, simply because there are

so many enemies to deal with at one time. About six or seven Blue Soldiers appear unarmed, as well as a dozen or so Robot Bouncers. Unlike previous encounters with other robots, there are a set number of these, meaning you don't have to kill the Soldiers first. I personally fight the Blues first, simply because there are less of them, and because the Bouncers are easier to defeat (a jump kick is enough). When you defeat all of them, continue to the next area, which is exactly the same as the one before it. Repeat whatever strategy worked the first time and keep going.

Three Whip Soldiers appear after the Blues and Bouncers, followed by five Shurikens and three Bionic Gunners. Defeat them and jump out of the way of the Blue Soldiers rolling across the screen on cannon balls, and fight the three Whips that appear afterwards. The Super Soldiers make a return here in a group of four; when they've been destroyed, two Foot Soldiers on platforms enter the fight and attempt to crush you. Coax them into dropping down and kick them off their platforms, leaving you with the simple task of finishing them. Two more attack when their partners go down.

Three Blue Soldiers roll on the floor three times, and more appear on cannon balls (six total). Continue to the next screen and fight the six Jumping Soldiers; a pair of Soldiers with barrels attack next, and two Spears and three Stone Warriors follow behind. Defeat them and head over to the next area, there are some more Blue Soldiers and Robot Bouncers that attack. Three Boomerang Soldiers appear next, followed by six Foot and a pair of Electric Soldiers. The last groups of enemies that you have to fight are six Shurikens, three Foot, and three Spears. Defeat them and get ready for a tough boss battle.

008.4 - Boss: Krang

In my opinion, Krang is more difficult than the Super Shredder; he mainly walks around the area, pausing to kick you or fire six or seven homing missiles. Krang also has the ability to detach his arm and launch it across the screen, as well as fire a laser. Like most of the previous bosses, you'll want to attack while he's recovering and then quickly retreat to a safer spot. If you're using Leo, stand directly below Krang while he's releasing his missiles and use your special. It'll knock down his life points drastically as well as protect you with its invulnerability time.

Eventually, Krang's torso will separate from his legs, and both will attack you from different directions. His upper body will mainly fire lasers when it's near you, but every once in a while it takes out a large mallet and tries to crush you. Krang's legs, on the other hand, will run across the screen kicking. By now you've probably figured out that aerial enemies are more difficult to fight than grounded ones, so focus your attention on his lower half, using either Raph or Leo's special to attack.

When both halves of Krang reattach, he'll go back to his normal pattern, with one addition. While you're attacking him, Krang's robotic body will become electric, making it invincible as well as inflicting damage if you come into contact with it. Continue using your special when he leaves himself open until he's defeated. He manages to escape, but you pick up 70,000 points and continue to the last area.

008.5 - Boss: Super Shredder

You can tell the Shredder's getting pretty desperate when he voluntarily mutates himself to become more powerful. You have to be extremely careful while fighting him; most of his attacks knock off three life bars each time, so don't be surprised if the Shredder manages to deplete your life to one or two bars in a short amount of time.

His main attacks are pretty simple, he teleports around the room punching and kicking when the opportunity presents itself. The weapon that turned you into a regular turtle from the arcade game has made a return, but this time it only takes off half of your life instead of the entire thing.

Obviously, you'll want to stay as far away from the Shredder when he's using his morphing weapon, but you can usually get a throw or two in when he teleports. When he's hit, there's a relatively long time when he can't attack, enough to bring some distance between the two of you at least. As long as you don't get stuck in a corner, you shouldn't be hit too many times.

The Shredder has one more attack, but this is more of a gift than anything. After charging up for a few seconds, he releases a bolt of lightning that moves across the screen. However, he's also completely defenseless before he attacks, allowing you to score plenty of hits without any fear of counter-attacks. To avoid the lightning, simply move to the other side of the screen and side step the attack when it begins to move (since it can't change direction).

As long as you have at least two lives and use your special when you get down to one life bar, the Shredder shouldn't be much trouble. Defeating him earns you a nice round figure of 100,000 points, it's just a shame they're pointless by now.

Krang's spaceship explodes, but not before the turtles escape. Manhattan Island is slowly lowered back into the ground, and afterwards there's a short list of the main characters. Congratulations on completing the game.