

Teenage Mutant Ninja Turtles IV: Turtles In Time FAQ/Walkthrough

by NotoriousNick

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This walkthrough was originally written for Teenage Mutant Ninja Turtles IV: Turtles In Time on the SNES, but the walkthrough is still applicable to the PC version of the game.

Teenage Mutant Ninja Turtles IV: Turtles in Time for the SNES

Full FAQ

V2.5

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1.0 - Contact Information

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

04-19-07 - I have this game available so I am able to answer almost any questions you may have about the game.

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

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

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

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

2.0 - E-Mail Guidelines

My email is NotoriousNick500(at)Gmail(dot)com.

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

Subject: <Game Name> FAQ

I will accept the email if:

- The subject matter matches the one above.
 - The email is readable.
 - Any strategies you would like in my guide as long as you tell me your GameFAQs account name. Real names WILL NOT be accepted UNLESS it's under personal circumstances (e.g. Real name is in your username). Also strategies will not be accepted if you have your own Guide or its already posted in someone else's.
 - Any maps YOU made. If it is not your map contact information must be given for the person who made it. That way I can contact them and make sure it's alright.
 - Any screenshot YOU or the company who made the game snapped. I will only except the company's screenshot if THEY THEMSELVES released it to the public. Again if the screenshot belongs to someone else their contact information must be given to me including the company's.
 - Any video YOU made for the game. It must be for your personal site, YouTube.com, or GameTheater.org. Again I'll need contact info for someone else's work.
 - The section of my guide that the strategies, maps, screenshots, or videos are for.
 - You want to use the guide on your site. A link must be included so I can preview the site. Only the guide in the subject box will be given.
 - If you want more than one guide put "Multiple FAQ" in the subject box.
- Emails with that subject matter must only be for requesting permission to post

my FAQs.

- If you want to request I make another guide for this game or others. The subject matter must be "FAQ Request".
- If you like my style of making FAQs and want to co-write one. The subject matter must be "Co-write FAQ Request". It must be a game none of us have made a full walkthrough for, that I feel like doing, and work must be equal. Also we'll need a way to communicate faster like through some form of chat. Gmail, AIM, or Steam are the preferred ones. Proofreading a FAQ I made is NOT co-writing.
- Any noticeable errors I made. Errors like "to" should be "too" should not be pointed out. Errors like "It IS possible to get <name item> in <name area>" or "You CAN'T do <something> in <name area>" will be accepted.
- Any questions you have about the game or guide. The subject matter must be "<Game Name> Question(s)". Any questions about me WILL NOT be accepted.

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

3.0 - Version History

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

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

v2.0 (4/19/07): Made FAQ easier to navigate.

V2.5 (8/28/07): A big update. First off, I added the e-mail guidelines section to make it easier to contact me. Secondly, if any of you have read version 2.0 you'll notice that 2.5 has different chapter headings. Finally, I added SuperCheats.com to the allowed sites.

4.0 - Story

The Shredder has called the turtles out. They have no choice but to find the technodrome and defeat him. Little do they know that he has a surprise for them. A time warp that will vanish them. Will the turtles be lost forever in history or will they rewrite time and save the day.

5.0 - Characters

5.1 - Playable

=====
Leonardo
=====

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

=====
Michelangelo
=====

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

=====
Donatello
=====

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

=====
Raphael
=====

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

5.2 - Allies

=====
Master Splinter
=====

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

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

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

5.3 - Villains

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

Stockman is a former scientist and inventor turned into a fly. He hates Shredder but hates the turtles more so he's agreed to help defeat them. In this game he is the boss in the Big Apple level.

=====
Metal Head
=====

Metal Head is a robotic turtle created by the Shredder to help defeat the turtles. It has more strength and agility than making him a challenging foe. In this game it is the boss of the Alleycat Blues level.

=====
Rat King
=====

A guy who lives in the sewer who hates the turtles. He has the ability to control rats and has taken over Splinter numerous times. In this game he is the boss of the sewer surfin' level.

=====
Tokka
=====

A snapping turtle that was exposed to the same mutagen as the turtles and Splinter. He is usually out "having fun" with his buddy Rahzar. What he lacks in intelligence he makes up for greatly in strength. He and Rahzar are the mini-bosses of the technodrome.

=====
Rahzar
=====

A wolf that was exposed to the same mutagen as the turtles and Splinter. He is usually out "having fun" with his buddy Tokka. What he lacks in intelligence he makes up for greatly in strength. He and Tokka are the mini-bosses of the technodrome.

=====
Slash
=====

A turtle that was exposed to the same mutagen as the turtles and Splinter. He was a pet of Bebop and Rocksteady before he was transformed. He was trained to hate the turtles and vows to defeat them. In this game he is the boss of the prehistoric Turtlesaurus level.

=====
Bebop
=====

A hog that was exposed to the same mutagen as the turtles and Splinter. He is one of the Shredders right hand man along with Rocksteady. He is considered very strong but lacks intelligence. In this game he is one of the bosses of the skull and crossbones level.

=====
Rocksteady
=====

A rhino that was exposed to the same mutagen as the turtles and Splinter. He is one of the Shredders right hand man along with Bebop. He is considered very strong but lack intelligence. In this game he is one of the bosses of the skull and crossbones level.

=====
Leatherhead
=====

=====
A crocodile that was exposed to the same mutagen as the turtles and Splinter. Leatherhead is often times confused and rageful sometimes seeing the turtles as allies but most of the time as enemies. In this game he is the boss of the bury my shell at wounded knee level.

=====
Krang
=====

Krang is the warlord of Dimension X. he was banished by the good guys there and stripped of his body to resemble an Utrom which in turn looks like a brain. When Krang arrived he met the Shredder who offered to build him a new body in help of defeating the turtles. He appears in this game as the boss in the neon night-riders and Starbase levels.

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

The main villain of the TMNT. His main reason for hating them is because of their connection to Hamato Yoshi who was Splinters master and his enemy back when he was called Oroku Saki. In this game he transported the turtles into a time warp in hopes of getting rid of them. He is the boss of the technodrome level and the games final boss in his super form.

6.0 - Walkthrough

6.1 - Big Apple 3 a.m.

When you first start out you'll be attacked by a bunch of purple foot soldiers and possibly a blue one. Use the cones to hit into the soldiers if you want. Keep going and you'll get to a wrecking ball. The ball can hurt you if you're under it but it can also hurt the foot. Destroy all the ones in this area. Next grab the pizza and wait for the foot. When they arrive hit the barrel and have it blow them up. Keep fighting off foot and Krang's exosuit will appear. Fight the foot while avoiding the energy blast from its eyes. It doesn't affect the foot. You'll then reach another area with a wrecking ball. Just fend off the enemies that appear. When you get to the end of the bridge kill any remaining foot and grab the pizza on the ground.

Baxter Stockman

When Stockman appears he'll shoot tiny bullets at you then fly to the other side. Jump up after each shot and deliver some kind of aerial attack. When he lands he'll shoot bullet from the top to the bottom. Jump over them and attack him when he stops shooting. After so many hits he'll start shooting big yellow feet and fist at you. Just dodge them and attack when he's open. Eventually he'll lose and fall off the bridge.

6.2 - Alleycat Blues

Walk forward and the foot will appear from the building. Use the hydrant to

kill one and take out the others. Some more will jump down from the fire escape and come from ahead. Take them all out and continue. When you get to the sewer one will jump out and throw the lid at you. Kill him and his buddies that appear and continue forward. Eat the pizza and kill the unicycle robots that appear to move on. Foot will eventually start jumping over the fence to get you. Kill all of them. When you move forward you'll be faced with the same situation only with more foot. Beat them then move on. When you get to the doorways foot will jump out. Grab the super pizza and you'll start spinning. This kills all foot members in one hit. Go forward and use the hydrant then go all the way to the end. Keep fending off foot members until Metal Head appears.

Metal Head

Metal Head will start off by moving around just punching and kicking. After awhile he'll jump to the top right corner. Jump over his bullets as he moves down. He'll then jump 3 times till he gets to the top left corner. Attack him only when he walks around at the beginning and after he does his series of jumps. Dodge him otherwise. When defeated he'll go to the manhole and blow up.

6.3 - Sewer Surfin'

Stay on the far left and kill the foot as they come one by one. Once the foot are gone dodge the three set of spikes that come from the ceiling while collecting the pizzas (which are yellow with ? marks in this level). Next will be the water mines. Get hit once to hear the famous "my toe, my toe," if you want to. Just jump over the mines to dodge them. There is one pizza between the last two. Now you'll be attacked by pizza monsters. Attack them with your weapons right when they jump out or before they jump back in or hit them with kicks while in midair. When the attack is over your stats will be added up.

Rat King

After your stats add up the Rat King will appear. When he launches missiles from the side stay in between them and attack his water ski. When he goes all the way to the right go up and wait as he launches water mines. Keep repeating the process and you'll eventually beat him.

6.4 - Technodrome

Go forward and destroy the foot and unicycle bots that appear. Keep going and defeat more foot that appear. Next you'll get more foot and mousers will appear. After you defeat them and go forward you'll get more mousers and a lot of foot. Take them all out. Continue forward and grab the pizza. Foot will start appearing. Keep going and grab the super pizza to kill all the foot that appear. Continue along the monitors and destroy all the foot that appear. Keep going till you get to the doorway. Avoid touching the lock on it.

Tokka and Rahzar

Tokka is the snapping turtle and Rahzars the wolf. Both creatures can slash and tackle the turtles. If they tackle each other they will take damage. Tokka can shoot ice breath and freeze you while Rahzar can shoot fire balls and burn you. One fire ball will stay after the attack and make the turtles do their toe dance if they hit it. Also they have a team attack were Tokka goes in his shell and speeds around while Rahzar rides on him and slashes. Just defeat them using normal attacks while you dodge theirs. If you have two turtles you can both take care of one each. When they lose they de-mutate and the electrical lock opens.

The turtles will automatically walk into the elevator.
On floor 1 eat the pizza and kill the foot that come from behind you.
Floor two is more foot.
Floor three is a few unicycle bots.
Floor four is a bunch of mousers.
Floor five is even more foot.
Floor six is more foot and when their defeated the turtles will get off.

Shredder

This fight is a little unique. Shredder has two attacks. He has mechanical arms that will grab the turtles and shock them and a crosshair that will fire bullets at them if locked on long enough. To hurt him you must throw the foot members at the screen. The best way to do that is to tackle them then throw them. When defeated Shredder will jump into the screen and banish you to a time warp.

6.5 - Prehistoric Turtlesaurus

Theme: Dinosuars

Year: 2500000000 B.C.

When you go forward pterosaurs will drop rocks and foot at you. Destroy the foot and keep going. Pterosaurs will drop a lot more foot for you to take care of. At the cave entrance more foot will appear. Take them all down and continue. Dodge the spikes that fall and kill the rock and foot soldiers that appear. Yellow foot will appear and throw bombs at you. Follow them and fight the foot that appear. The bombs the yellow ones throw can hurt them. When their gone use the super pizza to kill the foot that will appear up ahead. Exit the cave and some bomb foot will probably take out some of their buddies. Kill any remaining ones and continue. Outside more foot will appear. Fight them while dodging any raptors that run at you. They will be noticeable because the ground will shake before they appear. Go forward and eat the pizza then kill any foot that appear. When their gone Slash will appear in front of "Shredder Rock".

Slash

Slash is the hardest boss of the game especially if your not Michelangelo or are playing as Donatello. Slash can block any attacks delivered to his front side. He'll attack either by slashing you with his sword or jumping around and he does that A LOT. The only way to hurt him is from behind which is hard to do. The easiest way to get him is right when he lands from a jump because he'll be unprepared. Keep doing this and he'll eventually roll around and fall off the cliff.

A good 2p strategy is to surround him. Have one turtle go in front to distract him while the other one goes from behind and attacks. Once he's hit you can have both turtles execute countless combos on him until he gets out of it or dies. Me and a friend were able to defeat him using this method with Leonardo and Michelangelo and we only had to start it once.

6.6 - Skull and Crossbones

Theme: Pirates

Year: 1530 A.D.

Go forward and kill the foot that appear. Keep going and foot will start climbing into the ship. Kill them while avoiding the loose boards that will harm you if stepped on. More foot will then appear which need to be taken care

of. Go past the pillar and kill the rock soldiers that appear. Use the super pizza ahead to take care of any foot that come. Use regular attacks to finish them off. Keep going past the next pillar and eat the pizza. Kill the foot and then rock soldiers that appear. When defeated Bebop and Rocksteady will appear.

Bebop and Rocksteady

Bebop is the hog and Rocksteady is the rhino. Bebop has a whip and Rocksteady has a sword. They will attack by hitting you with their weapon. If you get between them there is a chance their weapons will get tangled leaving them open to attack. Since this is a "double single boss" only one has to be defeated to win. Just use normal attacks on one of them and when his health bar is gone they will finish each other off. If your playing in 2p attack the same one to end it quicker.

6.7 - Bury my Shell at Wounded Knee

Theme: Wild West

Year: 1885 A.D.

When you start off hit the barrel at the foot. If you do it right you can run after it and it'll kill any foot that are up ahead. Eventually a foot will jump off a horse and some buddies will appear for you to fight. Keep going and another one will come by horseback and more will come from inside. Go inside and some foot will come out of hiding. Defeat them and keep going. Keep going forward defeating foot and rock soldiers until you get to a pizza. Eat that and kill and more foot. Keep going and then a lot of foot will appear. Make short work and them and move forward. Keep going until you get to a box of dynamite. Use it one the rock soldiers that appear then defeat any survivors. Keep going and you'll get another pizza then Leatherhead will appear.

Leatherhead

This guy has a few attacks. On the right side of the screen he go from bottom to top throwing knives at you or he'll punch you. On the left side he throw lobsters at you or hit you with his tail. He also has the ability to get on all fours and run across the screen. Just hit him when he's on the left or right with normal attacks. Also his knives can be reflected back at him. When he's defeated he'll jump off the train.

6.8 - Neon Night-Riders

Theme: Futuristic City

Year: 2020 A.D.

First part of this level foot will be coming one by one. Eventually they'll start coming in groups of two. After the foot you must dodge the mousers while collecting pizzas (round and yellow with ? marks in this level). The last part will have foot come in helicopters with machine guns attached. Use kicks to defeat them. After that your score will be added up.

Super Krang

After your scores added you'll see Krang's exosuit flying in the background. It'll eventually turn coming towards you. He has a few attacks. If you get close he might hit you on the head. He also has the ability to do a charging kick from one side of the screen to the other. If he goes all the way to the side he'll either shoot missiles at you from his chest or spit orbs out of his mouth and run away. The orbs will drop from the sky and must be dodged using their shadows. Just use normal combos until his exosuit blows up and he flies away.

6.9 - Starbase

Theme: Mars Base

Year: 2100 A.D.

Run forward and kill the robot going up and down. Keep going and then kill all the foot and round robots that drop from the ceiling. Kill the rock soldiers that eventually appear then use the super pizza on the foot and robots that come. Keep going until you get to a foot teleporter. Kill all the foot that appear and go. Foot will come shooting out of the chutes in the wall and more will come from the side. Kill them all. Keep going past another teleporter and you'll eventually get to a grid floor and some pizza. Fight the foot while avoided the grids that turn light blue because they'll freeze you. Keep going and you'll get to a bouncing wrecking ball. Wait for it to come towards and dodge it. Kill and foot that it doesn't take out and keep going. You'll then be ambushed by even more foot that should be defeated. Fight the rock soldiers that appear then kill the foot before getting to the chutes. Use the super pizza to kill any foot that come out of the chutes then kill the rest while dodging the electric blast which cannot affect the foot. On the other side of the guns is a pizza and more foot soldiers. Once the foot are gone Krang will appear.

Krang

After the last battle Krang's suit was destroyed but now he has a flying craft. He'll fly around the area shooting bubbles at you with will trap the turtles if hit. Eventually he'll start dropping robots and then teleporting away until their destroyed. Also if he gets high enough he will attempt to slam on top of you by coming down hard with his craft. Use a combination of regular combos and kicks to defeat him. When defeated he'll blow up and the turtles will go home.

6.10 - The Final Shell Shock

Super Shredder

Upon reappearing in the Technodrome Shredder will transform into Super Shredder. He has three attacks in this form. They are all noticeable by different colored flames. If he turns red don't stand in front of him because he's going to set a trail of fire on the ground. If he turns blue don't jump in front of him because he's going to send ice beams in the air. If he turns green don't stand in front of him because he's going to shoot a de-mutating beam forward. Just execute a combo attack after every attack of he's and you'll win with no problem. When he loses he falls over the edge and the turtles yell cowabunga one last time.

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