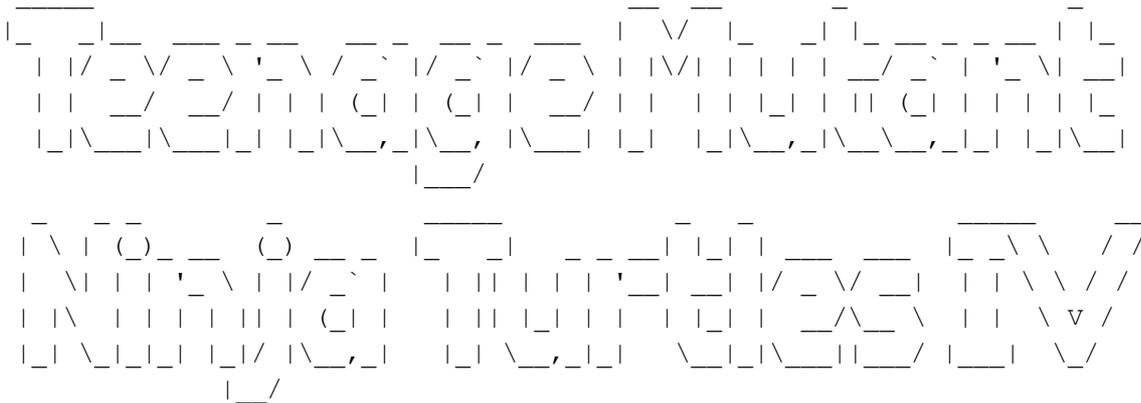


Teenage Mutant Ninja Turtles IV: Turtles In Time FAQ/Walkthrough (w/ Psycho Penguin)

by PeTeRL90

Updated on May 17, 2007

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.



VERSION April

FAQ/Walkthrough

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Version History
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version April (May 17, 2007) - KB - Guide is finished. Peter did levels 1-5 and the controls. Psycho Penguin did levels 6-10 and the Turtles rundown. Enjoy our first co write.

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1.) Introduction

=====

Howdy and welcome to our guide for Teenage Mutant Ninja Turtles IV: Turtles in Time for the SNES. Instead of going solo this time, I'm co-authoring with the one and only Psycho Penguin. In my eyes, Teenage Mutant Ninja Turtles IV is one of the best SNES games to ever be released, and is on par with TMNT2 for the best Turtles game ever. This guide will walk you through all 10 levels in the game.

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2.) Legal Stuff

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3.) Before Playing

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Before playing, there are a few other options aside from the 1 and 2 player modes. You can do a Time Trial, or perhaps face a friend in Versus mode. There's also an option menu in which you can change the number of lives you start with, as well as the difficulty of the game. If there's one thing I'd recommend, I'd recommend changing the Controller type to Type B so that you can perform special attacks with X. Ready to play? Let's kick some shell then!

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Turtles
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Here is a quick assessment of the four different Turtles you can choose from in the game. It doesn't REALLY matter which one you use, but there are some minor differences.

Leonardo: He uses two katanas (swords) and is the leader of the group. He is pretty awesome, as his swords do decent damage and he can swing them pretty quickly. People usually use him the most.

Donatello: My personal favorite Turtle and the one I almost always use. He carries a big wooden stick called a bo that does some serious damage, especially when used a few times in a row. He'll swing it out and enemies will go flying. The bo speed isn't the greatest, but otherwise he rocks.

Michaelangelo: An awesome character, and decent fighter in this game. He uses nunchucks, so they're pretty small and have a limited attack range. That's the biggest problem with him and the next Turtle..

Raphael: Again, an awesome character, but his main problem is the fact that his sai weapons have a limited attack range, much less so than the katanas and bo. Therefore, I never really use him.

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Controls
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Here are the basic controls for Teenage Mutant Ninja Turtles IV.

Controller Type	Jump	Attack	Special
A	B	Y	B+Y
B	B	Y	X
C	B	Y	A
D	Y	B	Y+B
E	Y	B	X
F	Y	B	A
G	B	A	B+A
H	B	A	X

I	B	A	Y
J	A	B	A+B
K	A	B	X
L	A	B	Y

Basic Moves

Throw - Get next to the enemy and push the attack button after they're stunned.

Dash - Double Tap the D-Pad (Manual) or hold the D-Pad (Auto).

Jump Kick - Attack button while in the air.

Shoulder Ram - Attack button while running.

Slide - Jump button while running.

4.) Walkthrough

Level 1: Big Apple: 3 AM

(001)

Once the level begins, get accustomed to the controls here. When you're ready, continue to the right and you'll come across a few cones and some Foot Soldiers. You can either use the cones to take them out, or you can opt to take them out one by one with your weapon. Either way, once they're gone, continue to the right and you'll eventually find a wrecking ball going up and down above the platform. Avoid getting underneath it, but at the same time, try to lure any Foot Soldiers to it. If the ball lands on them, they're automatically knocked out. After the enemies here are gone, continue to the right and pick up the Pizza. Go a bit more to the right and you'll find a drumbarrel sitting there. Wait until all the Foot Soldiers are on the screen and then hit the barrel, which will take any near it out in the process. After the Foot Soldiers are gone, continue on taking out any enemies that refuse to let you pass. You'll eventually find a huge enemy on the side of the screen. You'll recognize this fool as Krang. He'll shoot lasers out of his eyes, so stay on the left side of the screen as you pummel the Foot Soldiers here. After they're gone, continue on and you'll find another wrecking ball. Lure the Foot Soliders underneath it if you can. If you can't, take them out one by one. Grab the Pizza along the way and you'll eventually reach the end of the level.

-----BOSS-----

Baxter

3 Health Blocks

-Baxter is pretty much a warm up boss for you. He'll start off by flying to the other side of the screen and shooting bullets at you. They shoot out in rounds of 3, so once the third one is gone, jump up and jump kick him while he's in the air. Keep doing this until he lands on the ground and starts moving up and down. Try to pin him and start whacking him with your weapon until he flies back into the air. After one of his health blocks are gone, he'll fly back into the air and start shooting an arm out of his gun. Like with the bullets, wait until it's gone and then jump kick him again until he lands on the ground. Start hitting him again and he'll fly back into the air. Simply repeat the same process until his last health block is gone.

-----BOSS-----

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Level 2: Alley Cat Blues
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(002)

Once the level begins, advance to the right and you'll find a hydrant sitting there. Wait until a Foot Soldier is on the right side of it and then hit it with your weapon. The cap will fly off and hit the Foot Solider. Take out the rest with your weapon. Once all the enemies are taken care off, continue to the right until you find a sewer cover on the ground. Get close to it and a Foot Solider will pop out of it. Once he does, you can either dodge it or quickly swing your weapon and hit the sewer top right back at him to instantly take him out. Take care of the rest of the enemies and continue on. Pick up the Pizza along the way and some robots will come popping out of the ground (their names escape me at the moment). These things are a bit dangerous. They can shoot lasers and wrap you in a wire that electrocutes you. The latter does the most damage, so either jump kick them or hit them when they're together. After they're gone, some Foot Soldiers will climb over the fence. Take them out and continue on. You'll spot an item on the ground that has a bomb on it. This doesn't turn you into a bomb, but it does let you destroy a lot of enemies in one hit. Once all the Foot Soliders are out of the doors, grab the item and you'll start twirling around. One hit will take out any enemy. After all of them are gone, continue on and you'll find another sewer top. Hit it back if you can and take care of the Foot Soldiers. Once you do, the boss music will kick in.

-----BOSS-----

Metal Head

4 Health Blocks

-I remember having a Metal Head toy as a kid. Good times. Once the battle starts, start whacking him with your weapons and he'll eventually jump into the upper right corner of the screen. Once he does, he'll pull out a gun and start firing it as he moves downwards. Jump over the laser beams. Once Metal Head reaches the bottom of the screen, he'll jump up and start kicking around as he jumps across the screen. Either try to hit him or dodge him. If you dodged him, he'll start attacking you again once he reaches the upper left part of the screen. He'll start getting a bit more vicious this time, so keep your distance until he starts walking towards you. Once he does, quickly start hitting him with your weapons until he jumps back into the top right corner. From here on out, he does the same pattern every time, so just repeat dodging

and attacking until he goes down.

-----BOSS-----

=====
Level 3: Sewer Surfin'
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(003)

This is half a bonus stage and half a real level. Once the level starts, you'll be going to the right on your surf board. As you go on, some Foot Soldiers, who are also on surf boards, will come your way. One hit will take care of all of them. Some Katana wielding ones will jump into the air, so when a Blue Foot Soldier comes by, jump kick their asses out of the air. As you keep going to the right, you'll find some spikey gates. Stay at the top left corner or bottom left corner of the screen to safely pass them by. In this area, you'll also notice boxes with ?'s on them. They have the same effect as a Pizza, plus they give you bonus points at the end of the stage. After this area, you'll find some spikey balls on the ground. Touching one of these will hurt you, as well as have your Turtle holding their foot while bouncing up and down. That can't be safe. After the spikey balls, some Pizza Monsters will start coming out of the water. You can see where they are by the shadows in the water. Once they pop out, either quickly hit them with your weapons or jump kick them. Like with the Foot Soldiers, one hit will take care of them. Once you reach the end of the level, you'll get your bonus points depending on how many enemies you killed or how many ? Boxes you picked up. Then, the fun is just sucked out of the room.

-----BOSS-----

Rat King

3 Health Blocks

-The Rat King is more annoying than hard. He'll shoot two missiles at you, one from each side of his machine. You need to place yourself between the missiles and hit the point that the arrow is pointing to. But since the Rat King tends to move up and down quite a bit, the missiles will sometimes hit you. After you do enough damage, he'll back up and start shooting spikey balls out. To avoid these safely, hug along the very top or the very bottom of the screen. After he stops throwing out some balls (get your mind out of the gutter), he'll start shooting missiles again. Repeat this whole process until he goes down.

-----BOSS-----

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Level 4: Technodrome: Let's Kick Shell
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(004)

Once the level starts, head a bit to the right and take out the enemies that come your way. After they're gone, continue to the right and you'll eventually reach an area in which both Foot Soldiers and Mousers will attack you. The Mousers will blow up in one hit, but if they grab onto your arm, you won't be able to attack for a few seconds. Once all of them are disposed of, continue to the right. You'll find some Pinkish Foot Soldiers here. These guys are probably the biggest pains of all the Foot Soldiers. If you try to attack

them, they'll block your attacks. The best way to take them out is to run at them and ram them with your shoulder and finish them off from there. Continue along and you'll eventually reach the end of the first part of this level.

-----BOSS-----

Tokka and Rahzar

3 Health Blocks [Both]

-So here's your first two on one fight. That is if you're playing alone, of course. These guys may seem intimidating, but they usually tend to stick with their attacks that come out of their mouths. Tokka shoots blue rings which will freeze you, and Rahzar will shoot a small trail of fire across the ground. If you step on that, you won't be able to attack for a few seconds. Tokka seems to be the easiest one to get rid of. Start attacking him, and after about 4 consecutive hits, he'll jump a little. Once he does, he'll probably fly to the other side of the screen, so get out of the way. Keep doing this until Tokka is no more.

For Rahzar, he's a bit tougher mainly because of his ability to breath fire. Start attacking him and after about 4 consecutive hits, he'll jump a little like Tokka does, but this time, Rahzar will jump forward and swipe at you, so back off. After you get Rahzar down to one health block, he'll start leaving only tiny traces of fire on the ground, so avoid those and keep attacking him and avoiding him as he comes to swipe you and he'll turn back into a wolf. If you hit Rahzar after he turns into his puppy form, he'll let out a yelp. It's just for giggles, though.

-----BOSS-----

After the fight, you'll enter an elevator automatically. Grab the Pizza if you need it. If you don't need it, save it. The elevator keeps going up a few floors, and at every stop, some enemies come from both doors. Once you reach the top, you'll exit the elevator automatically. Well look who it is!

-----BOSS-----

Shredder

4 Health Blocks

-No, don't worry. The game doesn't end here after you win, but let's focus on actually winning first. You can't hurt Shredder with your weapons nor kick him since he's in a machine. So how do you hurt him? Simple. A bunch of Foot Soldiers will be dispatched once the battle begins. What you need to do is throw Foot Soldiers at Shredder until all of his health blocks disappear. How do you throw you ask? Simply hit a Foot Soldier once. While he's still bent over, get next to them, push the attack button and you'll throw the Foot Soldier at Shredder. You can't be above the Soldiers, but right next to them in order to throw them. The tactic is easy, but doing it is hard. There are a handful of Foot Soldiers around at once, and since Shredder's machine takes up about half of the screen, it can block your view nad make it hard to see where some Foot Soldiers are. Just keep pummeling Shredder with his own men and he'll be gone in no time.

-----BOSS-----

=====
Level 5: Prehistoric Turtlesaurus
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(005)

Once the level begins, head to the right and you'll find some flying dinosaurs that drop both bombs and Foot Soldiers. Take them out and continue on. If you're playing on Normal or Hard, a dinosaur will run across the screen here so watch out for it. Take out the next set of Foot Soldiers and keep going to the right until you reach the inside of a cave. Take out the Foot Soldiers at the entrance and keep going. Avoid the falling rocks from the ceiling. Keep going and you'll find some Rock Soldiers here that charge at you. Avoid them and then try to corner them and attack them until they're destroyed. Continue on and you'll eventually find some Yellow Foot Soldiers. These guys go down in one hit, but they toss bombs. If you're caught in the explosion, you'll take a considerable amount of damage. Fortunately, their fellow Foot Soldiers can be killed by these bombs as well. Once they're all taken care of, continue on and grab the item at the end. It's the same one from Level 2, so grab it when all the enemies are on the screen. Once they're taken care of, continue to the right and take out the Foot Soldiers here. Make sure to avoid the dinosaurs that charge across the screen as well. Grab the Pizza when you come to it and prepare for a fight.

-----BOSS-----

Slash

5 Health Blocks

-Slash is probably the biggest pain in any of the Turtle games. What makes Slash so annoying is his ability to block your attacks when you attack him from the front, and his ability to quickly get off attack after attack. If you let Slash start getting the upper hand in this fight, there's no doubt you'll lose some lives, and possibly some continues here. Slash's only weak spot is his back, and since he only exposes it for a second or two, you need to be quick to get there and hit it. Once the battle starts, wait until Slash jumps into the air. Once he does, get behind him quickly and start hitting his back. After a few hits, he'll jump back into the air. Quickly run over to the other side and wait behind him and start whacking him again. Repeat this until he loses a few health blocks. Once he's down to about 2 health blocks, he'll sometimes break out of his pattern and roll into a ball and ram into you. If he does this, this fight just became very hard. If he curls into a ball, quickly get out of the way and get behind him and start attacking him again.

-----BOSS-----

=====
Level 6: Skull and Crossbones
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(006)

This stage's gimmick is, as you may expect, the fact that you're on a big pirate ship. And there are visible planks that you can see that will harm you if you step on them. So, avoid them at all costs as you progress through the level. I am not going to point out every single one to you since you can clearly see them and a four year old can avoid them. The enemies in this level

aren't too bad for the most part. I had an easier time with this level than the last level. When you get to the archers, just avoid their shots as best as you can. I find they move out way too quick for you to get much of a chance to kill them. The toughest enemies on this level are the yellow enemies that throw things at you. You have to be very careful when fighting these guys. There is a super pizza and pizza towards the end of the level that will definitely come in handy. You'll soon make it to the next boss of the game. Or should I say.. bosses!

-----BOSS-----

Bebop and Rocksteady

Considering there are two of them, this boss is really not that difficult. You only have to kill one in order to win the battle, and the hardest part is the fact that they'll keep changing around, making it hard to focus your attacks on one of them. Fortunately, once in a while they will try to attack at once and get tangled up. This is when you can do some serious damage to the one you are trying to focus your attacks on. Bebop has a laser, Rocksteady has a machine gun. You should know their basic attack patterns by now, I would hope. Like I said, just focus on one and you'll be able to win eventually.

-----BOSS-----

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Level 7: Bury My Shell at Wounded Knee

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(007)

This level really isn't all that difficult. The most worrisky thing is the constant barrels that come flying out of nowhere, but even then that's not really all that big of a problem since you can see them coming ahead of time. At the beginning of the level, use the first barrel to roll ahead of you and knock out a bunch of enemies at once. Most of this level just has your basic every day foot soldiers that are easy to kill. This level is again pretty easy for a late game level. There's really nothing too tricky about the level design. The barrels are easy to dodge and the foot soldiers are as stupid as ever. You'll eventually come to some tougher enemies like rock soldiers who have rocket launchers, but as long as you dodge their initial attacks you won't have much of an issue there. Eventually, you'll come to the hardest boss.. of TMNT 3. Fortunately, this is TMNT 4.

-----BOSS-----

Leatherhead

6 Blocks

Like I said before, this guy was really, really tough in the last Turtles game. He's easier this time, though. But he can still cause some major issues if you are not careful, so here's some tips. The first thing to realize is that he has such a simple attack pattern. He'll go to all fours, run across the screen, stand up, and start shooting up and down at you. Then he'll tend to repeat this pattern. So, attack him when he's standing up and run out of the way when he gets on the ground (it's pretty much impossible to get any damage on him at this point so don't even bother). He'll sometimes come jumping across the screen trying to punch you. This is the best time to attack him, and you can get one health block off him on each pattern run through if you're lucky enough.

-----BOSS-----

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Level 8: Neon Night-Riders
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(008)

This level was hard for me to take notes on because you go so fast and it's hard to keep track, but I tried my best. You are on a surf-board like thing, scrolling upwards this time as enemies and items come flying at you. Make sure to avoid the electrocution things along the way. They are everywhere and can cause more damage than the enemies in the level! The question mark boxes are good. Pick them up to get extra points at the end of the level. Remember the helicopter enemies from TMNT 2 and 3? They're back in this level but are even easier this time. You'll come to the boss of this level in no time.

-----BOSS-----

Super Krang

4 Blocks

That's right, a boss this late in the game only has four health bars. He's really easy, too. He has a simple attack pattern to figure out. He shoots easily avoidable missiles, kicks at you randomly, and throws out bombs that go all over the place. The best time to attack him is right after he does the bomb attack. Avoid the bombs by moving back and forth, then attack him. Avoid whatever attacks he does next until he shoots the bombs, then avoid and attack some more. Repeat this pattern and he'll be history before you know it. Unfortunately, he flies off so we'll probably have to end up facing him again soon.

-----BOSS-----

=====
Level 9: Starbase: Where No Turtle Has Gone Before
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(009)

This is probably the hardest level in the game, as you may expect, but it still wasn't all that difficult. You'll start off by killing some more weak sauce foot soldiers, as well as some weak robot enemies that die as soon as you touch them. WTF. You'll soon get to a floor with blue squares on the floor. If you touch one of them while it's blue, you'll be frozen and lose some hit points off of it. This is annoying, as I'm always jump kicking enemies and tend to jump right into a blue one. Be careful. When you get to the big green ball, just keep hitting it to get rid of it. It's not going to go away on its own. The rock soldiers that come out here will sometimes leave on their own. Sometimes they won't. They're not that difficult if they stay behind to attack you. The lasers are easy enough to avoid, so do so and finish off the last few enemies to get to the boss.

-----BOSS-----

Krang

4 Blocks

Yes, he only has four health blocks again. This time he is much harder though. That's what I expect from a Turtles game, since Krang has usually been one of the harder bosses of the series. This time, you'll see him flying around in a space ship. The battle starts off easy enough. He'll shoot some blue balls (heh) out at you and then laugh, which gives you time to do some serious damage. After you hit him enough, he'll get ticked and start smashing the ship up and down off the ground. He does this quickly and it's hard to avoid this consistently. I lost a life or two at this point in several of my play throughs. He'll start dropping down enemies as well, and when he gets down to a single health block he'll fly off the screen when he drops the enemies. Make sure to attack him when he comes back on screen, because he won't be there for long!

-----BOSS-----

=====
Level 10: Technodrome: The Final Shell Shock
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(010)

This level is just a fight with the final boss of the game.

-----BOSS-----

Super Shredder

8 Blocks

He is not the toughest final boss in the world, even though he has twice as much hit points as Krang. He is challenging, don't get me wrong, but I barely died against him. It just took a lot of time. When he goes into flame mode, just avoid him. He has three attacks that you can see coming, so you'll know what to expect. The green attack turns you into a baby turtle, instantly killing you. You'll recognize that from TMNT 2, I'm sure. The red attack is a blaze of fire that goes across the ground. Just move out of the way. The blue attack is an attack that freezes you. He'll shoot that straight ahead, so again it's easily avoidable. Since all his attacks primarily go straight out in front of him, it's pretty easy to avoid most of them. Good luck!

-----BOSS-----

Congratulations on beating one of the best beat em ups of all time! Check out the arcade version if you haven't done so, it's just as awesome!

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5.) Credits/Thanks
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Psycho Penguin would like to thank:

Peter for being an awesome co writer.
GameFAQs friends for their support over the years.
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Psycho Penguin: For helping me write this guide and for being a fellow Turtles fan.

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And a huge thanks to you, the readers. Without you guys, neither me or Psycho would be writing any of these guides in the first place.

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