

Teenage Mutant Ninja Turtles 2: Battle Nexus FAQ/Walkthrough

by Cyphax

Updated on Apr 17, 2012

This walkthrough was originally written for Teenage Mutant Ninja Turtles 2: Battle Nexus on the GC, but the walkthrough is still applicable to the GBA version of the game.

```
O=====O
|~|
|           TEENAGE MUTANT NINJA TURTLES 2           |
|           BATTLE NEXUS GUIDE                       |
|~|
O=====O
```

Written by : Peter, also called Cyphax on GameFAQS
Last updated on : 4th April 2006
E-Mail : shadowwingzero@hotmail.com

IMPORTANT NOTE: If you need any help with the game, or have any questions or comments about the guide, feel free to send me an e-mail. But please, use the e-mail adress for that reason and that reason only, and do NOT add me on MSN.

UPDATE: I have sold this game, and thereby don't own it anymore. That means I won't be able to help you if you have any questions about the game and it's content. Neither can I provide you with any (new) strategies and tricks for how to complete or overcome the various challenges or obstacles that you stumble upon. I have done my very best to cover all of this in this guide, so it should all be here. Therefore, please do NOT ask me to doublecheck anything in the game, as I won't be able to got that.

```
=====
| SECTION INDEX                                     |
=====
```

1. Introduction
2. Controls & Setup
 - 2.1 GameCube
 - 2.2 PlayStation 2
 - 2.3 Xbox
3. Version Differences
4. Characters
 - 4.1 Playable characters
 - 4.2 Other characters
5. Battle
6. Episode walkthrough
 - 6.1 Home
 - 6.2 Shredder's Skyscraper
 - Episode 0-1 Backyard
 - 0-2 Rooftop
 - 6.3 Underground City
 - Episode 1-1 The Cavern
 - 1-2 Secret Hall
 - 1-3 Ledge Above
 - 6.4 TRCI Building

- Episode 2-1 Lobby
- 2-2 Large Lab
- 2-3 Transmat Chamber
- 6.5 Planet Zero
 - Episode 3-1 Frozen Relic
 - 3-2 Glacial Valley
 - 3-3 MT. Zero
- 6.6 Planet D'Hoonnib
 - Episode 4-1 Alleyway
 - 4-2 The Sewers Under Peblak
 - 4-3 Junction of the Sewers
 - 4-4 Industrial Plant
 - 4-5 Deepest Industrial Plant
 - 4-6 Spaceport Inn
 - 4-7 Wilderness
 - 4-8 Forest
 - 4-9 Forest Clearing
- 6.7 Triceraton Bunker Ship
 - Episode 5-1 Cargo Bay
 - 5-2 Engine Compartment
 - 5-4 Battlefield
- 6.8 The Triceraton Homeworld
 - 5-3 Triceraton Prison
 - 5-5 Space Dock
 - 5-6 Underneath the Arena
 - 5-7 The Tri-Sports Arena
- 6.9 Space
 - 5-8 Asteroid Field
- 6.10 Feudal Japan
 - Episode 6-1 Shore
 - 6-2 The Burning Village
 - 6-3 Bamboo Forest
 - 6-4 Foot's Lair
 - 6-5 A Small Hidden Bay
 - 6-6 The Cliff
- 6.11 TCRI Building
 - Episode 6-7 Oracle Pod Chamber
 - 6-8 Transmat Chamber
- 6.12 New York
 - Episode 7-1 The Sewers
 - 7-2 Turtles' Old Lair
 - 8-1 Park
 - 8-2 Bridge
 - 9-1 Mean Streets
 - 9-2 The Sewers
 - 9-3 The Sewers
- 6.13 Unknown City/Future
 - Episode 10-1 Subway Tunnel
 - 10-2 Collapsed Area
 - 10-3 Air
- 6.14 The Freighter Kuraiyama
 - Episode 11-1 Docks
 - 11-2 Storage
 - 11-3 Foot Lab
 - 11-4 Engine Room
 - 11-5 Weapons Depot
 - 11-6 The Freighter Bridge
 - 11-7 The Burning Main Deck
- 7. Bosses
- 8. Weapons & items

- 8.1 Weapons
- 8.2 Life Items
- 8.3 Crystals
- 9. 2nd Time Around, Antiques
- 10. Computer, Bonus Materials
- 11. Tournament
- 12. TMHT Arcade
- 13. Passwords
- 14. Legal

```
=====
| 1. INTRODUCTION |
=====
```

Welcome to my own-written guide for Teenage Mutant Ninja Turtles 2 Battle Nexus, the second game in the brand new TMNT game series. Use the index above to find the guides and information you want. Scroll down the page to find the specific guide-part. This game is based on the second season of the new TMNT TV-series, and is divided on two discs. You can play Episode 0-1 to 4-9 + Home on Disc 1, while the rest is one Disc 2. Enjoy!

```
=====
| 2. CONTROLS & SETUP |
=====
```

TMNT 2: Battle Nexus is available on all three consoles - Nintendo GameCube, Sony PlayStation 2 and Microsoft Xbox, so there are three different control-setups. Here is a quick rundown of the controls of all the consoles.

```
+-----+
| 2.1 GAMECUBE |
+-----+
```

```
+-----+
| MENU CONTROLS |
|=====|
```

```
| Cycle           | Control Stick / Control Pad |
|-----+-----|
| Select         | A Button                    |
|-----+-----|
| Cancel         | B Button                    |
|-----+-----|
| Option Menu    | R Button                    |
+-----+
```

```
+-----+
| BATTLE CONTROLS |
|=====|
```

```
| Move character  | Control Stick |
|-----+-----|
| Move camera    | Control Pad   |
|-----+-----|
| Weak Attack    | A Button     |
|-----+-----|
| Strong Attack  | B Button     |
|-----+-----|
| Switch character | Z Button    |
+-----+
```

Shuriken	Y Button
Jump	X Button
Block	R Button
Lift	R + B Buttons
Dash	L Button

2.2 PLAYSTATION 2

I only own the GameCube version, so I could need some help here.

2.3 XBOX

MENU CONTROLS

Cycle	Directional Pad
Select	A Button
Cancel	B Button
Option Menu	Start Button

BATTLE CONTROLS

Move character	Control Stick
Move camera	Control Pad Up
Weak Attack	A Button
Strong Attack	X Button
Switch character	Black Button
Shuriken	Y Button
Jump	B Button
Block	R Button
Lift	R + X Buttons
Dash	L Button

Credit to Kevin Scheckel for letting me know about the Xbox controls.

| 3. VERSION DIFFERENCES |

Of what I've heard, the Samurai outfits for the four turtles are exclusive for the GameCube version. But I may be wrong so don't trust this.

| 4. CHARACTERS |

There are a lot of different characters that appear in the game. Some characters are playable but some are not. Down below is a list of what characters are playable or unplayable.

| 4.1 PLAYABLE CHARACTERS |

You should note that Slashuur is the strongest character in the game as he can wipe out his enemies in one, two or three slashes. I believe that he is the best character in the game, and I really recommend him.

/ LEONARDO \

Leo is the leader of the TMNT and is often seen as the "big brother" of of the quartet. Leo has an important role in the team and is Splinter's Splinter's right hand turtle. Leo is very skilled with the katana blades and uses them very wisely.

-- Special Abilities

Leonardo can cut bamboo, iron, crystal or other similar objects into pieces, which makes it possible to find new passages. Leonardo can also attack after you have used the Dash ability.

/ DONATELLO \

Donatello is a mechanical wizard and has lots of knowledge in this. Don is not just able to create technical stuff, as he is a master in fighting with his long Bo Staff. With this, Don can do sommersault attacks and other stuff which can be useful in battle.

-- Special Abilities

Donatello can jack into computers to open laser-covered openings or closed doors. The technical item he has on his arm allows him to fire lasers instead of shurikens when you find some.

/ RAPHAEL \

Raphael is the wildest of the TMNT. He is quick, strong and hard-defeated in battle. Raph uses two tiny sai swords in battle which he uses very wisely. He can swing them quickly and he can use them to nail his enemies onto walls.

-- Special Abilities

Raphael is very strong and he can therefore push and lift things. This may allow you to find new doorways or items which you hadn't found before. Raphael can also run quickly.

/ MICHELANGELO \

Michelangelo is the funniest of the TMNT. Mikey have many funny jokes to joke around with and he can use you or anybody else in it. But behind that freaky shell he is a skilled user of the nunchukus. He can use them for many things, like flying.

-- Special Abilities

Michelangelo can fly using his nunchukus. Jump and then rapidly press the Weak Attack button to make him fly. Mikey can also perform an guarding move to repel enemy arrows.

/ CASEY JONES \

Casey is one of the TMNT's best friends and he often helps out in trouble. Casey is a master of sports and can play anything from baseball to golf. In battle, he uses many things like a baseball-bat or a golf club or maybe even a cricket racket. But the favourite is the hockey stick.

-- Special Abilities

Casey is a mix between Raphael and Michelangelo. He can push and lift objects like Raph and his charge attack is the same as Mikey's. But out of that he is a totally different character with own attacks and moves.

/ SPLINTER \

A funny thing to notice is that when you finish a stage as Splinter, you can see in the table where you are graded, Splinter is called "Astilla".

Splinters is like a father to the TMNT. It was he who found them as pet baby turtles and took care of them in the sewers. Splinter is a master of ninjutsu, as he trained it in his cage when he lived at his master, Hamato Yoshi - before he was killed.

-- Special Abilities

Splinter has the same kinds of attacks as Donatello, including the charge attack. Though, he uses kicking attacks instead of the sommersault attacks that Donatello does.

/ KARAI \

Karai was a student of Hamato Yoshi and fallowed his lead before he was killed. As Hamato Yoshi was a member of the Foot, she automatically joined the clan. She is now a very skilled ninja and leads her own unit. Although she is supposed to kill the TMNT, she cannot do it.

-- Special Abilities

Karai has the same kind of charge attack as Leonardo, and has a pretty good attack range with her blades. Karai is pretty fast, but her

charge attack is the nearest she can come to the turtles.

SLASHUUR \

Slashuur is actually a Utrom who was attacked by the Utrom Shredder long ago. Though, crazy enough, he joined him because of that the Utrom Shredder told him a false story of Hamato Yoshi. When the TMNT explained this to Slashuur, he joined the TMNT instead.

-- Special Abilities

Slashuur has a long and wide attack range and is easy to control. His attacks are similar to both Leo's and Raph's and his charge attack is just like Raphael's. He can also slice through objects like Leo can.

+-----+
| 4.2 OTHER CHARACTERS |
+-----+

APRIL O'NEIL \

April runs a store called 2nd Time Around. When you find an Antique, go here and look at what it is. April is the TMNT's best friend and she is always there to help.

SHREDDER \

Shredder is the TMNT's arch enemy. He is the leader of the evil Foot Clan and his biggest wish is to destroy the TMNT and conquer the world. But the TMNT won't allow this and is always in his way for succession.

FUGITOID \

A robot which the TMNT found on Planet D'Hoonib. In a terrible accident, the intelligence of a great professor was transferred to a robot body so the Fugitoid is actually a human, trapped in a robot body.

LEATHERHEAD \

Leatherhead is a mutant crocodile, mutated and raised by the Utrom. He believes that the utrom is his family, and would never hurt them. He lives in the sewers where he has a secret lab.

MIYAMOTO USAGI \

This guy is often called Usagi Yojimbo, though his real name is Miyamoto Usagi. This guy is a ronin, a lawless samurai in other words. He was once found by a samurai master who trained him and raised him as a son.

=====
| 5. BATTLE |
=====

While fighting, the TMNT can use different moves or combinations to defeat their enemies. Some are stronger than others. Here is a list of all the attacks than can be done.

Weak Attack	Weak Attack Button	Delivers a weak strike.
Strong Attack	Strong Attack Button	Delivers a strong strike.
Lv1 Charge Attack	Hold Strong Attack Button	Delivers a charged strike.
Lv2 Charge Attack	Hold Strong Attack Button	Delivers a stronger charged strike.
Lv3 Charge Attack	Hold Strong Attack Button	Delivers a mighty charged strike.
Jumping Shuriken Attack	Jump + Shuriken Button	Throw shurikens while in air.
Absorb Impact	R Button	Counter-strike when enemy is off guard.
Triple Combo	Weak + Weak + Strong	Delivers a three-hit combination strike.
Quadruple Combo	Weak + Weak + Hold Strong	Delivers a four-hit combination strike.
Stun Combo	Weak + Weak + Strong + Hold Strong	Delivers four very strong strikes.
Aerial Combo	Weak + Weak + Strong + Strong + Strong	Delivers five very strong strikes.
?????	???	

CHARGE ATTACKS		
LEONARDO	Leonardo charges up power and releases a blade of shining energy.	
RAPHAEL	Raphael charges up power and releases flames around	

Turtle Flame	him in a circle.
MICHELANGELO Fire Blast	Michelangelo charges up power and will release a different amount of powerballs depending in which charge attack you charge up. Lv1 releases one ball, Lv2 releases three balls and Lv3 releases five balls.
DONATELLO Shell Bash	DOnatello charges up power and creates a blue barrier around him which can damage enemies. Other players can also hide themselves in it.
CASEY JONES Koga	Casey charges up power and releases a powerball straight forward. He will release five balls in Lv3.
SPLINTER Go Away	Splinter charges up power and creates a blue barrier around him which can damage enemies. Other players can also hide themselves in it.
KARAI To Bad For You	Karai charges up power and releases a blade of dark energy.
SLASHUUR Charge Attack	Slashuur charges up power and releases dark flames around him in a circle.

6. EPISODE WALKTHROUGHS

The game is pretty big but has short stages. Here is a walkthrough which helps you through each stage.

6.1 HOME

Once you've finished Episode 1-1, you can go to the TMNT's home - the sewers. In here, you can access to three sections. These are 2nd Time Around, Computer and Tournament. Read about these things lower down in this guide.

6.2 SHREDDER'S SKYSCRAPER

The TMNT has found out that Shredder is up to something new and they will not allow it. He and the Foot Clan has kidnapped Splinter and they are now going after Shredder. They enter the Foot Clan's training facility, where the game begins.

EPISODE 0-1 BACKYARD

YOUR OBJECTIVE

We are now inside a Foot building that seems to be a training facility. Warm up for action here and go over what we should be doing and what we can actually accomplish.

You will begin in a factory. Walk left at the beginning and jump up the higher ground. Then walk left again to find an opening higher up. Double-jump to get there. Once in, use the Weak Attack Button to hit the switch. Wait for the platforms to appear and then walk and out on the other side at the left. Once on the other side, jump up the walls by kicking them. Once up, walk to the opening and once inside, use Leonardo to cut the iron fence. In the next room, defeat the next enemies and use Raphael to push away the box for a new opening to a new room. In the following room, use Michelangelo's flying-ability to get over (press the Weak Attack button rapidly while in the air). Once over, use Donatello to open the laser-covered door. In the next room, defeat the enemies and the door will open. In the following room, defeat all the enemies to finish the stage.

~~~~~

| EPISODE 0-2 ROOFTOP

---

~~~~~

| YOUR OBJECTIVE

| Finally, we made it here. Make headway toward the Shinto palace ahead, where Shredder awaits!

At first, walk up the stairs and move forward. Defeat all the enemies on the ground to make the door open. On the other side, defeat the enemies and walk into the building to face Hun.

+-----+

| 6.3 UNDERGROUND CITY

+-----+

The Shredder is turning the TMNT's friends into mutant monsters and the TMNT has now found a vaccine for this evil work. They head down into the caverns to help their mutated friends.

~~~~~

| EPISODE 1-1 The Cavern

---

~~~~~

| YOUR OBJECTIVE

| Your "friends" here seem to be hungry. Quiet them down before giving them a vaccine shot. Proceed ahead carefully.

Move forward and watch out for the spikes that fall from the ceiling. When you find a rock on the left side, push it as Raphael to find some shurikens. Continue forward to a hole with three pillars in it. Jump on all three pillars to open the gate on the other side. Once over you must cross a new hole but there are big stones rolling towards you on the other side. Jump when you believe it's safe. The next hole has a large guillotine swinging from the left to the right which you must watch out for. If you're hit by it, you'll fall down. You must again jump on all platforms in order to open the gate. A good suggestion is to jump like the images shows.

X X X From the "Start here" spot, jump right twice, up twice, left, down, left, up, and then jump to the other side.

X X X

Start This is the easiest way. If four players are playing, let here > X X X one of you cross first and then let the three others cross ^ when the gate is open.

Start here

Continue forward, and look out for the guillotine. You'll then face some dinosaur enemies. Cross the next hole and pass the enemies. To cross the next hole, stand near the right wall and jump when the guillotine is on the left side. Now jump to the platform and it will take you to a lower ledge. To cross this hole with two guillotines, you can just jump to the other side. But if you want to have a crystal, then you must again jump on all pillars which has a switch on it's top. To get over the easiest way, look at the image down below.

X - O - X = switch pillars
- = falling pillars
- O - X O = pillars you can stand on

X - O - From the "Start here" spot, jump to the switch. Jump forward once, then right and at last up to the second - - X - switch. Then jump up and then left three times to the third switch. Then jump down twice to the last switch. ^ At last, jump diagonally up right twice and you can cross Start here the hole.

Once over, walk into the opening to face two enemies. These two can be pretty frustrating sometimes, but once they're defeated you have finished the stage.

| ~~~~~ |
| EPISODE 1-2 Secret Hall |
| ~~~~~ |
| YOUR OBJECTIVE |
| Here's another hungry friend of yours... We can't leave the fellow in |
| the middle either, can we? |
| ~~~~~ |

Once you start, walk forward and jump up the large box near the wall. On the other side, walk forward again and jump up the next box near the next wall. The wall on the other side has a switch on it so you can press it if you want to. Destroy the tiny purple machine to reveal a platform which allows you to cross the hole. On the other side, jump over the walls using the large boxes. Defeat the enemy, then use the platform to go up. On the top you'll face a harder enemy.

| ~~~~~ |
| EPISODE 1-3 Ledge Above |
| ~~~~~ |
| YOUR OBJECTIVE |
| Look out! Get out of the collapsing cave now! |
| ~~~~~ |

In this stage, you will be using a board to go through the stage. There

will be some coins spread out in the stage. Collecting them will allow you to win prizes when the stage is finished so try to collect as many of them that you find. Gold coins are worth more than silver coins, but you need to collect the silver coins too if you want a high prize as there are just a few gold coins in the stage. Look out for rocks falling from the ceiling.

10000 points	Piece of Crystal
8000 points	Antique
6000 points	Doppleganger
4000 points	Bonus Material

+-----+
| 6.4 TCRI BUILDING |
+-----+

The TMNT has found out that the Shredder is heading for the TCRI Building where he has something called the Utrom. The TMNT finds out that Splinter is captured inside the building so they head in to find him and what the Utrom is.

~~~~~  
| EPISODE 2-1 Lobby |  
~~~~~  
| YOUR OBJECTIVE |
| Master Splinter might be somewhere in here, and an answer to the |
| mystery surrounding the birth of the Mutant Turtles could be found. |
| Let's move ahead. |
~~~~~

Begin by moving forward into the corridor. Turn right and use Donatello to open the gate using the machine near the gate. Once in, defeat all the enemies to open the door at the end. In the next section, follow the path to the end and defeat the four Utrom Guards to open the final gate.

~~~~~  
| EPISODE 2-2 Large Lab |
~~~~~  
| YOUR OBJECTIVE |  
| Advance to the next room to recuperate. Don't want to accidentally damage |  
| Master Splinter's life-support system when we fight. I'm afraid we must |  
| leave him behind for now. Let's get out of this room first! |  
~~~~~

You simply have to walk through the stage fighting all enemies. Once at the end, defeat the last enemies to open the gate and you've cleared the stage.

~~~~~  
| EPISODE 2-3 Transmat Chamber |  
~~~~~  
| YOUR OBJECTIVE |
| Dead end - our way back is blocked... Seems like we've got no choice |
| other than to clear off these funny creatures. First priority: Don't |
~~~~~

| get killed! What are we waiting for? |

In this stage, you must defeat all the enemies before the time runs out. You've got 2 minutes to make it.

+-----+  
| 6.5 PLANET ZERO |  
+-----+

The TMNT has been transported to a planet with snow all over it. The planet is called Zero and the TMNT is now looking for the base on the mountain which maybe can take them home to Earth.

~~~~~  
| EPISODE 3-1 Frozen Relic |
~~~~~

~~~~~  
| YOUR OBJECTIVE |
~~~~~

| Go over the pass to head toward the column to light atop the mountain. |  
~~~~~

At the start, move ahead and when you are supposed to jump over, wait for the giant snowballs to roll. Then jump, wait for the next snowball and continue in this way until you reach the tunnel. Inside the tunnel, you must face three big enemies. Defeat them, then head out the thin bridge of snow. At one point on the bridge, it will break so prepare for a jump. Head on until you reach some stairs. Once down, head right and you will find a big hole with moving platform in it. Time your jumps to get to the other side. Using Michelangelo's flying move will allow you to cross without touching the platforms. Once over, you must jump between the walls to get to the top. Stand facing one wall, press towards it and jump. Press the jump-button again to make the character kick the wall. Then keep on pressing the jump-button - WITHOUT using the control stick - and he will make himself to the top. At the top, walk forward and you must jump between two walls again. Use the same technique and once at the top, continue to the right to find a slipping platform. Jump to it's middle and then jump quickly to the other side, or you can just use Michelangelo's flying move to get over. Once over, first take out the frustrating bats with Donatello's charge attack or Michelangelo's flying move, then jump up the three platforms to get to the top. Continue forward to get to the end.

~~~~~  
| EPISODE 3-2 Glacial Valley |  
~~~~~

~~~~~  
| YOUR OBJECTIVE |  
~~~~~

| Riding through the valley should lead us to the base of the mountain. |
~~~~~

In this stage you will be using a snowboard like you did in one of the last stages. Gold coins are more worth, but you need to collect the silver coins too if you want to get a higher prize.

- 10000 points      Piece of Crystal
- 8000 points        Antique
- 6000 points        Doppleganger

---

 EPISODE 3-3 MT. Zero
 

---

## YOUR OBJECTIVE

Make headway toward the column of light at the mountain's crest. We may be able to get a clue on how to return to Earth.

---

At the start, walk up the path until you reach a thin path of pillars. They will fall once you've touched them, so try to jump as long as you can to not make them all fall. If you're playing four players, then let one of you jump first and let him jump long. Then let the next person jump etc. If you are playing for yourself, use Michelangelo's flying move to get over. Walk ahead and you must now stand on the platforms left side to make the other side rise. Run up the platform when it's diagonal upwards to the right, then jump up to the ledge. Next, continue on to the blocks in the corner. Jump up them all until you reach the top. Defeat that frustrating enemy, and then go to the hole. Stand on the tiny platform. Time your jump so that you land on the spinning platform long edge. Wait for it to spin once, then jump to the other side. Next, quickly jump to the next spinning platform's middle. Walk out on it's edges and jump to the other side where the end is.

 +-----+  
 | 6.6 PLANET D'HOONNIB |  
 +-----+

The TMNT thought they were transported back to Earth but they were in fact transported to a new planet called D'Hoonnib. On this planet, they meet a robot called Fugitoid who is wanted both by the Federation force and the Triceraton army. After a lot of fighting, the Fugitoid gets kidnapped and the TMNT heads after him in their hope of finding the way home.

---

 EPISODE 4-1 Alleyway
 

---

## YOUR OBJECTIVE

Take Fugitoid to a secure place. Just pick it up and carry it with you - it won't be a nuisance that way. There's a way out from the rear of the back street.

---

I really recommend that you play more than two players here. One of you must carry the Fugitoid around while the others fight the enemies. And you only have 5 minutes to make this on. And the one carrying Fugitoid will walk very slowly so try to have at least two friends with you. To

pick Fugitoid up, stand in front of him and press the R Button and the Strong Attack Button at the same time. If you try to pick him up by standing behind him, you'll damage him and you don't want to do that. Pick him up and continue on. Once out of the tiny alleyway, walk directly right (downwards on the screen) and throw Fugitoid up on the street. Defeat all the enemies in your way and when you drop down in a hole,

destroy the flying enemy and pick up Fugitoid again. Walk to the right to find a way to walk up on. Continue right, defeat all enemies to get to the end.

---

~~~~~  
| EPISODE 4-2 The Sewers Under Peblak
|

~~~~~  
| YOUR OBJECTIVE  
| To secure safety from the Federation force, we'll have to make our way  
| through the sewer.  
|

---

You'll be chased by a gigantic robot monster. You'll simply have to walk forward all the time, evading all the exploding capsules and enemies. You will definitely need to pick up some Soda or a Pizza to make yourself through this stage. The monster chasing you will charge at you a couple of times so use the Dash move a lot. The Mighty Turtle password might be useful in this stage.

---

~~~~~  
| EPISODE 4-3 Junction of the Sewers
|

~~~~~  
| YOUR OBJECTIVE  
| I feel the prescence of something in the back. It doesn't seem like the  
| Federation troopers, but go check the deepest level anyway.  
|

---

Walk forward, and continue up the stairs. On your way, you'll encounter a lot of enemies. These are including some very frustrating bats. There will also be some exploding capsules, so look out. At the top, you'll face a boss.

---

~~~~~  
| EPISODE 4-4 Industrial Plant
|

~~~~~  
| YOUR OBJECTIVE  
| To secure safety from the Federation force, move further inside the  
| factory.  
|

---

Move ahead, climb up the two walls and then climb up the boxes to get to a higher spot. Once there, jump to a new ledge and defeat all the enemies. Next, jump over to the conveyer belt and jump up to the tiny box. Continue up to the top, defeat the enemy at the door and you've finished the stage.

---

~~~~~  
| EPISODE 4-5 Deepest Industrial Plant
|

~~~~~  
| YOUR OBJECTIVE  
| The Federation force is catching up. We'd better find a safe place  
| before it's too late. Use the elevator to escape to the upper loft.  
|

You've got 3 minutes to escape. At the start, walk forward and jump down. Jump left to a new platform and then head left (downwards on the screen) to a new platform. Walk to it's bottom right corner to find some new moving platforms. Jump to the first platform, then head onto the spinning one. Jump over to the next platform and then jump up the wall to a new ledge. At this point, look out for the troopers that can shoot. Jump over the conveyer belts and defeat the shooters which are very frustrating. Once they're all defeated, the eleveator will open. Once up, you'll face a boss called Slashuur.

~~~~~  
| EPISODE 4-6 Spaceport Inn
|

~~~~~  
| YOUR OBJECTIVE  
| Make it out of D'Hoonnib for your own safety. The information we need  
| should be at the bar! Fend off the enemies and head there!  
|

At the start you will eventually see a ship in front of you. Damage it to make it explode. Then, from where you started, head left and into a new alleyway. In there, head up the stairs and into the next alleyway. You will find the bar on the left. Inside, the Triceratons will attack and you must defeat all the enemies inside this room in order to finish the stage. Two players could be needed here, but you can make it on your own too.

~~~~~  
| EPISODE 4-7 Wilderness
|

~~~~~  
| YOUR OBJECTIVE  
| Go after the captured Fugitoid! Our radar detects Fugitoid in the  
| wilderness ahead.  
|

Another stage where you collect gold and silver coins to win prizes. This time you drive a tiny spaceship. Collect the coins to win prizes. The more coins you collect, the more points you'll get.

- |              |                  |
|--------------|------------------|
| 10000 points | Piece of Crystal |
| 8000 points  | Antique          |
| 6000 points  | Doppleganger     |
| 4000 points  | Bonus Material   |

~~~~~  
| EPISODE 4-8 Forest
|

~~~~~  
| YOUR OBJECTIVE  
| The captured Fugitoid is at the end of the forest. Run quickly through  
| this area.  
|

Move forward and defeat the plant enemy on the wall. Jump to the ledge on



the other side of the wall and defeat another plant enemy. Jump to the next ledge and move forward. Destroy the spaceship and it will reveal a new path. Head in, and look out for all the plant enemies ahead. On the other side, there will be some Triceraton guards. Defeat them and head over to the big block. Push it towards the wall as Raphael and head up. Defeat all the Triceraton guards in order to make the fallen tree disappear. Head on and you've finished the stage.

---

EPISODE 4-9 Forest Clearing

---

YOUR OBJECTIVE  
It seems like Fugitoid has been taken away to the Triceraton Bunker Ship. Sneak onto the ship while Triceraton and the Federation are engaged in battle.

---

In order to finish this stage, you must defeat all enemies. The opening which leads you into the ship you shall go with is covered with lasers so you must defeat all enemies in order to open it. Walk inside to finish the stage.

:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::  
:: End of Disc 1 on GameCube ::  
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::

+-----+  
| 6.7 TRICERATON BUNKER SHIP |  
+-----+

The TMNT is finally on board of the ship where they think the Fugitoid is. They must head through the huge ship and take control over it.

---

EPISODE 5-1 Cargo Bay

---

YOUR OBJECTIVE  
Fugitoid must be somewhere within this spaceship. Let's get out of the cargo bay first.

---

From the beginning, follow the thin path near the wall to find a computer. Use Donatello to make some platforms come down for you to walk on to cross instead of crossing the moving platforms. This is a lot easier. Once over, walk over the conveyor belt and look out for the Triceraton guard who can shoot you down. Cross the next conveyor belt. On the other side, you can cross in two ways. The first one is to use Michelangelo's flying move - which is the easiest one - and the second one is the following. Jump to the conveyor belt on the very left, walk to the next one and then to the following one. Watch out as all the conveyor belts will push you backwards so prepare to jump. Once on the other side, kill the Triceraton and use Donatello on the computer. Cross the conveyor belt and defeat the guard. Now, move behind the wall to find an opening. On the other side, there are two ways out of the stage. The first one leads to Episode 5-2 and the other one leads to Episode 5-4. This point is the following starting point.

>> To get to Episode 5-2

There are two ways to get here. The first one is like this. From the starting point, jump directly left use Michelangelo and use his flying move to get to a new ledge. The other way is to cross the conveyer belt, and then walk left until you find a computer. Use Donatello to make some platforms appear. Cross them to reach the same opening.

>> To get to Episode 5-4

From the starting point, cross the conveyer belt and evade the computer. Head down the stairs and fight some Triceraton guards. Once they're all taken care of, head into the big opening to reach Episode 5-4.

```

| ~~~~~|
| EPISODE 5-2 Engine Compartment |
| ~~~~~|
| YOUR OBJECTIVE |
| We've been driven to a huge engine room. Secure safety before advancing |
| any further. |
| ~~~~~|

```

From the start, head through the three spinning blade-traps. On the other side, you must cross some spinning objects. At first, take out the guards and cross the upside down-going pillars. On the other side, use the flying move as Michelangelo to cross the laser field. Use Donatello on the computer to make the huge spinning objects slow down a little. Head on top of them and cross them all without falling down. It won't be a problem for you. Fall down on the right side, defeat the enemies and head into the gate to finish the stage.

```

| ~~~~~|
| EPISODE 5-2 Battlefield |
| ~~~~~|
| YOUR OBJECTIVE |
| This ship is headed for the Triceraton mother ship. Once we get there, |
| it'd won't be easy to retrieve Fugitoid. Take the ship under control |
| and make your way to the safety of the Homeworld's dock. Let's head to |
| the deck! |
| ~~~~~|

```

From the start, head forward and jump past the platforms on the walls. Kill all the frustrating bats and flying Triceratons as the can all make you fall down. Once over, head forward until you find some moving platforms in front of you. Jump to the bridge and once over, kill the Triceraton guards to make the laser disappear. Head into the new room and defeat all the Triceraton guards in order to finish the stage.

```

+-----+
| 6.8 TRICERATON HOMEWORLD |
+-----+

```

The TMNT has now been captured by the Triceraton and they are now their prisoners. They will now have to escape in order to get back to Earth.

```

| ~~~~~|

```

| EPISODE 5-3 Triceraton Prison

| YOUR OBJECTIVE

| This is the only chance to escape from the prison. Exercise caution  
| when advancing.

Star by walking out of your cell. Down the corridor, there is a switch to hit. Hit it and door will open. Some enemies will come out so prepare for battle. Some enemies will drop down from above. Once they're all defeated, a big door will open. Head inside and you'll be in a new corridor. Walk on and there will be a corridor to the right. Head into it and continue on. At the end, there is a big door leading to the kitchen. Defeat all the enemies inside and a door will open. Head inside to finish the stage.

| EPISODE 5-5 Space Dock

| YOUR OBJECTIVE

| We have successfully snuck onto the dock of the Triceraton Homeworld  
| Ship. Unfortunately, it seems that Fugitoid has already been taken  
| away. We'll work our way through the enemy's mother ship to get  
| Fugitoid back. Expect a fierce fight. Remember, sometimes it's wise not  
| to meddle with every single enemy.

Head into the room and defeat the enemies. Continue on and head left to find a switch. Hit it to open the door. In the next room there are some more enemies to defeat. Hit the switch to open a new door. Head into the tiny tunnel to enter a room with two door. Defeat the enemy to open them. Head into the right door and into the next similar room. Defeat the enemy and head into the new right door. Defeat the enemies and head left. Then defeat the enemies and head right again to finish the stage.

| EPISODE 5-6 Underneath the Arena

| YOUR OBJECTIVE

| Where the heck did they bring us to? Anyway, we need to orient  
| ourselves first. I have a bad feeling about going any further but we've  
| got no choice - let's get moving.

At first, defeat all the annoying enemies as they will be very frustrating and attack you instantly. Head down the iron fence and cut it with Leonardo's swords. Head over the ledge until you find some platforms. Use Michaelangelo's flying ability to fly over behind the guillotine. The next trap is the moving platforms. Use Michaelangelo again to fly to the very right and you'll be on the next platform. Continue on and you'll face a boss - Traximus.

| EPISODE 5-7 The Tri-Sports Arena

YOUR OBJECTIVE

The only way to survive Tri-Sports Arena is to win. How can we inflict damage on such a huge monster? Where's his weak point?

In this episode, the only thing you need to do is to defeat the Spasmosaur. Go to the Bosses section to find out how to defeat it.

6.9 SPACE

The TMNT are escaping the Triceraton and they will soon find themselves in a new but familiar area.

EPISODE 5-8 Asteroid Filed

YOUR OBJECTIVE

Outrun our pursuers and dodge the asteroids.

In this stage, you'll drive a tiny spaceship into an asteroid field. Collect the coins on your way to win prizes. The golden coins are more worth than the silver coins.

- 10000 points      Piece of Crystal
- 8000 points        Antique
- 6000 points        Doppleganger
- 4000 points        Bonus Material

6.10 FEUDAL JAPAN

The TMNT has been transported to Feudal Japan where they will have to find a way back through Shredder's ancestor.

EPISODE 6-1 Shore

YOUR OBJECTIVE

The Foot existed in ancient Japan as well... There's also someone who seems to be Shredder's ancastor - we're facing him here in this time as well. Find the crash-landed Utroms to make our way back to our time. Keep going.

Walk on until you find some stairs. Walk up and into the forest. Now, there are two ways to finish the stage.

>> To get to Episode 6-4

The first one is to cut down the trees at the top of the screen with Leonardo. Defeat all the enemies at the hidden beach to finish the stage.

>> To get to Episode 6-2

Just continue on, head over the bridge, defeat all the enemies to make the door open. Head in to the door to finish the stage.

---

EPISODE 6-2 The Burning Village

---

YOUR OBJECTIVE  
Foot are still roaming around the village. Defeat them all to put an end to the destruction.

---

In this mission you must defeat all the enemies in the stage in order to finish it. Follow these guidelines to find all the places where they are. Head into the village and head left. The path will split in two ways. The left path will lead nowhere, so walk forward and into the next alley. Head left and into the next one. Then head right.

---

EPISODE 6-3 Bamboo Forest

---

YOUR OBJECTIVE  
There seems to be a Feudal Foot boss somewhere around. Let's make our way through the bamboo forest to find him.

---

Head on into the forest until you find a ledge. Use Michelangelo to fly over to the other side and head to the bridge. Cross the bridge and you will get to some moving platforms. Cross them and you will find some rocks falling down. Evade them and head to the other side where some new platforms are. Cross them to finish the stage.

---

EPISODE 6-4 Foot's Lair

---

YOUR OBJECTIVE  
The base of Feudal Foot must be ahead of us. We're outnumbered here, so we'd better keep moving.

---

Head on into the stage and over the small ledge. When you find the guillotine, jump to the ledge to the left and up. Jump up the stairs and push the switch to unveil a bridge. Cross in and evade the guillotines to find the exit.

---

EPISODE 6-5 A Small Hidden Bay

---

YOUR OBJECTIVE  
This must be one of the Foot's bases. Move through the base and eliminate the Foot.

---

In this stage you must defeat all enemies in order to finish the stage. Head right from the start, cross the bridges and continue on. Cross the holes in the bridge and once at the other side, cross the moving bridges to get to the other side. Jump up the boxes and continue on. Cross the next bridge and defeat the enemies. Look all around these places as there can be areas that cannot be seen in the first sight.

---

EPISODE 6-6 The Cliff

---

YOUR OBJECTIVE  
To eliminate the Foot in this era, we must first take down Shredder's ancestor. This won't be easy.

---

In this stage you only have to defeat Shredder's ancestor in order to finish the stage.

+-----+  
| 6.11 TCRI BUILDING |  
+-----+

The TMNT has found a way home, but they need to get rid of the Foot in order to make it.

---

EPISODE 6-7 Oracle Pod Chamber

---

YOUR OBJECTIVE  
Get rid of the Foot and make it out of the room as soon as possible!

---

You've got 4 minutes to defeat all the enemies in this stage in order to finish the stage. This place is pretty big so you can just run around to defeat them all. It's as simple as that in this stage.

---

EPISODE 6-7 Transmat Chamber

---

YOUR OBJECTIVE  
Dodge Shredder's ruthless attacks and throw at least 30 Utroms into the transmitter. Hurry, there's not much time left!

---

Pick up the Utroms and throw them into the transmitter in order to finish this stage. Also try to evade Shredder's attacks.

+-----+  
| 6.12 NEW YORK |  
+-----+

The TMNT has found a mysterious creature in the sewers. They will later

find out what it is, but it will later lead into a new mission in the deep sewers.

---

EPISODE 7-1 The Sewers

---

YOUR OBJECTIVE  
To identify the mysterious creature, advance further down the sewers.

---

Head down into the water and follow it to the next path. Head on and drop down the shaft. Now, here are two ways to go on. The first one is straight forward. Cut down the fence as Leonardo or push the block as Raphael and jump up. Continue down and through the small opening.

The other way is to take left in front of the fence. At the end, there is a small machine. Destroy it to get some platforms to cross. Use Michelangelo to get over and press the switch for your eventual friends to cross. Head down the stairs and cross the bridges. Head on and down to the water.

Here, you must defeat all the frustrating crocodiles in order to open the door. The easiest way is to use Donatello's Charge Attack, or you can take some help from your friends. Once the door is open, the stage is finished.

---

EPISODE 7-2 Turtles' Old Lair

---

YOUR OBJECTIVE  
Finally, we've found the lair of the creature living in the sewer. Familiar surroundings, but I don't like the feel of this one.

---

In this stage you only have to defeat Leatherhead in order to finish the stage.

---

EPISODE 8-1 Park

---

YOUR OBJECTIVE  
We're taking up the gauntlet thrown by Ultimate Ninja. Let's kick his butt. Don't get hotheaded... sometimes it's wiser to pull back and cool off.

---

Damage the Ultimate Ninja a little and then head to the bridge because he will appear there. He will vanish so jump down to the street. You will now be chased by a huge truck. You must run to the end of the street in order to finish it, and you must stay alive.

---

EPISODE 8-2 Bridge

---

YOUR OBJECTIVE

This is the site for the final battle. Drive Ultimate Ninja into a corner. Watch out for the vehicles!

Walk forward and evade the vehicles coming forward. You will sometimes face Ultimate Ninja in a quick battle. Defeat him and continue on. Later on you will face him at the top of the bridge.

EPISODE 9-1 Mean Streets

YOUR OBJECTIVE

The fall of Shredder resulted in a three-way struggle for power among the Foot, the Mafia and the Purple Dragon. Restore peace and order in New York City. Bringing a certain group under control will only encourage other groups. You must bring all three groups under you.

In this stage, you must take control of the three groups fighting in the street. This means you must defeat all enemies in the stage. There are three meters at the bottom of the screen. Once one of them is gone, the whole group is gone. Once they're all gone, you've finished the stage.

EPISODE 9-2 The Sewers

YOUR OBJECTIVE

Go further down the sewer to investigate.

You will be using a board to go through this sewer. Collect as many coins as you can. The golden coins are more worth than the silver coins.

- |              |                  |
|--------------|------------------|
| 10000 points | Piece of Crystal |
| 8000 points  | Antique          |
| 6000 points  | Doppleganger     |
| 4000 points  | Bonus Material   |

EPISODE 9-3 The Sewers

YOUR OBJECTIVE

Destroy the Footmech Splinter. As you can expect from it's appearance, getting rid of it is no easy task!

Walk over the bridge and up on the big platform. Cross the moving platform to the next platform. Be careful when crossing the next two moving platforms as there are some frustrating bats there. Once over, walk along the bridge and cross the next two moving platforms. On the other side, continue on to finally reach the boss.



-----+  
| 6.13 UNKNOWN CITY/FUTURE |  
+-----

The TMNT has been transported into the future New York City. The city has been totally destroyed and they need to find their way home quickly.

-----+  
| ~~~~~  
| EPISODE 10-1 Subway Tunnel |  
+-----

-----+  
| YOUR OBJECTIVE |  
| Find out what's happening up there. Go above ground. |  
+-----

Walk forward and cross the moving platforms. On the other side, cross the bridges by standing in the middle of them. Once over, cross the pillars carefully and watch out for the enemies. Walk up the crashed train and up to the opening. Watch out for some surprising enemies and continue left. Climb up the platforms and up into the opening. Walk up the stairs to finish the stage.

-----+  
| ~~~~~  
| EPISODE 10-2 Collapsed Area |  
+-----

-----+  
| YOUR OBJECTIVE |  
| Find out what happened here at the old ruin. Keep advancing to unearth |  
| the truth. |  
+-----

Walk on until you find the big gap in the street where you can see to the other side. Walk up the big mountain of platforms and jump to the left to get to the next area. Walk on until you find some new platforms. Cross them carefully and walk right up to the very dark area to finish the stage.

-----+  
| ~~~~~  
| EPISODE 10-3 Air |  
+-----

-----+  
| YOUR OBJECTIVE |  
| Destroy Slashuur. We won't be able to return to our world without |  
| eliminating him. |  
+-----

The only thing you have to do in this stage is to defeat Slashuur. Go to the Bosses section to find out how. Once he is defeated, you've finished the stage.

-----+  
| 6.14 THE FREIGHTER KURAIYAMA |  
+-----

The TMNT has finally the Foot Clan's secret stronghold. They need to move the big ship into the middle of the ocean and blow it up to get rid of

Shredder, once and for all.

---

~~~~~  
| EPISODE 11-1 Docks
|

~~~~~  
| YOUR OBJECTIVE  
| Another Foot stronghold, the freighter Kuraiyama is anchored at the  
| harbor. Bring the ship as far from the city as possible and blow it up  
| to wipe out the entire Foot Clan. Now make your way into the water  
| fortress.  
|

---

Walk over to the big wall. Jump up to the highest crater where an Archer is standing and use Michelangelo's flying ability to fly to the left to find a new platform. Walk to the left to walk behind the conveyer belts and follow the wall to the big gap. Cross the gap and continue right. Jump over the shelves and over to the big area at the right. Walk on and cross the gap. Jump up the boxes and walk through the path. Walk right and down to the end. You will now face an Elite Guard.

---

~~~~~  
| EPISODE 11-2 Storage
|

~~~~~  
| YOUR OBJECTIVE  
| Seems like we're surrounded. Without defeating all the Foot in this  
| room, we won't be able to make it out.  
|

---

In this stage, you'll only have to defeat all the enemies in order to finish the stage. You need no further information as the stage is round as a circle and it's easy to find the enemies.

---

~~~~~  
| EPISODE 11-3 Foot Lab
|

~~~~~  
| YOUR OBJECTIVE  
| Exercise caution - we don't know what to expect. Continue advancing.  
|

---

Walk over to the platforms and walk onto the first one. Wait for it to go to the right and jump to the platform to the left. Don't care about the first computer as it will only release some more flying enemies. Instead, walk onto the next platform. Jump to the next computer and jump to the next platform. Walk onto the next platform and onto the next area. Walk right and down the corridor, past the fence and you'll get to the very tricky part of the stage - the spinning platforms.

I've got some mails about these parts as they are very tricky. Once once of the platforms two ends is near you, jump to it. Quickly jump so that you land on the other end as the whole platform spins. Do this until you get to the other side. You'll now get to a similar trap. Use the same method to cross it. Now you're at an even trickier part. You need to do the wall-jump in order to cross this gap - if you're not playing as Michelangelo as he can just fly over the gap. But as the other TMNT's,

carefully jump from wall to wall to cross it. Don't jump too high as there is a laser fence at the top. Once past, you'll face an Elite Guard.

---

~~~~~

| EPISODE 11-4 Engine Room |

| YOUR OBJECTIVE |

| We need to blow up the ship so make your way through the engine room to |

| set our plan in motion! |

Walk forward until you find some platforms. Cross the two first platforms to get to the other side. On the other side, jump on top of the blocks in the wall to get to the top of the high area. Here you must jump beside the fence to make it past. It's very easy, use the first jump to jump out and the second jump to get to the other side. Jump down and use the blocks in the wall to get to the next high area. Jump beside the fence like you did before and defeat all the enemies in the next area to open the laser fence door. Inside, you'll face another Elite Guard.

~~~~~

| EPISODE 11-5 Weapons Depot |

---

| YOUR OBJECTIVE |

| Without taking down Hun, Shredder's right-hand man, we won't be able to |

| go any further. |

---

The only thing you need to do in this stage is to defeat Hun. He's a lot harder this time as he has two Foot Mech's beside of him.

---

~~~~~

| EPISODE 11-6 The Freighter Bridge |

| YOUR OBJECTIVE |

| To move the ship, we need access to the freighter bridge, where Karai |

| awaits. We have no choice but to go against her if she decides to stand |

| by Shredder. |

The only thing you have to do in this stage is to defeat Karai. She is Shredder's apprentice and will do anything to stop you.

~~~~~

| EPISODE 11-7 The Burning Main Deck |

---

| YOUR OBJECTIVE |

| The time has finally come. Use all you've got against Shredder and |

| eliminate the Foot Clan! |

---

Your final mission - defeat Shredder and the game is finished. Down below

is the bosses section, go there to find out how to defeat him.

---

---

| 7. BOSSES |

---

---

Throughout the adventure, you will encounter many kinds of enemies and you will sometimes fight bosses which are a little tougher to beat. Down below is a list of all the bosses you will face.

---

---

| HUN |

---

---

Episode 0 |

Attacks: Spinning Hun, Rock Fall, Hun Punch

Hun is pretty big but not very hard to beat. He will often try to punch you so that you will fall over. Jump away to evade this attack. When you hear him say "Now you'll be crushed!" he will punch the ground and rocks will fall down. Dash away to evade this attack. When he turns red, you should look out as he will hit you furiously. He will finish this move with a spinning punch attack and it will take much damage on you. Try to hit him before he attacks you.

---

---

| NINJA RATS |

---

---

Episode 4 |

Attacks: Shuriken Storm, Rat Smash, Rat Kick

This is a funny but weird boss. These are four rats trained by a turtle. In other words, the opposite to the TMNT and Splinter. I recommend that you play at least two players in this battle. You need to damage each rat the same much as the others to lower their life-gauge. They'll begin following each other in a row until you damage one of them. They'll then run around throwing shurikens like crazy. They will also jump a lot, so you need to run around a lot to find them. They will always run around you so time your attack. Once one of them hit you, they will all attack you. So try to do a Strong Attack to damage them hardly.

---

---

| SLASHUUR |

---

---

Episode 4 |

Attacks: Energy Shot, Dark Slash, Explosion Jump, Back Stabbing

Slashuur is the second boss in this chapter. He will often fire at you with an energy shot. He will then run towards you and attack you. When you hit him, he will teleport away. He often appears behind you then so try to run away. Attack him once he appear and he will repeat the teleport thing. His attacks can stun you, so prepeare to block his attacks. When he damages you so that you fall over, he will attack you right when you rise yourself. Try do Dash away when he attacks.

---

---

| TRAXIMUS |

---

---

Episode 5 |

Attacks: Shockwave Slash, Slash Combo, Rush, Tail Lash, Grab Slash

Traximus is very strong. He will often walk around and try to take you down by rushing at you. He will also try to hit you with his shockwave slash attack. He jumps up and readies his axe and slashes - releasing a shockwave that can stun you. When he rushes, dash to evade it as he will end up running into a wall for example. Another annoying attack is when he lashes with his tail. It will stun you and you will be inverted - you'll walk left when you wan't to walk right for example. When attacking him closely, he will try to slash at you. He will first slash horizontally and finish with a spin slash. Evade this as it's very powerful. He can also sometimes grab you with his axe and throw you all over the room. I recommend that two players take on this guy. Try to attack him closely and from behind.

---

| SPASMOSAUR

Episode 5 |

---

Attack: Tongue Spit, Tentacle Toss, Tentacle Smash, Tentacle Whipping

I really recommend that at least two players take on this guy or it will take forever to take him out. He will often spit at you, trying to damage you. He will also try to catch you with his tentacles and then throw you up in the air. You won't take any damage though, but it's frustrating. He will also try to smash you with his tentacles in different ways. To damage him, attack his tentacles and he will drag them into his body. Then strike his nose and he will get furious. He will rush into a wall and take heavy damage. Do this a few times to take him out. He will sometimes make a u-turn and go back to the middle of the arena before he has hit the wall, which will frustrate you.

---

| FEUDAL JAPAN SHREDDER

Episode 6 |

---

Attacks: Triple Spear, Energy Blast

I recommend that at least two players take on this guy or it can be pretty frustrating. He will often run around and shoot three energy spears at you which will explode and damage you heavily. He will also charge up a giant energy ball which he will fire at you. This will not just cause a huge explosion but it will leave some tiny homing energy balls that will home into you and hurt you. Try to attack him intensively to win quickly.

---

| LEATHERHEAD

Episode 7 |

---

Attacks: Rush, Combo Smash, Tail Lash, Swim Strike

Leatherhead is pretty powerful. He will often walk around and try to hit you. When he throws his arms out and a cloud surrounds him, he will begin to chase you. Evade him or you will be heavily damaged. He will sometimes attack you with a combo attack which can cause problems. Sometimes when he defends himself, he will lash you with his tail and stun you. When about half his life is gone, he will jump into the water and swim around and do a quick strike attack from there. Attack him with shurikens often and try to evade his attacks.

---

---

Attacks: Shurikens, Poison Cloud, Dagger Strike, Poison Dragon, Whirlwind

This guy is very frustrating so I recommend that at least two players take him on. He will often just run around and try to attack you with his daggers. But he will often throw out some shurikens and if you step on them, you will get hurt. Another attack is when he creates a green cloud around him. He will use it as a manoeuvre, meaning he will use it so you can't see him and then he will attack. When half his life is gone he will create a green dragon which will fly around him. Be ready to attack him right after. When he is damaged enough, he will create a whirlwind and disappear.

---

Attacks: Combo Attack, Turtle Flash, Fire Blast, Shell Bash, Rush

Splinter will use the Charge Attacks which the TMNT has. He will also use his own attacks which doesn't have to be described. Attack him as often as you can as he will use some quick strikes. He can be pretty frustrating sometimes but he is still pretty simple and easy. Look out for his quick charge attack moves as they can damage you heavily.

---

Attacks: Energy Shot, Dark Slash, Explosion Jump, Back Stabbing

I recommend that at least two players take on this guy. You've faced him before, but he is a lot harder to beat this time as he will heal himself each time he hits you. Shurikens will almost not work as he will attack you instantly. You must attack him as often and as much as you can to defeat him or it will take forever to take him down. He has the same attacks as before, but as mentioned, he is a lot harder this time.

---

Attacks: Turn Around, Combo Slash, Tornado Slash, Copy

This guy is very fast. He will often try to slash at you. If he gets his combo right, he will end up by using a spinning attack which is pretty powerful. When attacking him, he will often make a quick turn around move so that he appears behind you. Once 1/3 of his life is gone, he will copy himself. Once 2/3 of his life is gone he will create two copies of himself. He is pretty easy to hit, but his copies can be frustrating. His copies are also a little darker than him so you can see who is who.

---

Attacks: Spinning Hun, Rock Fall, Hun Punch, Hun Fury

Hun is a lot harder this time as two Foot Mech's is also in the arena. I recommend that at least three players that on this guy and one player has to take care of the Foot Mech's or they will totally frustrate you. Hun can be pretty hard so two players need to take him on. He has the same attacks as before, the only difference is that he will take less damage and he has a new attack. When he becomes totally red, just watch out and he'll become normal again. If he hits you, you'll take a mighty amount of damage.

-----  
| KARAI

Episode 11 |  
-----

Attacks: Katana Slash, Energy Dash, Ninja Kick, Needle Storm

Karai is very fast, but pretty easy to defeat. Using Michelangelo's flying kick attack is very useful here, but at least two players should take her on as her attacks are pretty powerful. Her main attack is when slashing with her blades, but she can also do some kicking attacks. Another attack is when she begins to sparkle. She will use a long-dash attack and it can take lots of damage on you so watch out for that attack. Another attack is when she jumps into the air and throws out needles in a circle. Try to evade these attacks and push her into a corner and attack like crazy.

-----  
| MEGA SHREDDER

Episode 11 |  
-----

Attacks: Mega Quake, Lightning, Mega Slam, Triple Spear, Mega Throw

The final boss of the game. I recommend that at least two players that this guy on. Shredder will often do a lightning attack which will strike you. Run around when he sparkles or you'll get struck. When you've attacked him enough, he will do an earthquake attack which can take some damage. He will also often throw himself all over you, damaging you heavily. Another attack is when he fires off three energy spears which will explode when touching something. When you're near him, he'll try to grab you and throw you away and this will damage you heavily. Try attacking him as often as you can and evade his attacks. Once he's defeated, the game is finished.

=====  
| 8. WEAPONS & ITEMS

=====  
You'll find different items and other stuff which will help you on the way in the game. Down below is a list of all the items you can find in the game.

+-----+  
| 8.1 WEAPONS

+-----+  
KATANA BLADES

Leonardo's weapons. These are two long sharp blades that can slice through almost anything. It's also a common weapon wielded by japanese warriors.

SAI SWORDS

Raphael's weapons. These are two tiny three-way-spreaded daggers which Raph uses to nail his enemies onto a wall.

#### NUNCHUKUS

Michelangelo's weapons. These are two batons connected to each other by a tiny chain. These weapons are dangerous and can stun an enemy easily.

#### BO STAFF

Donatello's weapon. This is a long stick made of wood. Don can use this to damage his enemies or do some incredible moves with.

#### HOCKEY STICK

Casey's weapon. Casey is a master of sports and always carries around some rackets from each sport. His favourite is the hockey stick.

#### WOODEN CAIN

Splinter's weapon. Splinter uses this when walking but also as a weapon for self-defence. Splinter is also a master of ninja techniques.

#### SAMURAI SWORD

Karai's weapon. Karai uses two katana blades like Leonardo but is not as strong as Leo is.

#### NINJA STAFF

Slashuur's weapon. Slashuur has a long stick with a razor-sharp blade on it's top. A very powerful weapon.

#### SHURIKENS

These can be found in boxes, urns or crates. These can be thrown at enemies on the stage. They are not very strong, but the enemies won't attack you as they are damaged by them. You can carry 10 of them from the beginning. This can be enhanced, as the list shows.

- 10 Flying Ability Crystals      Throw shurikens while jumping
- 20 Flying Ability Crystals      Carry 30 shurikens
- 30 Flying Ability Crystals

+-----+  
| 8.2 LIFE ITEMS |  
+-----+

Some items can heal your life when in battle. They are always found in boxes, urns or crates. All players share the same life gauge so you should look for life items all the time.

- PIZZA                      Heals all your life, rarely found.
- SODA                        Heals a part of your life, commonly found.

+-----+  
| 8.3 CRYSTALS |  
+-----+

When playing, you will eventually find crystals in boxes, urns or crates. When you find them, you will temporarily use them, but you will earn them after the stage is finished.

#### In Battle

-----

- Red Crystals                Increases Attack power
- Green Crystals             Increases Defence power



|                 |                                                                          |
|-----------------|--------------------------------------------------------------------------|
| White Crystals  | Temporarily allows the TMNT to use an unlimited amount of shurikens      |
| Orange Crystals | Temporarily allows the TMNT to use Charge Attacks every time they attack |

When finished a stage, you will earn the crystals. When you find an amount of them, they will increase some powers for you. Each colour of the a crystal increases a specific power.

|                 |    |                           |
|-----------------|----|---------------------------|
| Red Crystals    | 10 | Increases Attack power    |
|                 | 20 | Higher Attack power       |
|                 | 30 | Even higher Attack power  |
| Green Crystals  | 10 | Increases Defence power   |
|                 | 20 | Higher Defence power      |
|                 | 30 | Even higher Defence power |
| White Crystals  | 10 | Throw shurikens in air    |
|                 | 20 | Carry 30 shurikens        |
|                 | 30 | Unlocks Aerial Combo      |
| Orange Crystals | 10 | Level 1 Charge Attack     |
|                 | 20 | Level 2 Charge Attack     |
|                 | 30 | Level 3 Charge Attack     |

=====

| 9. 2ND TIME AROUND, ANTIQUES |

=====

This is April's new shop where she sells the Antiques that you find through the adventure. Don't worry, nothing will be sold so that you don't think you go get them for nothing. The Antiques you find will be listed in the shop and you can go look at them anytime.

There is one Antique found in each stage. Some are well-hidden while some are easier to find. Go to April's 2nd Time Around to find out what is hidden in the Antique you've found. A new Antique will be coloured in orange on the map in the shop. Down below follows guides of where to find all the Antiques in each stage and what April has to say about them.

Once they're all found, you'll get a video showing April's grand opening of the shop. And I've gotta tell you, it's pretty funny actually.

```

      1 2 3 4 5 6 7 8 9 10
      -----
A | X X X X X X X X X X
  |
B | X X X X X X
  |
C | X X X X X X
  |
D | X X X X X X X X X X
  |
E | X X X X X
  |
F | X X X X X X X
  |
G | X X X X X X X X X X

```

-----

```

=====
| 1G | NAME          | No.1 Armor Suit |
+-----+-----+-----+
| AREA          | Episode 0-1 Backyard |
|-----+-----+-----+
| RATING        | * * * |
|-----+-----+-----+
| DESCRIPTION   | A: Yes, yes, I definitely love this one. An
+-----+-----+-----+
|                | authentic antique piece. Beautiful artisan work.
|                | These types of armor suits were used during the
|                | medieval era. Knights ware them.
|                |
|                | M: Knights? Cool! I love knights!
+-----+-----+-----+
| FOUND         | Found in a box in clear sight in the beginning. |
+-----+-----+-----+

```

```

=====
| 2G | NAME          | No.2 Statue of Shredder |
+-----+-----+-----+
| AREA          | Episode 0-2 Rooftop |
|-----+-----+-----+
| RATING        | * * * |
|-----+-----+-----+
| DESCRIPTION   | It's a well-made piece, very detailed. Elaborate
+-----+-----+-----+
|                | craftsmanship. But for some reason, I don't like
|                | it. I hope someone buys it soon, just to get rid
|                | if it. Hmm... this is one rare antique item that
|                | I wouldn't mind throwing at Casey.
+-----+-----+-----+
| FOUND         | Found in a box near the wall at the lower part of
+-----+-----+-----+
|                | the screen.
+-----+-----+-----+

```

```

=====
| 3G | NAME          | No.47 Gold Puck |
+-----+-----+-----+
| AREA          | Episode 11-1 Docks |
|-----+-----+-----+
| RATING        | * * * * |
|-----+-----+-----+
| DESCRIPTION   | C: Listen up! I wanna tell you how precious this
+-----+-----+-----+
|                | golden trophy is! This is the symbol of the much-
|                | respected Super Slam Hockey world championship!
|                |
|                | A: OK...
|                |
|                | C: Super Slam Shockey is not like ordinary hockey
|                | - it's 100 times better! Super Slam Hockey is the
|                | greatest version of the greatest sport!
|                |
|                | A: Uh-huh.
|                |
|                | C: Can't you see the greatness of this? This is
|                | extremely valuable, and not just because the
+-----+-----+-----+

```

| trophy is made of gold, but because -

| A: Gold? Why didn't you tell me that in the first  
| place?!

+-----+  
| FOUND | After crossing the shelves with some Archers on,  
+-----+ | follow the path as usual over to the big area.  
| Cross the next gap but don't jump up the boxes.  
| Instead, walk on the bottom floor to the right to  
| find a fence. Jump behind it to find a lonely box.  
+-----+

=====  
| 4G | NAME | No.48 Damaged Armor Suit |  
+-----+  
| AREA | Episode 11-2 Storage |  
+-----+  
| RATING | \* |  
+-----+  
| DESCRIPTION | Oh, no doubt about it. There are a lot of  
+-----+ | collectors who ask for armor, but they are  
| usually referring to medieval European armor or  
| Japanese shogun garb! What are we supposed to do  
| with Shredder's armor? Besides, it's so beaten up  
| and broken. Even the Foot wouldn't buy this.  
| Unless... Donny, can you fix this up so it looks  
| presentable? Otherwise, this can't be sold!!  
+-----+  
| FOUND | Once you've opened the big door, walk right and  
+-----+ | use Raphael to push the crate to the very right.  
| Jump up to find a box in a storage hole.  
+-----+

=====  
| 5G | NAME | No.49 Strange-looking Container |  
+-----+  
| AREA | Episode 11-3 Foot Lab |  
+-----+  
| RATING | \* \* |  
+-----+  
| DESCRIPTION | Hey, this is nice! The shape is rare for an  
+-----+ | aquarium. It looks pretty nice. It smells funny,  
| but I'm sure if I clean it, I can probably sell  
| it. What's with you all? There's something you  
| are not telling me. What? Tell me! I won't get  
| upset. I promise. I'm telling you I won't get  
| mad. (Clears her throat) So what is it? What?  
| This contained... Stockman's brain?? Why on'  
| earth did you bring back such a thing?!! No  
| wonder it smells!!!  
+-----+  
| FOUND | Once you start, walk over to the moving platforms  
+-----+ | in the big gap in the beginning. Jump to the  
| computer to the right and use it as Donatello. A  
| tiny gate will open where you first entered the  
| platforms with a box in it.  
+-----+

```

=====
| 6G | NAME          | No.50 Steel Statue |
+-----+-----+-----+
| AREA          | Episode 11-4 Engine Room |
+-----+-----+-----+
| RATING        | * * * |
+-----+-----+-----+
| DESCRIPTION   | At a glance, this statue looks crude and
+-----+-----+-----+ primitive, but when you pay closer attention, you
| actually see this casting technique is highly
| sophisticated. Wait. I'm actually not even sure
| it is casted. And then the design, it's really
| exquisite. Didn't you bring me something that
| looked like this with different material? This
| may have been created by a renowned artist.
+-----+-----+-----+
| FOUND         | To get this one, I recommend that at least two
+-----+-----+-----+ players take on the mission to get this Antique -
| or you'll have to be very fast in your moves.
| Right at the beginning, at the area with the
| moving platform, one player must stay where you
| first jumped onto the platforms. The other one
| must jump to the bridge at the top of the screen
| where the tiny purple machine is. That player
| must destroy it so that a platform will come up
| in front of where the other player is now
| standing. The Antique is at the top.
+-----+-----+-----+

```

```

=====
| 7G | NAME          | No.51 Toy |
+-----+-----+-----+
| AREA          | Episode 11-5 Weapons Depot |
+-----+-----+-----+
| RATING        | * * |
+-----+-----+-----+
| DESCRIPTION   | This toy is really well-made! It's so detailed.
+-----+-----+-----+ It's just that there's a Foot symbol on it...
| Still kids and Mikey would love it. Let's see,
| I'll start by scrapping off the Foot symbol.
+-----+-----+-----+
| FOUND         | In one of the boxes in the room.
+-----+-----+-----+

```

```

=====
| 8G | NAME          | No.52 Tapestry |
+-----+-----+-----+
| AREA          | Episode 11-6 The Freighter Bridge |
+-----+-----+-----+
| RATING        | * |
+-----+-----+-----+
| DESCRIPTION   | A: Isn't this the Foot mark on this tapestry? Why
+-----+-----+-----+ in the world did you bring this home?
|
| M: But this is made out of such good material! I
| thoguht you'd like it.
|
+-----+-----+-----+

```

A: Mikey! I've had this shop burned down by the Foot. Why would I ever want a tapestry with their mark on it?

M: You're right. I'm sorry. I should have been more sensitive. I'll get you a curtain of a tapestry next time.

A: You are just impossible...

-----  
| FOUND | In one of the boxes in the room.  
-----

=====

|    |      |                     |
|----|------|---------------------|
| 9G | NAME | No.53 Eternal Flame |
|----|------|---------------------|

-----  
| AREA | Episode 11-7 The Burning Main Deck  
-----

| RATING | \* \* \* \* \*

| DESCRIPTION | This deep purple flame just keeps going doesn't  
+----- it...? And it's eery somehow. It's definitely not  
| a lucky charm. It's rare to see an artifact that  
| gives out such negative power. It's like the  
| symble of ultimate darkness. This probably would  
| make a brightly lit room dark.

-----  
| FOUND | In one of the boxes in the room.  
-----

=====

|     |      |                         |
|-----|------|-------------------------|
| 10G | NAME | No.54 Shredder's Casque |
|-----|------|-------------------------|

-----  
| AREA | Foot Fight Tournament  
-----

| RATING | \* \* \* \*

| DESCRIPTION | A: Isn't this pure gold? Plus it's made great  
+----- cisele technique, but it's Shredder, huh...? I'm  
| not really sure if it's worth a lot or not.

| M: It has cost us hard blood endurance, AND  
| snacky?

| A: Thanks for the info, like I needed to know.

| L: This is also a prize for the championship for  
| the multidimensional world tournament in the  
| multidimensional world.

| A: What? Does that mean that this isn't pure  
| gold? Oh, it's no good then.

-----  
| FOUND | Win the Foot Fight Tournament.  
-----

```

=====
| 1F | NAME      | No.3 Locket Pendant |
+-----+-----+-----+
| AREA      | Episode 1-1 The Cavern |
+-----+-----+-----+
| RATING    | * * |
+-----+-----+-----+
| DESCRIPTION | A: Where on earth did you find this? |
+-----+-----+-----+
|           | D: In the underground cave - why do you ask? |
|           | |
|           | A: Cave? I don't believe this! |
|           | |
|           | L: The girl in the middle... Is that you? Those |
|           | people on either sides must be your parents - and |
|           | who's the wild-looking fellow? |
|           | |
|           | A: That's Uncle Augie - Auguste O'Neal. I was |
|           | close to him. He was the kind of guy who'd all of |
|           | a sudden take off on a trip to wherever he wished |
|           | anywhere in the world, without saying anything. |
|           | Then he wouldn't come back for months. He used to |
|           | make us worry all the time. One day, he left as |
|           | usual but never returned. We havn't heard from |
|           | him since. I swore to myself taht I'd find him |
|           | one day. |
+-----+-----+-----+
| FOUND     | When you get to the area where you go down with a |
+-----+-----+-----+
|           | platform, destroy all the flower enemies on the |
|           | other platforms. Once they're all destroyed, some |
|           | platforms will appear at the bottom for you to |
|           | walk on. They will lead to the Antique on a |
|           | lonely platform. |
+-----+-----+-----+

```

```

=====
| 2F | NAME      | No.4 Crystal Statue |
+-----+-----+-----+
| AREA      | Episode 1-2 Secret Hall |
+-----+-----+-----+
| RATING    | * * * |
+-----+-----+-----+
| DESCRIPTION | A: Oh... Look how beautiful it is. It seems like |
+-----+-----+-----+
|           | it's made of crystal... but it's no ordinary |
|           | crystal. This mysterious glow has a therapeutic |
|           | effect. Advanced skill and technology would be |
|           | required to make an art piece like this. |
|           | |
|           | D: I found this at an ancient ruin site. |
|           | |
|           | A: This is just wonderful. I wish I could show |
|           | this to Uncle Augie. Where are you, Uncle |
|           | Augie...? |
+-----+-----+-----+
| FOUND     | Found in the circle-round area. |
+-----+-----+-----+

```

```

=====
| 3F | NAME       | No.5 Fossil |
+-----+-----+-----+
| AREA       | Episode 1-3 Ledge Above |
+-----+-----+-----+
| RATING     | * * *       |
+-----+-----+-----+
| DESCRIPTION | A: Hey, this is interesting!. It may be hard to
+-----+-----+-----+
|             | imagine, but I do like fossils. Don't you think
|             | they are romantic items of the past?
|             |
|             | M: Umm...It's more freaky than romantic. What if
|             | that thing starts moving in the middle of the
|             | night? I'll jump out of my shell.
|             |
|             | A: Not me - I'd love to see it walk!!
+-----+-----+-----+
| FOUND      | Get 8000 points. |
+-----+-----+-----+

```

```

=====
| 4F | NAME       | No.9 Ice Statue |
+-----+-----+-----+
| AREA       | Episode 3-1 Frozen Relic |
+-----+-----+-----+
| RATING     | * * *       |
+-----+-----+-----+
| DESCRIPTION | Another mysterious object d'art... The ice is
+-----+-----+-----+
|             | probably... at least a couple of thousand years
|             | old, or even older. I wonder who made it and for
|             | what purpose... it seems like it's made of some
|             | unknown technology. Very interesting, the surface
|             | is covered with a special coating that prevents
|             | the ice from melting.
+-----+-----+-----+
| FOUND      | After the tiny cave in the beginning, walk down
+-----+-----+-----+
|             | the steps and then head left. Jump over the
|             | platform to reach the Antique in the box.
+-----+-----+-----+

```

```

=====
| 5F | NAME       | No.10 Green Moonstone |
+-----+-----+-----+
| AREA       | Episode 3-2 Glacial Valley |
+-----+-----+-----+
| RATING     | * * *       |
+-----+-----+-----+
| DESCRIPTION | A: Oh my... This is just mesmerizing, memorising.
+-----+-----+-----+
|             | Look at how it sparkles - just looking at it
|             | makes me feel as if I'm surrounded by trees...
|             | very addictive.
|             |
|             | C: Hey honey - what are you looking at? Hey,
|             | looks good. Is it edible? I'm starving.
|             |
|             | A: ...Casey, you insensitive, unintelligent
|             | barbarian! Have you no appreciation for art? And
+-----+-----+-----+

```

```

| don't you ever call me "Honey" again!
+-----+-----+-----+
| FOUND | Get 8000 points.
+-----+-----+-----+

```

```

=====
| 6F | NAME | No.11 Snowman
+-----+-----+-----+
| AREA | Episode 3-3 MT. Zero
+-----+-----+-----+
| RATING | * *
+-----+-----+-----+
| DESCRIPTION | Is this... a snowman? The shape of it's head is a
+-----+-----+-----+
| | little strange., and it has four arms. What's
| | amazing is that you brought it back with you
| | without letting it melt. How did you do that?
+-----+-----+-----+
| FOUND | At the very end, right at the exit in a box.
+-----+-----+-----+

```

```

=====
| 7F | NAME | No.28 Gnarthian Pleasure Gems
+-----+-----+-----+
| AREA | Episode 5-8 Asteroid Field
+-----+-----+-----+
| RATING | * * *
+-----+-----+-----+
| DESCRIPTION | A: Breathtaking... What kinds of gems are they?
+-----+-----+-----+
| | They're not diamonds or sapphires or rubies.
| | Whatever they are, they're just beautiful!
| |
| | C: So it's true - women gave a thing for precious
| | stones, eh? I'm a bit of a rare gem myself, you
| | know.
| |
| | A: Oh, you're there Casey. And, no, you're not
| | the kind of a rock any female has a thing for!
| |
| | C: Ah come on. I bet I'd polish up real nice for
| | the right woman.
+-----+-----+-----+
| FOUND | Get 8000 points.
+-----+-----+-----+

```

```

=====
| 8F | NAME | No.55 Battle Nexus Trophy
+-----+-----+-----+
| AREA | Battle Nexus Tournament
+-----+-----+-----+
| RATING | * * * * *
+-----+-----+-----+
| DESCRIPTION | M: Behold! This is the Battle Nexus Trophy
+-----+-----+-----+
| | attesting my championship!
| |
| | A: That looks just incredible... I wonder what
| | it's made of...
+-----+-----+-----+

```



D: I believe it's some kind of metal that only exists in the multidimensional world... Let me just take a small piece off the back to analyze and...

M: You're taking a piece out of what? MY trophy? Are you nuts? Get a piece of Raph's shell to see how boneheaded he is instead.

R: Then we should analyze yours, so we'll know why you're such a pain in the shell.

A: (Sigh...) Anyway, this is certainly the only one in the universe.

-----  
| FOUND | Win the Battle Nexus Tournament.  
-----

-----  
| UTROM SERIES  
-----

=====  
| 1E | NAME | No.6 Utrom Music Box  
-----

| AREA | Episode 2-1 Lobby  
-----

| RATING | \* \*  
-----

| DESCRIPTION | A: How does this thing work? The hologram image and the seamless surface are just amazing. What kind of technology do you think was used here?  
-----

D: I knew you'd appreciate this. If this was Mikey, not only would he understand the value, but warse, he would somehow end up dropping and breaking it. This must have been made utilizing the Utroms' extraordinary technology. The only problem is... the music, if you can call it music.

A: Definitely not a lullaby. It clearly wasn't intended for humans and mutant turtles.

-----  
| FOUND | In the red section of the stage, in a box in clear view.  
-----

=====  
| 2E | NAME | No.7 Skeleton Model  
-----

| AREA | Episode 2-2 Large Lab  
-----

| RATING | \* \*  
-----

| DESCRIPTION | A: I'm quite fascinated by skeletons... They don't say a word but speaks volumes about the past. It's romantic if you think about it that way. The old antique shop we used to have had a  
-----

skeleon. Do you remember that?

L: Of course, April. Your old shop would still be around if it wasn't for us. I wish I could somehow give you your shop back.

A: Thank you, Leo. But I don't regret meeting you guys. You, your brothers, and Splinter - and, and even Casey, sometimes - are, are my family.

-----+-----  
 | FOUND | Found on one of the high ledges on the right  
 +-----+-----  
 | side. Use a box to climb up to find it in a box.  
 +-----+-----

```

=====
| 3E | NAME | No.8 Figure (Utrom) |
+-----+-----+-----+
| AREA | Episode 2-3 Transmat Chamber |
+-----+-----+-----+
| RATING | * * |
+-----+-----+-----+
| DESCRIPTION | A: U-Ugly looking figures... and not impressive  

+-----+-----+-----+
| either. What are these? |
| D: utroms. Previously unknown outer space aliens. |
| We found them in the TCRI lab. TCRI stands for |
| "Techno Cosmic Reasearch Institute". |
| A: ...Considering I've been befriended ninja |
| turtles, nothing should surprise me anymore. But, |
| uh, how can anyone make something as unattractive |
| as this? |
+-----+-----+-----+
| FOUND | Found in one of the boxes in the room. |
+-----+-----+-----+

```

```

=====
| 4E | NAME | No.35 Picture |
+-----+-----+-----+
| AREA | Episode 6-7 Oracle Pod Chamber |
+-----+-----+-----+
| RATING | * |
+-----+-----+-----+
| DESCRIPTION | A: What a nice picture... Even with different  

+-----+-----+-----+
| species, family love knows no boundaries, you |
| know? After all, your family is Master Splinter |
| and me. Oh, and Casey, too... I guess. Anyway, in |
| many ways this item is priceless! I mena, look - |
| there's Leatherhead and an Utrom! If NASA saw |
| this, they would go crazy! |
| M: Wow! That's great! This could help promote our |
| store! Uh... But it could start to become an |
| antique shop for sci-fi fanatics - that might be |
| kinda weird... |
+-----+-----+-----+
| FOUND | In one of the boxes in the room. Look around  

+-----+-----+-----+
| carefully. |
+-----+-----+-----+

```

```

=====
| 5E | NAME          | No.36 Mini Warping Device |
+-----+-----+-----+
| AREA          | Episode 6-8 Transmat Chamber |
+-----+-----+-----+
| RATING        | * * * |
+-----+-----+-----+
| DESCRIPTION   | A: Wow, this is a superbly crafted miniature you |
+-----+-----+-----+
|               | have there. |
|               | |
|               | D: Yes, this is a miniature of a warping device. |
|               | Through the arms, it probably has the ability to |
|               | destabilize ion particles. And this cylinder on |
|               | top probably breaks down atoms and transports the |
|               | object. |
|               | |
|               | A: Amazing. And I guess it is possible in |
|               | theory... |
|               | |
|               | C: Umm, brainiacs, can we talk about something |
|               | more interesting, like Super Slam Hockey? |
+-----+-----+-----+
| FOUND        | In one of the boxes in the room. |
+-----+-----+-----+

```

```

-----
| D'HOONNIB SERIES |
-----

```

```

=====
| 1D | NAME          | No.12 Space Urn |
+-----+-----+-----+
| AREA          | Episode 4-1 Alleyway |
+-----+-----+-----+
| RATING        | * * |
+-----+-----+-----+
| DESCRIPTION   | A: Is this an urn? Never seen anything like this |
+-----+-----+-----+
|               | before. Look, the bottom is sharp. How are you |
|               | going to use an urn when it won't stay upright? |
|               | |
|               | D: This comes with a special super gyrosensor |
|               | that allows you to place it anywhere you wish. |
|               | Also, it's revolutionary temperature/humidity |
|               | detection system keeps anything in the urn at |
|               | it's best climate condition. |
|               | |
|               | A: Don, now you're making me wanna buy this thing |
|               | - ever thought of being in an infomercial? |
+-----+-----+-----+
| FOUND        | Once the street makes you drop down, head to the |
+-----+-----+-----+
|               | very left to find a lone box in the corner. |
+-----+-----+-----+

```

```

=====
| 2D | NAME          | No.13 Figure (Splinter) |
+-----+-----+-----+

```

|             |                                                                                                                                                                                                                                                                                                   |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AREA        | Episode 4-2 The Sewers Under Peblak                                                                                                                                                                                                                                                               |
| RATING      | * * *                                                                                                                                                                                                                                                                                             |
| DESCRIPTION | A: Oh, look - it's Splinter. It's very cute!<br>Well-made too. Where did you get this?<br><br>R: We found it in a sewer on the planet D'Hoonnib. But I don't get why anyone would want a Master Splinter figure.<br><br>M: Come on, Raph - our sensei is THE master ninja of the entire universe! |
| FOUND       | At the very end on the right side of the sewer.<br>Be very prepared as the robot will attack you instantly.                                                                                                                                                                                       |

```
=====
```

|             |                                                                                                                                                                                                                                                                                                                                                                                                   |             |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| 3D          | NAME                                                                                                                                                                                                                                                                                                                                                                                              | No.14 Glove |
| AREA        | Episode 4-3 Junction of the Sewers                                                                                                                                                                                                                                                                                                                                                                |             |
| RATING      | * *                                                                                                                                                                                                                                                                                                                                                                                               |             |
| DESCRIPTION | A: This isn't actually a globe, but it's beautiful.<br><br>D: It's a model of D'Hoonnib, a planet with a flourishing urban civilization. It's ruled by a military group called the Federation. That's where we were beamed to. Let's see... Oh, here it is - we landed somewhere around this area on the globe.<br><br>A: I'll have to sell this as a precious ornament, Donnie, not as a globe!! |             |
| FOUND       | In a box when walking up the stairs.                                                                                                                                                                                                                                                                                                                                                              |             |

```
=====
```

|             |                                                                                                                                                                                                |                     |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|
| 4D          | NAME                                                                                                                                                                                           | No.15 Stuffed Alien |
| AREA        | Episode 4-4 Industrial Plant                                                                                                                                                                   |                     |
| RATING      | * *                                                                                                                                                                                            |                     |
| DESCRIPTION | Wow, another strange design... You can say it's kinda cute., but it's also gross at the same time. I don't want to lock eyes with this thing at night. It would haunt me in my dream if I did. |                     |
| FOUND       | When you've climbed up the boxes, head directly right and jump down to find a lone box on a ledge.                                                                                             |                     |

```
=====
```

```

=====
| 5D | NAME           | No.16 Figure (Hamato Yoshi) |
+-----+-----+-----+
| AREA           | Episode 4-5 Deepest Industrial Plant |
+-----+-----+-----+
| RATING         | * * * |
+-----+-----+-----+
| DESCRIPTION    | S: This is a figure of Master Yoshi who was my |
+-----+-----+-----+
|                 | master and owner. Sensei was well-respected here |
|                 | in New York, but he was also admired by aliens |
|                 | who lived on other planets. |
|                 | |
|                 | A: What do you mean? |
|                 | |
|                 | S: He was the master ninja of the universe - his |
|                 | reputation wasn't limited to Earth. You could say |
|                 | that he was a real hero. |
|                 | |
|                 | A: Um... A-Are you OK? You're blabbering, I hope |
|                 | he's not getting too old... |
+-----+-----+-----+
| FOUND         | From the start, jump down and head right. Follow |
+-----+-----+-----+
|                 | the small bridge to a new platform and the |
|                 | Antique will be in the corner on the left. |
+-----+-----+-----+

```

```

=====
| 6D | NAME           | No.17 Vintage Space Wine |
+-----+-----+-----+
| AREA           | Episode 4-6 Spaceport Inn |
+-----+-----+-----+
| RATING         | * * * |
+-----+-----+-----+
| DESCRIPTION    | A: This looks like a perfume bottle... |
+-----+-----+-----+
|                 | |
|                 | D: But the name "AMRIT" sounds more like a fruit |
|                 | wine. It must be 100 years old. |
|                 | |
|                 | A: Pretty color. 100 years... Wonder what it'd |
|                 | taste like... Can I try? |
|                 | |
|                 | M: No! If you open it, it will lose all it's |
|                 | value! |
+-----+-----+-----+
| FOUND         | Destroy the ship in the beginning and there will |
+-----+-----+-----+
|                 | be an Antique in the box. |
+-----+-----+-----+

```

```

=====
| 7D | NAME           | No.18 Gold Moonstone |
+-----+-----+-----+
| AREA           | Episode 4-7 Wilderness |
+-----+-----+-----+
| RATING         | * * * |
+-----+-----+-----+
| DESCRIPTION    | A: How gorgeous... The glitter makes me feel like |
+-----+-----+-----+
|                 | I'm bathing in the light of the moon. |
+-----+-----+-----+

```

C: Yeah, real pretty. Um, is it any sort of fruit? Perhaps a pear?

A: Yeah, right, knucklehead. It's a slightly hard pear with sparkles. Do you wanna try it?

M: Did I hear "pear"?? I think I heard "pear"!!

A: (Sigh...)

+-----+  
| FOUND | Get 8000 points.  
+-----+

=====  
| 8D | NAME | No.19 Super-Duper Mushroom |

+-----+  
| AREA | Episode 4-8 Forest |

+-----+  
| RATING | \* \* \* |

+-----+  
| DESCRIPTION | M: This mushroom is awesome!! Truffles are  
+-----+ nothing compared to this.

| A: Is it that tasty? Or are you supposed to enjoy  
| the aroma?

| M: No no, nothing like that. One bite and your  
| body tingles and shivers!

| A: Mikey! I told you it could be poisonus.

| M: Sorry. I couldn't resist taking just one bite.

+-----+  
| FOUND | Once you find the ship, continue right and it  
+-----+ will be in one of the boxes.  
+-----+

=====  
| 9D | NAME | No.20 Urn |

+-----+  
| AREA | Episode 4-9 Forest Cleraing |

+-----+  
| RATING | \* \* |

+-----+  
| DESCRIPTION | A: Beautiful light... Is it the ore or the glaze  
+-----+ that makes the urn glow like this?

| M: April!! Raph says I scratched the urn while I  
| was carrying it!!

| R: Yeah, it was you!

| M: W-Well, you were the one who shoved me!

| R: You're too slow, spaz. You're the reason  
| people call us turtles "slow"!

| A: Guys, guys, cut it out. The scratch is  
| invisible, and it doesn't really matter whether  
| turtles are slow or not.

| M: It does!!

+-----+  
| FOUND | To the right of the ship you shall go with, near  
+-----+ | a smaller spaceship.  
+-----+

=====

|     |      |                              |
|-----|------|------------------------------|
| 10D | NAME | No.21 Japanese Portable Drum |
|-----|------|------------------------------|

|      |                       |
|------|-----------------------|
| AREA | Episode 5-1 Cargo Bay |
|------|-----------------------|

|        |       |
|--------|-------|
| RATING | * * * |
|--------|-------|

|             |                                                                                      |
|-------------|--------------------------------------------------------------------------------------|
| DESCRIPTION | A: I know what this is for! It's used to soothe<br>+-----+   cranky babies in Japan. |
|-------------|--------------------------------------------------------------------------------------|

| L: When we fought the Ultimate Ninja, he used  
| this to call on a referee.

| A: W-Wait a minute - does that mean using this  
| would bring that ghostly referee here? That would  
| not be good!

| L: we won't know till we try for real. Shall we  
| give it a shot?

| A: Don't!!

|       |                                                   |
|-------|---------------------------------------------------|
| FOUND | Right next to the opening leading to Episode 5-2. |
|-------|---------------------------------------------------|

-----

| TRICERATON REPUBLIC SERIES

-----

=====

|    |      |                         |
|----|------|-------------------------|
| 1C | NAME | No.22 Figure (Zanramon) |
|----|------|-------------------------|

|      |                         |
|------|-------------------------|
| AREA | Episode 5-4 Battlefield |
|------|-------------------------|

|        |     |
|--------|-----|
| RATING | * * |
|--------|-----|

|             |                                                                                                                                                                                                                                                      |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DESCRIPTION | A: Oh, this is a cute figure. I especially like<br>+-----+   the traditional outfit he's wearing. Exquisite<br>  artwork. It's interesting to see a dinosaur<br>  standing on two feet. But so do you guys, so I<br>  suppose that's not so unusual. |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

| L: He's Prime Leader Zanramon. Hard to imagine  
| from the figure, but he's an evil, evil man.

| A: Is that so? But as artwork, it's a fine piece.  
| Portraits and statues of leaders also usually  
| represent the pleasant side of them, not the mad  
| an menacing side.

```
+-----+-----+
| FOUND      | In the last room, in one of the boxes. |
+-----+-----+
```

```
=====
| 2C | NAME      | No.23 Space Chess |
+-----+-----+
| AREA      | Episode 5-5 Space Dock |
+-----+-----+
| RATING     | * * * |
+-----+-----+
| DESCRIPTION | A: Wonder what this is... |
+-----+-----+
|           | D: It's a Triceraton chessboard. |
|           | A: I thought chess only had two players. |
|           | D: Well, with this, you can have three players. |
|           | The 3-D hologram and virtual sound features seem |
|           | to promise players and intense gameplay |
|           | experience! But these features aren't necessary, |
|           | and I can't really picture myself playing chess |
|           | with two other players... Raph and Mike for |
|           | example. |
|           | A: ...That wouldn't be fun. |
+-----+-----+
| FOUND      | Once in the area where the rooms has two doors |
+-----+-----+
|           | each, begin by heading right, then right again |
|           | and then right once more to find the Antique in a |
|           | box. |
+-----+-----+
```

```
=====
| 3C | NAME      | No.24 Spanner |
+-----+-----+
| AREA      | Episode 5-2 Engine Compartment |
+-----+-----+
| RATING     | * |
+-----+-----+
| DESCRIPTION | Ummm... How should I comment on this one...? |
+-----+-----+
|           | Thank you everyone - I really appreciate you guys |
|           | for bringing all these interesting items back. |
|           | But you do know that my shop is an antique shop, |
|           | right? Not a Do It Yourself stone. This looks |
|           | like a tool for tightening bolts. Oh, well - it |
|           | may come in handy when Casey does something |
|           | stupid. I can use it like a boomerang to keep him |
|           | in line. |
+-----+-----+
| FOUND      | At the very end. When you are supposed to drop |
+-----+-----+
|           | down from the spinning objects to get to the |
|           | exit, don't drop down. Instead, head on and there |
|           | will be a ledge on the other side of the spinning |
|           | objects. The Antique is in a box. |
+-----+-----+
```



| 4C | NAME        | No.25 Figure (Slashuur)                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|----|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | AREA        | Episdoe 5-3 Triceraton Prison                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|    | RATING      | * *                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|    | DESCRIPTION | <p>A: Beautiful! It looks like as if it's goind to move any second now. But a hero with a sickle?? The Grim Reaper is no hero!</p> <p>D: It seems like there's a series of these figures. In outer space, this guy may be considered a hero. Boys probably admire him.</p> <p>A: I guess wherever you go, there's always a hero.</p> <p>D: He almost killed us, though!!</p> <p>A: No logical comments or technical insights from Donnie? That's not like you. Have you been eating properly?</p> |
|    | FOUND       | <p>When you're out of you cell and in the corridor, jump up to where the lizard enemies dropped down from by wall-jumping. I recommend using Michaelangelo for this one as you can fly up when you're high enough. Once, up there are some boxes to destroy and even a door to open using Donatello.</p>                                                                                                                                                                                          |

| 5C | NAME        | No.26 Egg                                                                                                                                                                                                                                      |
|----|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | AREA        | Episode 5-6 Underneath the Arena                                                                                                                                                                                                               |
|    | RATING      | *                                                                                                                                                                                                                                              |
|    | DESCRIPTION | <p>Gosh, it's moving. Look, the weird feeler is wriggling out. Ahhh!!! It looked at me! It did! You think it's just my imagination? Well, it's not!! You guys may be immune to these grotesque creatures, but not me! Get it away from me!</p> |
|    | FOUND       | <p>Once you start the stage, defeat all the enmies to make room for yourself. Then use Raphael to push the big box. Jump up and use Michaelangelo to first wall-jump, then fly over the laser fence. The Antique is in the box.</p>            |

| 6C | NAME | No.27 Trisoron's Horn            |
|----|------|----------------------------------|
|    | AREA | Episdoe 5-7 The Tri-Sports Arena |

|             |                                                                                                                                                                                                                                                                                                                                                            |
|-------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATING      | * *                                                                                                                                                                                                                                                                                                                                                        |
| DESCRIPTION | A: Oh no. Guys, international trading law<br>Phrohibits you from bringing back any form of<br>animal furs or horns. Didn't you know that?<br><br>M: This is no animal horn. It's a dinosaur horn.<br><br>D: It may be a horn but it's used as a tooth<br>pick.<br><br>A: ...It hasn't been used yet, has it?<br><br>M: ...Um..<br><br>A: Go sterilize it!! |
| FOUND       | In one of the corners of the arena.                                                                                                                                                                                                                                                                                                                        |

FEUDAL JAPAN SERIES

|    |             |                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1B | NAME        | No.29 Imari Parcelain Plate                                                                                                                                                                                                                                                                                                                                                                                                      |
|    | AREA        | Episode 6-1 Shore                                                                                                                                                                                                                                                                                                                                                                                                                |
|    | RATING      | * * * *                                                                                                                                                                                                                                                                                                                                                                                                                          |
|    | DESCRIPTION | A: Something as precious and beautiful as this<br>parcelain only comes by once in a while.<br><br>M: Is it that valuable?<br><br>A: Yes, it is. This particular plate is from<br>ancient Japan. It's from our great-great-great -<br>who knows how many greats back - grandsfathers'<br>generation.<br><br>M: I suppose I'm not allowed to eat cereal off of<br>this plate.<br><br>A: ...Now you're finally making sense, Mikey. |
|    | FOUND       | Once you are in the forest, there will be some<br>trees that you can cut down using Leonardo. It's<br>at the top of the screen. Head into the secret<br>passway and you'll find a hidden beach. The<br>Antique is in one of the boxes.                                                                                                                                                                                           |

|    |        |                         |
|----|--------|-------------------------|
| 2B | NAME   | No.30 Armor Suit        |
|    | AREA   | Episode 6-4 Foot's Lair |
|    | RATING | * * * *                 |

```

+-----+-----+
| DESCRIPTION | A: This must have once belonged to a Japanese
+-----+-----+ Shogun. Great piece of work! It's in mint
| condition and would be highly regarded at any
| museum. Japanese armor suits are very popular
| these days - not just as protective gear, but
| because of the exquisite craftwork.
|
| M: I love armor suits! Can I try it on?
|
| A: Mikey, why do you need armor, when you have a
| shell.
|
| M: Shell is only shell, but the suit is armor.
| And besides, I'd look really cool in it.
+-----+-----+
| FOUND       | When you find the first guillotine, there is a
+-----+-----+ lonely box on a high ledge. Jump up there to get
| the Antique.
+-----+-----+

```

```

=====
| 3B | NAME       | No.31 Noh Mask
+-----+-----+
| AREA       | Episode 6-5 A Small Hidden Bay
+-----+-----+
| RATING     | * * * *
+-----+-----+
| DESCRIPTION | C: Hey, April - cool hockey mask. Can I have it?
+-----+-----+
|            | A: No way! This mask is a traditional Japanese
| art mask used for Kakubi and Noh. It's nothing
| like your ordinary hockey mask. It's 100 times
| more valuable than any hockey mask.
+-----+-----+
| FOUND      | Once you start, head left and jump up all the
+-----+-----+ poles in the wall to get to the Antique at the
| top.
+-----+-----+

```

```

=====
| 4B | NAME       | No.32 Urn
+-----+-----+
| AREA       | Episode 6-2 The Burning Village
+-----+-----+
| RATING     | *
+-----+-----+
| DESCRIPTION | What is it? An urn...or a vase? Too bad it's
+-----+-----+ charred a little... If it was in complete form,
| without any cracks or discoloration, and if it
| didn't leave any soot on you hands when you
| touched it, perhaps it would have been valuable.
| Uh, not that I mean that it has no value - it's
| just a little rough.
+-----+-----+
| FOUND      | When you find the big blocks that you can push
+-----+-----+ using Raph, head into the alley to the left and
| there will be two poles with fire at their top.
+-----+-----+

```

| There will be a secret path between them so head |  
| in to find the Antique in a box. |  
+-----+

```
=====
| 5B | NAME | No.33 Kimono |
+-----+
| AREA | Episode 6-3 Bamboo Forest |
+-----+
| RATING | * * |
+-----+
| DESCRIPTION | A: Wow, such a lovely kimono. I think I'll wear |
+-----+ | it instead of putting it up for sale at the |
| | store. I'll wear it when I feel like lazing |
| | around and relaxing. Yes, that's what I'll do. I |
| | love the design. |
| | |
| | C: Yeah, it's perfect for you. The tasteless |
| | orange color fits your very original personality. |
| | |
| | A: Casey, you better learn how to speak to a |
| | woman. You've got a great look, but... Wait, what |
| | am I saying? Pretend you didn't hear that. |
+-----+
| FOUND | At the start, head left to the top of the forest |
+-----+ | and there will be a lonely hidden box. Use |
| | Leonardo to cut down the trees to get the Antique. |
+-----+
```

```
=====
| 6B | NAME | No.34 Japanese Doll |
+-----+
| AREA | Episode 6-6 The Cliff |
+-----+
| RATING | * * * * |
+-----+
| DESCRIPTION | Yup, yup. This is exactly what I've been dreaming |
+-----+ | of! This is so exciting! A traditional Japanese |
| | doll with amazing details, right down to her hair |
| | stands. The doll's kimono is wearing is made of |
| | real silk. It'd be great if you guys could bring |
| | more of these dolls back - I'll be so grateful!! |
+-----+
| FOUND | At the very left of this place, just right next |
+-----+ | to the mountain, there is a part of the fence |
| | that can be knocked down. Hit it until it flies |
| | away and head on to find the Antique in a lone |
| | box. |
+-----+
```

-----  
| NEW YORK SERIES |  
-----

```
=====
| 1A | NAME | No.37 Tea Set |
+-----+
| AREA | Episode 7-1 The Sewers |
+-----+
```

|             |                                                                                                                                                                                                                                                                                                                                                                 |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATING      | * *                                                                                                                                                                                                                                                                                                                                                             |
| DESCRIPTION | A: What a wonderful tea set. I don't have much that is this traditional, so it's a nice addition. If you could find things like this more often, it would be great! Because right now, the store is more like a weird trinket shop, rather than an antique store. NASA and the CIA would keep an eye on this place if they knew what we've got here. Seriously. |
| FOUND       | Cut down the fence as Leonardo and the Antique is in one of the boxes.                                                                                                                                                                                                                                                                                          |

|    |             |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2A | NAME        | No.38 Drawing                                                                                                                                                                                                                                                                                                                                                                                                                          |
|    | AREA        | Episode 7-2 Turtle's Old Lair                                                                                                                                                                                                                                                                                                                                                                                                          |
|    | RATING      | * *                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|    | DESCRIPTION | A: Who drew thos?<br>M: I did, when I was just a Turtle Tot. Thought I'd lost it. But I found it near the old lair! You telling me this isn't good? That's OK - I won't be offended. I would prefer an honest critique for my future career.<br>A: Really? Well, it is a bit obvious, isn't it? It's colored gray, it's a rat and you even wrote Master Splinter's name. But I can feel a lot of love from drawing.<br>M: Gee, thanks. |
|    | FOUND       | In one of the boxes in the room.                                                                                                                                                                                                                                                                                                                                                                                                       |

|    |             |                                                                                                                                                                                                                                                                                                                          |
|----|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3A | NAME        | No.39 Figure (Silver Sentry)                                                                                                                                                                                                                                                                                             |
|    | AREA        | Episode 8-1 Park                                                                                                                                                                                                                                                                                                         |
|    | RATING      | * * *                                                                                                                                                                                                                                                                                                                    |
|    | DESCRIPTION | A: Hey, this is the popular Silver Sentry action figure! I head it sold out immediately and is hard to find. It's quite a rarity.<br>M: Wow, April - you know a lot about Silver Sentry!<br>A: Of course! Everyone who lives in New York should know Silver Sentry! He's a hero! And this figure is really detailed too! |

M: I'm glad we share the same interest. Speaking of which I have a favour to ask you... Can I have the figure? I've been looking for this forever!

A: Sure, Mikey. And for you, I'll only charge 50 bucks.

M: What?!!

-----  
| FOUND | In one of the many boxes in the street when  
+-----+ | chased by the truck.  
-----+

=====  
| 4A | NAME | No.40 Stuffed Shark |

+-----+  
| AREA | Episdoe 8-2 Bridge |

+-----+  
| RATING | \* \* |

+-----+  
| DESCRIPTION | A: This stuffed shark looks exactly like the one  
+-----+ | I had in the store before. But I thought it got  
| burned... |

| R: I made this! It's handmade! |

| A: You made it? |

| R: Yeah! First I caught the shark, and then... |

| A: Whaaat? |

+-----+  
| FOUND | In one of the boxes in the street. Look behind  
+-----+ | the explosive cans.  
-----+

=====  
| 5A | NAME | No.41 TMNT Arcade Machine |

+-----+  
| AREA | Episode 9-1 Mean Streets |

+-----+  
| RATING | \* \* \* \* \* |

+-----+  
| DESCRIPTION | M: This is the arcade game from our Cowabunga and  
+-----+ | pizza-eating days. It was the first video game  
| title where we starred as heroes! |

| A: Yeah. This simultaneous 4-player action made  
| this game a classic of classics among arcade  
| games! |

| M: That's right! Let's play! Ahhh, the memories! |

+-----+  
| FOUND | At the left side of the street, there is an alley  
+-----+ | with a bus in it. Jump on top of the bus using  
| the box and then jump on top of the house to find  
| the Antique in a box. |

```

=====
| 6A | NAME       | No.42 Renaissance Art Collection |
+-----+-----+-----+
| AREA       | Episode 9-2 The Sewers          |
+-----+-----+-----+
| RATING     | * * * * *                      |
+-----+-----+-----+
| DESCRIPTION | L: When Sensei named us, he chose names of great |
+-----+-----+-----+
|              | artists from this book. We've been looking for |
|              | this book for a long time, but now it's back in |
|              | out hands! |
|              | |
|              | A: That's wonderful! You found a piece of your |
|              | roots! I'm glad you showed it to me, but there is |
|              | no way to put a price on something with such |
|              | sentimental value. Also, while it's not terrible, |
|              | the book does smell a bit of the sewers. So you |
|              | keep it as a family treasure. |
+-----+-----+-----+
| FOUND      | Get 8000 points.                |
+-----+-----+-----+

```

```

=====
| 7A | NAME       | No.43 Louis Quinze Cabinet      |
+-----+-----+-----+
| AREA       | Episode 9-3 The Sewers          |
+-----+-----+-----+
| RATING     | * *                             |
+-----+-----+-----+
| DESCRIPTION | A: Ah, yes - now this is what you call and |
+-----+-----+-----+
|              | antique! This is perfect for my store! The |
|              | rococo-esque relief and design is still popular to |
|              | this date. Where did you find this nice-looking |
|              | cabinet? |
|              | |
|              | M: Umm... The sewers. |
|              | |
|              | A: What? |
|              | |
|              | M: The sewers! It was just lying there! It's true |
|              | dude? |
|              | |
|              | A: Did somebody try opening this thing? Anybody? |
+-----+-----+-----+
| FOUND      | In the same room as Footmech Splinter in a box. |
+-----+-----+-----+

```

```

=====
| 8A | NAME       | No.44 Toy                       |
+-----+-----+-----+
| AREA       | Episode 10-1 Subway Tunnel      |
+-----+-----+-----+
| RATING     | * * *                           |
+-----+-----+-----+
| DESCRIPTION | A: This toy is certainly unique, and it has such |

```

```

+-----| a futuristic design! But, I wouldn't call it an
| antique or a collectible.
|
| D: It's an alien subway toy. We found this when
| we went to the future.
|
| A: No wonder the designs are so innovative! By
| the way, isn't it amazing I just believe the
| stories you tell me? I mean, think about it -
| who'd believe that this came from the future?
| It's amazing!
+-----+
| FOUND | After the falling pillars you must cross a big
+-----| gap by walking up a crashed train. There is a
| lonely box at the bottom. Use the broken railway
| to get it.
+-----+

```

```

=====
| 9A | NAME | No.45 Diamond Ring
+-----+
| AREA | Episode 10-2 Collapsed Area
+-----+
| RATING | * * *
+-----+
| DESCRIPTION | This is wonderful! This type of cut can't be done
+-----| with current Earth technology! I wonder how they
| did this. I can't even begin to imagine. Hrm. I
| guess one thing I can complain about is the
| design. Don't you think it's too fancy? A bit
| avant-garde, perhaps? Regardless, this item must
| be worth a lot.
+-----+
| FOUND | Once on the other side of the street using the
+-----| huge mountain with Archer enemies on it, there
| will be a lonely box beneath the street. Go past
| the Archers at the mountain and walk on until you
| find where the street is broken. Carefully jump
| down to find a lonely box.
+-----+

```

```

=====
| 10A | NAME | No.46 Figure (Slashuur)
+-----+
| AREA | Episode 10-3 Air
+-----+
| RATING | * * *
+-----+
| DESCRIPTION | A: Oh, this is nice! I'm sure kids would love
+-----| this, but I don't know who he is. I wonder which
| comic he's from.
|
| M: He's not a comic book hero. He really exists!
| In outer space, kids grow up listening to his
| story. He's a truly brave and mighty warrior.
|
| A: Mikey, you talk like you've seen him. You read
| to many comics. Are you OK?

```



+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
| FOUND | In one of the boxes in the arena. |  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

=====

| 10. COMPUTER, BONUS MATERIALS |

=====

In this place, you can take a look at all the Bonus Materials you can get through the adventure. You can take a look at concept art of both the heroes and enemies, backgrounds or even concept art of some of Playmates TMNT toys.

CHARACTERS

-----

Leonardo A

- 10 sketches of Leonardo containing normal sketches of him.

Leonardo B

- 10 sketches of Leonardo containing concept art of him.

Slashuur

- 10 sketches of Slashuur containing normal sketches and concept art of him.

Raphael A

- 10 sketches of Raphael containing normal sketches of him.

Raphael B

- 10 sketches of Raphael containing funny stuff and concept art of him.

Casey

- 10 sketches of Casey containing normal sketches, funny stuff and concept art of him.

Michelangelo A

- 10 sketches of Michelangelo containing normal sketches of him.

Michelangelo B

- 10 sketches of Michelangelo containing funny stuff with him.

Karai

- 10 sketches of Karai containing normal sketches and concept art of her.

Donatello A

- 10 sketches of Donatello containing normal sketches of him.

Donatello B

- 10 sketches of Donatello containing funny stuff and concept art of him.

Splinter

- 10 sketches of Splinter containing normal sketches, concept art and funny stuff with him.

April

- 10 sketches of April containing different outfits for her.

Miyamoto Usagi

- 2 sketched of Miyamoto Usagi/Usagi Yojimbo containing normal sketches of

him.

## ENEMIES

-----

### Shredder

- 10 sketches of Shredder containing sketches of him as a utrom and as a human.

### Drako

- 2 sketches of Drako containing normal sketches of him.

### Ninja Rats

- 2 sketches of the Ninja Rats and their master containing normal sketches of them.

### Traximus

- 2 sketches of Traximus containing normal sketches of him.

### Leatherhead

- 2 sketches of Leatherhead containing normal sketches of him.

### Elite Guard

- 2 sketches of the Foot Elite Guards containing normal sketches of them and their weapons.

### Spasmosaur

- 2 sketches of Spasmosaur containing normal sketches and concept art of it.

### Hun

- 2 sketches of Hun containing normal sketches and outfits for him.

### Ultimate Ninja

- 2 sketches of the Ultimate Ninja containing normal sketches of him.

### Secondary Characters A

- 10 sketches of some secondary characters containing normal sketches of utrom bodies, Federation guards, Foot Ninja's (in different forms), Foot Techs, Baxter Stockman, Triceraton guards and Utroms.

### Secondary Characters B

- 10 sketches of some enemies containing normal sketches and concept art of Cyclopus, Redurians, Foot Sumo Ninja's, flying enemies and some crocodile mousers.

### Others

- 10 sketches of some other stuff containing normal sketches of Baxter Stockman's brain in a capsule, Baxter Stockman's moving head, Baxter Stockman as a Utrom, Fugitoid, General Blanque, the giant sweeping machine, Mr. Mortu as a utrom, Ultimate Daimyo, Prime Leader Zanroman and Shredder's sword.

## BACKGROUND ARTS

-----

### NY (New York)

- 5 background arts of New York City.

Planet D'Hoonnib

- 5 background arts of Planet D'Hoonnib.

Feudal Japan

- 5 background arts of the Feudal Japan.

Kuraiyama

- 5 background arts of Shredder's kuraiyama.

BATTLE NEXUS

- 5 background arts of the Battle Nexus tournament.

Vehicles

- 10 sketches of some vehicles from the game containing some spaceships etc.

Animation Storyboards

- 10 sketches of some storyboards of the game.

CG

- 10 sketches of some nice cutscenes.

OTHERS

-----

Playmates A

- 8 sketches of some of Playmates Toys's TMNT toys containing promo art of the Air Ninja's and Zanroman's Cruiser.

Playmates B

- 12 photos of some of Playmates Toys's TMNT Battle Nexus toys containing promo's of their equipment and weapons.

Playmates C

- 10 sketches of some of Playmates Toys's TMNT toys containing normal sketches and promo art of Butterfly Swords, Dark Assasin, Drako, Feudal Shredder, General Blanque, Gen, Master Yoshi, Traximus, Ultimate Daimyo and the Ultimate Ninja.

Playmates D

- 11 sketches of some of Playmates Toys's TMNT toys containing promo art and concept art of the Top Turtles and Robo Hunters.

Gallery

- 11 images of the TMNT together.

=====
| 11. TOURNAMENT |
=====

In this place you can fight enemies for prizes. There are four different tournaments to play. The first one is called Open Brawl and is available from the beginning. If you beat that tournament, you will unlock Casey Jones as a playable character.

The second tournament is called Monster Open and is opened if you finish Episode 5-8.

The third tournament is called Foot Fight and this one is unlocked if you finish episode 11-7.

The last tournament is called Battle Nexus and this one is opened if you win the Foot Fight tournament.

---

| OPEN BRAWL TOURNAMENT |

---

Prizes: Crystal, Antique Search, Casey Jones

The Antique Search allows you to see if you have found an Antique in a stage when you are going to select a stage.

Round 1: Foot

A few Foot Soldiers, easy to win against. Attack rapidly to win.

Round 2: Mousers

A couple of Mousers, shouldn't be hard. Use Raphael's drill attack.

Round 3: Bats

Dash around until they chase, then attack. Use Donatello's charge attack.

Round 4: Shooters

Standard D'Hoonnib Federation Guards, shouldn't be that hard.

Round 5: Team Utrom

A random group of Utrom Guards. Attack them rapidly.

Round 6: Archers

Foot Soldiers with bow and arrows. Attack them before they fire.

Round 7: Federats

A group of D'Hoonnib Federation Soldiers. They are easily defeated.

Round 8: Giants

You'll fight a mix of all the previous fights + the Afro Mobsters. An easy win.

Round 9: Muscle

Another mix but this includes some Purple Dragons too. Another easy win.

Round 10: Alien Invasion

A bunch of D'Hoonnib Shooters. They are a little harder. Use a lot of shurikens to damage them and then attack them.

---

| MONSTER OPEN TOURNAMENT |

---

Prizes: Crystal

Round 1: Bergs

Four plants and four big guys. An easy win for you here.

Round 2: Greens

Some green enemies. A pretty easy but frustrating win.

Round 3: Raptors

A bunch of Raptors. An easy win, but it's both frustrating and hard-fought.

Round 4: Durians

A bunch of big purple insects. A pretty easy win with Michelangelo's flying move.

Round 5: Spiders

Some spider-looking enemies. A hard-fought win.

Round 6: Raz

A big red guy with claws. A pretty easy win for you. Keep on attacking.

Round 7: The Rocks

Some big enemies to face. Keep on attacking and you should win quickly.

Round 8: Nails

Another big red guy with claws. He's a little harder, but not very hard.

Round 9: Rynokks

Some new big guys. Keep on attacking again and you should win.

Round 10: Leatherhead

A boss-fight. Look out for his water strike but that's all.

---

| FOOT FIGHT TOURNAMENT |

---

Prizes: Crystal, Antique

Round 1: Techs

Some Foot Techs and ninjas. Very easy to defeat.

Round 2: Elite Guard 1

An Foot Elite Guard and four Foot Archers. Defeat them as fast as possible.

Round 3: Feudals

Some feudal warriors. This battle is very hard-won so try your best.

Round 4: Elite Guard 2

Another Foot Elite Guard with some Foot Archers. Easy win.

Round 5: Mega Foot

A bunch of Foot's but shouldn't be that hard for you.

Round 6: Hun

Hun with some Foot's. A pretty easy win, but two or three players are recommended.

Round 7: Elite Guards 3

You'll now face two (!) Foot Elite Guards and some Archers. I recommend more than one player in this fight.

Round 8: Footmech Splinter

Can be pretty hard sometimes as he uses all the TMNT's charge attacks. Two or three players are recommended.

Round 9: Karai

Karai and some Foot's. Pretty easy win, but two players are recommended.

Round 10: Mega Shredder  
Shredder and some Sumo's. Also a pretty easy win.

---

| BATTLENEXUS TOURNAMENT |

---

Prizes: Crystal, Antique

Round 1: Creatures  
Three monsters to face but they are very easily defeated.

Round 2: Omega Bursts  
A bunch of Foot Techs but they shouldn't be any problems now.

Round 3: Traximus  
Traximus and some Triceraton guards. A new easy win.

Round 4: Ninja Rats  
The Rats and some more enemies, but a very easy win.

Round 5: Ultimate Ninja  
Look you for his dragon- and shuriken bomb-attacks, but not harder than that.

Round 6: Krokodils  
A bunch of Leatherhead crocodiles. A very easy win for you.

Round 7: Splinter  
Just like the Footmech Splinter, but just a little stronger.

Round 8: Slashuur  
Pretty easy, but can be pretty frustrating sometimes anyway.

Round 9: Miyamoto Usagi  
A very fast guy. Prepare for a quick U-turn from him.

Round 10: Drako  
Very easy if you two or three players. Attack him instantly and he won't be able to attack you.

---

| 12. TMHT ARCADE |

---

To get the Teenage Mutant Hero Turtles Arcade Game, you need to find the Antique in Episode 9-1. Go to the 2nd Time Around section to find out where to find it. Once it's found, go to the shop and take a look at it (it's an arcade machine). When you exit the shop, a text will appear containing the information that you can play the TMHT Arcade Game.

To play it, go to the Main Screen and it you can now select it there. What's new for this game is that up to four players can play. Though, you cannot select which turtle you wan't to be. Instead, each control will control one turtle. Control 1 controls Leonardo, Control 2 controls Michelangelo, Control 3 controls Donatello and Control 4 controls Raphael. So you have to switch controls with your friends to control the turtle you wan't.

The game is the same one as you could play on the arcade machines. For those of you who has played the TMNT 2: The Arcade Game for NES may recognise the game. It's almost the same, though there are a few differences. The graphics are better, which is good, but the game is a lot shorter than the NES version because some stages from that version is not included, like the snow stage and the China Town stage. I took me about 30 minutes to finish the game. If you play four you will certainly finish it in 15 minutes. So don't have a ny higher expectations of this game.

---

| 13. PASSWORDS |

---

Throughout the adventure, you will sometimes get some passwords to put in. Here is a list of all the passwords in the game, if you can't wait to get them all.

| PASSWORD      | PASSWORD NAME          | EFFECT                                                   |
|---------------|------------------------|----------------------------------------------------------|
| S D S D R L D | Abyss                  | Don't fall from anywhere.                                |
| L R S R D R D | Fatal Blow             | Any damage will be fatal.                                |
| R L M R D S L | Lose Shuriken          | Shurikens are no longer available.                       |
| S L S D R D L | Nightmare              | Enemy attack power is doubled.                           |
| R D S R M R L | Super Tough            | Enemy defense is doubled.                                |
| D R S L L S R | Poison                 | The TMNT suffer from poisonus effects.                   |
| M R M D R M D | Endurance              | Life restore items are unavailable.                      |
| L S D R R D R | Mighty Turtle          | The TMNT recieve no damage.                              |
| M R L M R M R | Pizza Paradise         | All life restore items are pizzas.                       |
| D R M S R L R | Selfrecovery           | Life-gauge gradually restores itself.                    |
| S D L S R L L | Super Offence<br>Power | Attack bonus is doubled.                                 |
| L D R M R L M | Super Defense<br>Power | Defense bonus is doubled.                                |
| R S R L R S M | Unlimited<br>Shuriken  | The TMNT can now carry an unlimited amount of shurikens. |
| D S R D M R M | Health                 | The TMNT do not suffer from damage effects.              |
| S S S M R D D | Toddling               | When walking, the TMNT will sound like toddlers.         |
| M L D S R D M | Squeaking              | Wacky sound effects.                                     |
| D S L R D R M | Battle Nexus           | New Battle Nexus outfit for Donatello.                   |

|               |              |                                                     |
|---------------|--------------|-----------------------------------------------------|
|               | Donatello    |                                                     |
| L M R M D R D | Battle Nexus | New Battle Nexus outfit for Leonardo.               |
|               | Leonardo     |                                                     |
| M L M R D R M | Battle Nexus | New Battle Nexus outfit for Michelangelo.           |
|               | Michelangelo |                                                     |
| S S S M R D D | Battle Nexus | New Battle Nexus outfit for Raphael.                |
|               | Raphael      |                                                     |
| R D L D S M D | Samurai      | New Samurai outfit for Donatello.                   |
|               | Donatello    |                                                     |
| S M R D L M L | Samurai      | New Samurai outfit for Leonardo.                    |
|               | Leonardo     |                                                     |
| M D S M S D M | Samurai      | New Samurai outfit for Michelangelo.                |
|               | Michelangelo |                                                     |
| D D R S M S R | Samurai      | New Samurai outfit for Raphael.                     |
|               | Raphael      |                                                     |
| S R M L D D R | Playmates    | Playmates Toys prototypes added to Bonus Materials. |

-----  
| NEW PLAYABLE CHARACTERS  
-----

Play as Casey Jones  
Win the Open Brawl tournament, or wait 5 days.

Play as Splinter  
Complete Episode 11-7, or wait 10 days.

Play as Karai  
Defeat Karai in the Foot Fight tournament, or wait 35 days.

Play as Slashuur  
Defeat Slashuur in the Battle Nexus tournament, or wait 45 days.

When waiting 5 to 45 days to unlock the characters, you can do a little trick to make it hurry, which is described below.

Unlock all playable characters  
-----

Note: This works on all three consoles (GameCube, PlayStation 2 and Xbox)

Make sure you have a saved game file of the game. Now, do not have the game disc in the console. Go to the date system and set it two or three months ahead from the date you last saved the game on. Now, insert the game disc in the console. On the title screen, select Continue. Now, go to Home and you will see all the playable characters run around. To confirm that they are unlocked, exit Home, finish any stage and save. Don't worry, you can change the date back to normal now.

There are rumors about that you can play as Miyamoto Usagi, or Usagi Yojimbo as he is also called, but I don't know how to do so. If anyone



knows how to unlock him, if he is unlockable, then please let me know.

UPDATE: Usagi Yojimbo is NOT available as a playable character.

=====  
| 14. LEGAL |  
=====

Teenage Mutant Ninja Turtles, all associated characters, and games are  
copyright by Kevin Eastman, Peter Laird and Konami, Ltd.

This document is copyright Cyphax and hosted by VGM with permission.