

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

by Pelord

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-TMNT III: The Manhattan Project- FAQ-

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About the FAQ

Before little kids had an interest in things like Power Rangers, there were the Teenage Mutant Ninja Turtles. They had comics, a cartoon, movies, and of course, a few video games. One of such games was TMNT III: The Manhattan Project for the NES. When the NES game before it, based off the Arcade game, became a big hit, this one was made to follow.

TMNT III Story

The turtles are on vacation in Florida after a recent victory over their enemy, the Shredder. They are watching the news when to their suprise, they see Manhattan being pulled into the sky by a giant spaceship! And of course they decide to end their vacation early and save Manhattan...

The Turtles and Their Moves

All four of the turtles are the same, except for their special attacks.

Jump: Press A.
Attack: Press B.
Jump Kick: Jump, then press attack in the air.
Jab & Toss: Press Down when you press B to attack.
Escape From Enemy: If an enemy Grabs you, press any button rapidly to escape.

Special Attack: Press A and B Simultaneously.

(Leonardo): Sword Spin

(Michaelangelo): Kangaroo Kick

(Donatello): Knockout Roll

(Raphael): Drill Attack

(Note: Using a Special Attack drains one unit of energy)

Enemies

Foot Soldier: The most common enemy. Different colored Foot Soldiers signify a different attack.

Mouser: Little annoying robots that attack in groups.

Stone Warrior: Stone minions of the evil alien, Krang.

Electric Mines: Just what they sound like.

Cobra Copter: Deadly air-attack copters that will shoot you down before you know it.

Hoverbots: Strange insect like robots that home in on you and explode on impact.

Robofoot: Android-Looking Foot Soldiers that move slowly, until they decide to shoot at you, in which they run to the edge of the screen and fire.

Tubular Transport: Small Mosquito like helicopter robots that attack in groups like the Mouser, but they fly and shoot lasers.

Flippers: When you see an egg-like thing fall from above, be ready for when they split into two of these mysterious laser shooting robots!

Flying Pods: Floating spheres that shoot fire.

Rocksteady: The rhino with a machine gun.

Groundchuck: The raging bull.

Slash: Your ugly, evil twin.

Bebop: This time, the warthog has a ball and chain on his head!

Dirtbag: A rat with a huge pick-axe.

Giant Mouser: A larger version of the regular Mouser, which spits out smaller versions of itself.

Leatherhead: He's a crocodile. Or an aligator. Or something.

Rahzar: A wolf that's quick on it's feet.

Shredder: Uh, who is this again? J/K

Tokka: Way uglier than Slash but not that fast.

Krang: The "brains" of the operation. (No pun intended- ok, it was)

Walkthrough

Stage 1- "Ft. 'Slaughterdale' Beach"

Stage one starts out calm enough, with some surf at the bottom of the screen, and a few Foot Soldiers. Some jump out of buildings, come down poles, and jump out from behind signs, but the fun begins when they start jumping out of the sand! Look for their shadows to see where they will jump out. When you reach the bridge, Foot Soldiers will jump out from under the bridge, making large holes where they came from. If you fall in, you get hurt. At the end is Rocksteady. He can only shoot you if you approach head-on, if you come from above, below, or at an angle, you have a better chance.

Stage 2- "Typhoon Tidal Pool/Baron Von Spleen's Battle Barge"

This level starts out with some surfing. You have to avoid not only Foot Soldiers jumping out of the water, riding on surfboards, but as well as electric mines, and an Air-Attack crew. When you reach the battleship, you will have Foot Soldiers coming out from inside the ship, as well as many gun turrets. The guns can be destroyed with several attacks. Groundchuck appears at the end of the level and tries to ram you over. He usually gets stuck after his charge attack for a few seconds. At one point, he takes the pipe off the wall and swings it around to try and hit you. You can hit him when he swings in the opposite direction.

Stage 3- "Brooklyn Bridge (Is Falling Down)"

Here you see the results of Manhattan being pulled right off the earth... the bridge has been left in ruins. There are many places to fall off the stage. At several points Foot Soldiers will throw huge wrecking balls at you (some Foot Soldiers even ride them!). Also, don't get run over by Bebop in his truck. Near the middle of the stage, Slash jumps off the truck. Slash will spin along the ground in his shell, and will cause a lot of damage if he touches you. Near the end, you face some Stone Warriors before you fight Bebop. Avoid Bebop's ball and chain, and if possible, see if you can get him stuck against his truck.

Stage 4- "Welcome to the Jungle (Streets/Subway)"

You are on the now floating island of Manhattan. This level may look like a mix of level 2 and 4 from the TMNT Arcade Game. There are a few places you can fall off, but not many. Things aren't always what they seem in this level... sometimes what seems like a armless Statue of a Foot Soldier may jump right off it's pedestal and attack. Also, look out for Foot Soldiers to jump out of the sewers. If you can, hit the sewer lids they throw at you back at them with a well-timed attack. When you enter the subway, Dirtbag appears in a mine cart. Don't get run over by it. When you fight Dirtbag, avoid the sound-wave attack from his helmet and also his

pick-axe. Sometimes the pick-axe gets stuck in the ground, giving you time for a few cheap shots. If you can, try to get him stuck on the far right of the train track near the bottom.

Stage 5- "Sewer Pipe Nightmare"

This level can seem to go on forever. Of course it doesn't, but there are many places with what seems to be an infinite number of enemies. In this level you encounter the Mousers, and the Giant Mouser. The small Mousers aren't much of a problem if you destroy them quickly. You also have to deal with exploding pipes, hoverbots, and Foot Soldiers jumping out of the water (remember to look for the shadows). It also seems that the Foot Soldiers have improved their attack skills even more now, including deadly sliding attacks, and laser beams. Leatherhead is at the end of this section. It's possible to get him stuck on the platform if you attack him as soon as he jumps on it. If this doesn't work, then look out for his dart gun, his tail (very important) and don't stay too close for too long, or Leatherhead will grab you with one hand and knock you out cold. Don't get near him if it looks like he is "tiptoeing".

Stage 6- "Technodrome"

The Technodrome is the Base that Shredder calls home. The Tubular Transports seem to come right out of the Television monitors, so be careful! Some Foot Soldiers appear from hatches on the ground. Another point of interest is the conveyor belt. When you ride it, several laser beams scatter across. You only have to jump the low beams, but since you have to fight enemies while doing so, there is a risk of jumping into a higher beam. Rahzar is at the end of this section. He mostly jumps around and will try to swipe at you with his claws. Not only that, but look out for his ice breath. Defeat Rahzar, and you get to fight Shredder. He jumps off the walls and tries to slice you with his sword. Shredder is very accurate with all his attacks and they will be hard to avoid. Just don't let up.

Stage 7- "Vertigo Point Tower"

Shredder escapes the Technodrome, and heads to the top of a tall building to reach Krang's Spaceship. The turtles follow, starting out on a service elevator on the side of the building. A lot of junk will fall from the sky, not to mention Foot Soldiers on Hover-Boards, and even some Mousers. On the rooftop is where all the real action is... Foot Soldiers with all kinds of attacks. Near the end, a small flying craft appears, where Foot Soldiers jump off of it. After this, you meet Tokka. Tokka is a pain, especially with the Electric Neon "Foot" sign in the background. If you touch it, you get fried. Not only that, but Tokka can uppercut you right into the sign! Jump kicks don't work too well because Tokka can block them. Avoid his completely insane breath as well and you are on your way.

Stage 8- "Krang's Spaceship"

The longest level yet. This one is two long sections, each with a boss at the end, and then there is still the final fight. Everything you encountered before will return here. In the first section, Foot Soldiers will pop out of Teleport Machines. And this level is also home for the strangest enemies of them all... laser pod droids will fall from the sky and be a real pain.

The Giant Mouser returns at the end of the first section. The Second section is a lot like the first, except now you have some flying spheres to deal with. Survive the mayhem and you meet Krang in his robot suit. At first the robot is on piece, but after a while it splits in two, with the legs running around, and the upper body flying around shooting lasers. It doesn't matter which part you attack, but be sure not to get attacked yourself. Sometimes Krang will try to squash you with a Hammer! You know you are about to win when Krang's robot becomes one piece again. After Krang's robot blows up, Krang enters the warp and leaves. Now enter the final door... here you see Shredder again, and the machine responsible for Manhattan floating in the air. Shredder pours a container of Mutaogen on himself and becomes Super Shredder (go figure). Super Shredder's two dangerous attacks are: to Fire A Beam of Lightning in the air, causing him to warp around the room, while the lightning beam comes from one side of the screen and moves to the other. The other attack is a fireball like thing that if it hits you, one whole life is subtracted from your life meter! If you keep attacking, you win after a LOT of hits. Then you see the victory scene and such.

Other

FAQ Last Updated: March 21, 2005

-The site that this FAQ linked to for so long bit the dust years ago, so I changed it. This FAQ will no longer be updated.

Just a few quick hints: most of the time, the best attack is a Jump kick. If you stay on the ground for most attacks you are left more vulnerable to attack yourself. Also, if you are down to just one hit point, go crazy with your special attack. You have nothing to lose, and most of the time, the special attack is the best offense you can use, especially against bosses.

Remember, that if you find a slice of pizza, it refills your energy!

If you enter the Konami code on the title screen:

(Up, Up, Down, Down, Left, Right, Left, Right, A, B, and Start)

It gives you access to the Options Screen. Here you can choose the stage you start on, the difficulty, your amount of lives, and it even has a sound test.

On the Turtle select screen, keep pressing DOWN until the words "Random Select" appear, then when you press a button to confirm selection, the CPU gives you a random turtle to start with.

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3. If you want to see more stuff like this, be sure to visit my site (The Url Is Near the Top). If I know people enjoy the FAQ's I write, I might do more...!

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Well, that's it. This FAQ was long overdue, huh?

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