



**BEN  
10  
ALIEN  
FORCE**™

**WALK THROUGH**

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## The Story

Ben Tennyson is back with his controlling, yet loyal, cousin Gwen and his old nemesis, now an ally, Kevin Levin for a whole new adventure for the Nintendo DS! Ben still holds responsibility for the Omnitrix, a mysterious wristwatch that grants Ben the awesome power to transform into several alien forms. Five years after he found the Omnitrix, he must now use the Omnitrix's powers wisely to help find his Grandpa Max who has mysteriously disappeared.

## Alien Forms

With a new set of alien forms to choose from, Ben must learn to utilize each alien's strengths to help him, and remember to be cautious of their weaknesses.

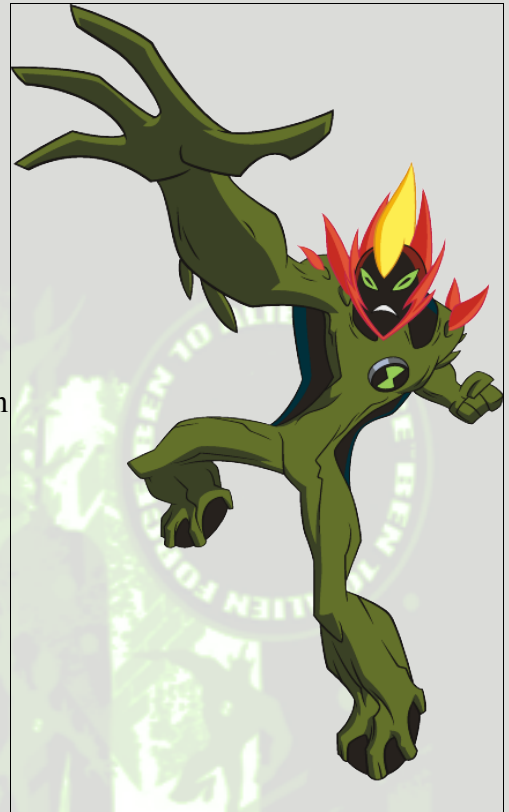
### Humungousaur

With his enormous size and strength, he is the powerhouse of the alien forms. As with many big and strong creatures, Humungousaur moves slower than the other alien forms. With his strength, Ben can surpass certain obstacles that would otherwise be impassable by anybody else.



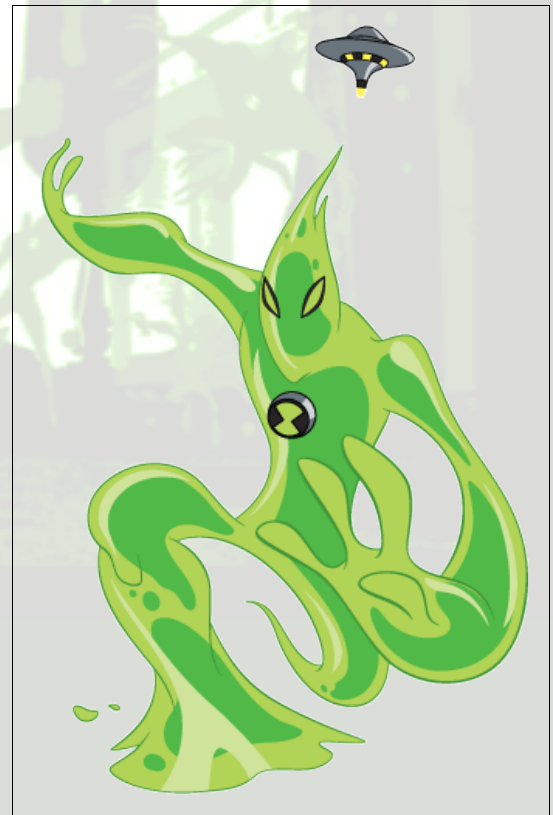
## Swampfire

This alien form allows Ben to control powers from both earth and fire. Swampfire is neither the strongest nor the weakest alien form. His most unique trait is the ability to regenerate health when he isn't taking damage.



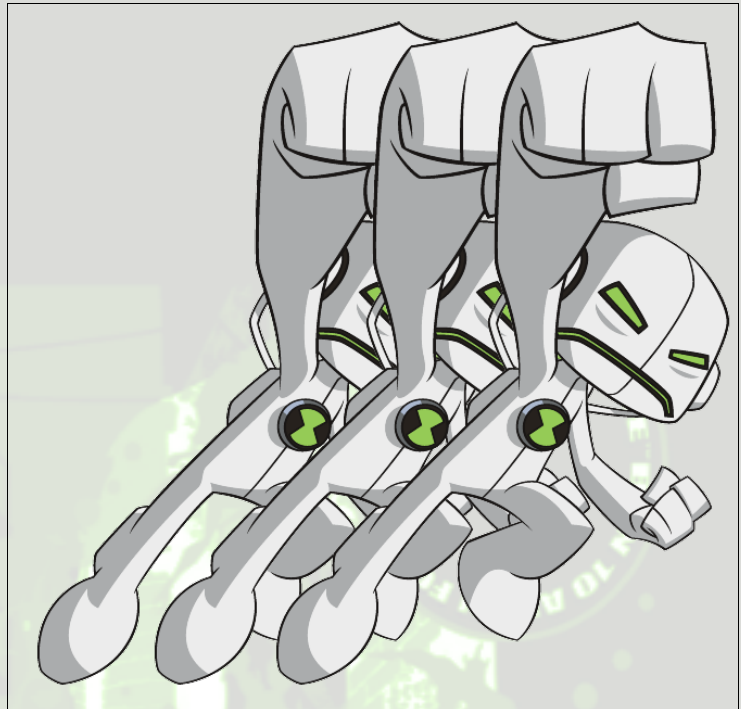
## Goop

Is he liquid or solid? Goop is both liquid and solid, but unfortunately, he is very weak as a shape shifter. Successfully completing quick combos will cause large amounts of damage to the enemies around him.



## Echo Echo

Echo Echo is a very small robot that does not deal a lot of damage with direct hits. Although, being small has its advantages, and allows the robot to dodge projectiles effectively. Echo Echo relies on his abilities to clone himself and to create high pitched sound waves to defend himself.



## ChromaStone

This mysterious creature thirsts for battle and is always ready to deliver a powerful hit. Not very big in size, ChromaStone believes that “It's not how **hard** you hit, it's how you hit, **hard**.” ChromaStone can run and jump fairly quickly, but his attacks are slow moving with powerful results.



## Controls

The game has very basic moves such as running, jumping, attacking, and blocking that can be made with the push of a button. It is up to you and Ben to combine these moves effectively making your way through the various levels and hordes of enemies to save Grandpa Max.

<b>Actions</b>	<b>Controls</b>
Run	Left and Right on D-Pad
Duck	Down on D-Pad
Swhich Alien Forms	Left or Right Trigger
Select Alien Form	Touch the touch screen alien portrait / Press Left and Right Triggers simultaneously
Jump	B Button
Double Jump	B Button during a Jump
Block	X Button
Attack	Y Button
Special Attack	A Button (hold in the button to charge up the attack for more damage)
Jump Attack	Y Button during a Jump
Jump Special Attack	A Button during a Jump
<b>Combo</b>	<b>Attacks</b>
Double Regular	Y, Y
Triple Regular	Y, Y, Y
Special Combo	Y, A
Triple Special Combo	Y, Y, A

## The Omnitrix

The Omnitrix is the key to Ben's success in completing the game. The Omnitrix is located on the touch screen and is easy to control. The Omnitrix is what Ben uses to transform into the different alien forms and even back into his own original form. As different as Ben may appear on the outside, he is still the same guy on the inside. This unique wristwatch also keeps track of certain statistics to help inform the player as they progress through the game. These statistics consist of: the score, the number of lives, Plumber Badges attained, and Hologram Messages attained.

## The HUD

On the top screen, you will notice a small red bar running horizontally across the screen in the top left corner. This red bar is a representation of Ben's health. As the red bar decreases in size, the lower Ben's health gets. Once the red bar is gone, Ben will lose a life and start the level over.

## Collectible Items

### Upgrade Points



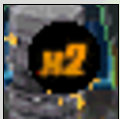
Every enemy in the game (except Spitter DNAliens) drop upgrade points that are in the form of yellow orbs when they are defeated. These orbs come in small and large sizes and are used for purchasing Upgrades. Each alien form has its own Upgrades available for purchase with the Upgrade Points.

### Health Bonuses



These health bonuses look like red orbs and are typically found in breakable objects such as barrels and boxes, but can also be found after defeating enemies. These also have small and large sizes that increase Ben's health accordingly.

### Score Bonuses



The score bonuses are rare and will appear after defeating enemies. These bonuses will provide a boost to the player's score when collected.

### Extra Lives



During gameplay, extra lives will spawn on the map in certain levels. Collect these items to help prolong Ben's existence!

## Plumber Badges



In every level, in a secret location, lies a Plumber Badge. Plumber Badges, once collected, unlock extra content such as information about the different aliens and their home worlds. All Plumber Badges must be collected to achieve 100% completion.

## Hologram Messages



There will also be one Hologram Message every chapter. Each message will contain information about the Alien Force series that the player wouldn't otherwise be privy to. All Hologram Messages need to be collected to achieve 100% completion.

## Power-Ups

### Invincibility



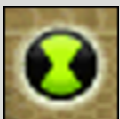
The blue Omnitrixes are harder to find than the other orbs and Omnitrixes, with good reason. The blue Omnitrixes make Ben invincible for a limited amount of time after collecting this Power Up! This is indicated by the HUD changing colors from red to blue. Remember, Invincibility won't last forever.

### Atomic Power



Once collected, the Atomic Power power-up boosts the Omnitrix and allows the player to deal double damage! This will make the Health Bar flash from white to red for a short time.

### Hero Score



This Power Up will double the amount of Experience that the player gains, as well as the score they receive from defeating enemies. This will change the color of the HUD to green just for a short time.

## Enemies

### Basic DNAlien

The Basic DNAlien attacks from the ground by lashing out with its claws at Ben. They also like to shoot long tentacles from their stomach to attack Ben from a distance.



### RayGun DNAlien

RayGun DNAliens attack from a distance by shooting their guns at Ben. Be careful though, if you get too close they will also attack with melee moves as well.



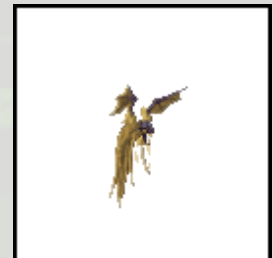
### Spitter DNAlien

Resembling a Basic DNAlien, these enemies will launch green goo from their mouth to attack Ben from a distance. They will also attack with their claws if you get too close.



### Flying DNAlien

As their name describes, these enemies attack from the sky rather than the ground. They seldom travel alone because they are very weak and take one hit to defeat.



### Hound DNAlien

This is not your normal house pet. These ferocious mutts attack with full force but are not very smart. Maneuver behind them and attack quickly before they realize you're there.



### Basic Forever Knight

Forever Knights have a sword to protect them from head-on damage. It is difficult to defeat them head on, so once their guard is up, sneak behind them and attack them that way.



### Basic Projectile Forever Knight

These knights enjoy spawning with a friend. This tag team likes to surround Ben and shoot him from both sides. Jump and block your way close enough to attack them. Unlike the Basic Forever Knight, these enemies cannot block your attacks.



### Armored Forever Knight

These enemies are the same as the Basic Forever Knights, but are bigger, hit harder, and have more health points. Use the same strategy against them as you would for the Basic Forever Knight.



### Armored Projectile Forever Knight

As you can see, these Knights wield a big gun. Use either Echo Echo or Ben to walk underneath the gunfire and attack them.



### Forever Knight Drone

These are flying robots that attack with their razor sharp claws and will electrocute Ben. These are also hard to find alone, but they take more than one hit to destroy, unlike the Flying DNAlien



### Robot Forever Knight

Do not let these Knights hit you! If they do, you will lose a significant amount of life. These enemies are very slow moving and do not defend themselves from enemy attacks.



### Xenocite

These octopus looking creatures came from a spawning pod. Once they leave the pod, they jump around trying to attach themselves to Ben's face. They only take a couple of hits to defeat, but if they do get on Ben's face, they stop Ben from performing attacks, jumping, and dodging. They will slowly drain life from Ben and the only way to get rid of them is to transform into a different alien form.



## Select Level Menu



The Select Level Menu is where your adventure begins. Touch the steering wheel at the bottom of the Touch Screen on either its left or right side. Doing so will move the icon accordingly, indicating which level you wish to enter. There are four levels: the Shipyard, Warehouse, Cave, and Tower. Each level has four sub-areas, represented as dots on a line segment, with the last area being the Boss battle for each level. Areas that have not been played or unlocked, appear black, showing the player what is left to play. Each area that has been played and unlocked appear as green circles, with the completed Boss battles appearing as one red circle at the end of the level line segment. To start a level, touch either the icon on top of the level or touch the Arrow button located next to the level preview picture. When a level has already been completed, the top screen will display the statistics gained upon completing the level. The statistics shown will consist of the High Score, number of Plumber Badges gained, and Hologram Messages gained. If a level has been completed but

you wish to play it again, a sub menu will pop up giving difficulty options to choose from. These options consist of Normal, Hard, and Insane. The enemies' health will increase accordingly to each difficulty. The default difficulty for any level that has not been completed is Normal. This menu also gives access to the Upgrades menu where the player can use their Upgrade Points to purchase Upgrades for each alien form. Also, the player can access the Plumber Database Menu to view any unlocked content that they have acquired throughout the game.

## Plumber Database

Here is where all the unlockable content is previewed. From never before seen images, to Character Biographies, and Alien Planetary Information. Images and Character Bio's are unlocked by collecting Plumber Badges and Hologram Messages. Each level will contain one of each, except Shipyard – Area 1 which does not contain a Hologram Message. All content will preview as “LOCKED!” before the player has collected any Hologram Messages or Plumber Badges.



## Mini Game



In the Mini Game you will play as Gwen or Kevin and once you complete the game, you will be able to play as both at the same time. To defeat the flying DNAliens, use the 1, 2, and 3 power moves in the order indicated by the sign that the DNAliens are carrying. Each flying DNAlien will count as five points with the Forever Knight Drones counting as ten. The score of the Mini Game is tallied as upgrade points that you can use to purchase upgrades for the different alien forms. Once you have matched the three numbers underneath each enemy, a score will be tallied and time will be added to timer. So be quick to get as many points as possible!

## Walk Through

### Shipyard

#### Area I.

Starting the level as Ben, move right. After defeating a couple of free roaming enemies you come upon a stack of four boxes and a yellow I-beam. Jump on top of the boxes to reach the yellow I-beam and proceed to the right. Continue climbing the yellow I-beams and defeating the free roaming enemies until you are forced to drop to the ground below. To the right of where you land is the first enemy encounter, switch to Humungousaur since he inflicts the most damage, and engage the enemies. After defeating those enemies, you will receive an indication arrow telling you that you may proceed. Continue along until you reach the second set of yellow I-beams. This time, you will take the ground

route. Fall down to the ground level and move to the right to collect a **Plumber Badge**. Then, continue to move to the right. Here, you will reach your second enemy encounter. Switch to Humungousaur to dispatch the enemies quickly. Follow the indication arrow, still in the Humungousaur alien form, until you reach the third enemy encounter. Defeat the enemies and continue to move right. Once on top of the hill, be prepared for a lot of free roaming enemies. After defeating them, continue right to the end of the level.

### Area 2.

Starting the level as Ben, be careful of the two free roaming enemies that attack you right off the bat. Proceed right, through the level past the stack of four yellow boxes, and jump on top of the yellow I-beam. When you reach the end of the beam, double jump as far right as you can to land on the stack of five boxes laid in a row. Proceed right up the hill, and past the light pole, defeating any free roaming enemies that you encounter. Here, you will encounter the first enemy encounter. After the third wave, you will receive the indication arrow. Follow it right, up the hill, and past the three boxes laid in a row, to the five boxes stacked three on the bottom two on the top. Here, you will want to use Swampfire for his attacks. Continue right, down the hills past the drop off, and to the two yellow boxes before the yellow I-beams. At this point, you will choose the ground route. Defeat the free roaming enemies and move right until you reach the second enemy encounter. To the right of the encounter area, you will collect the **Plumber Badge**. Defeat the three waves and move to the left to return to the two yellow boxes by the yellow I-beams. Now you will take the top route. Jump from I-beam to I-beam continuing to the right until you reach the third enemy encounter. Move right, down the hills, past the free roaming enemies, and you will reach the fourth and final enemy encounter. Proceed right to the end of the level.

### Area 3.

Starting the level as Ben, move right up the stairs and into the first enemy encounter. After defeating the two enemies, you will receive an indication arrow. Follow it to the first ledge. Here you will need Ben for his dodge. Move off the platform, then hit the [B Button] to jump. Then quickly hit the [A Button] to perform Ben's dodge to collect the **Plumber Badge** and reach the second ledge. Proceed to the right, defeating free roaming enemies as you continue to the second set of stacked tiers. After jumping over them, keep moving right until you reach the second enemy encounter. Defeat the two waves of enemies and continue to the move right, reaching the third stack of tiers. Here you will use Swampfire to jump from platform to platform. Then continue right until you reach the fourth enemy encounter. Defeat the three waves and continue right to the fifth enemy encounter, which consists of four Flying Drones. After that encounter, proceed up the double staircase and jump to the first platform. Now, fall down to the platform that is below. Once on the bottom row of platforms, continue right until you reach the **Hologram Message**. Now return to the left to the platform with the hole in it, and use that to double jump to the top platform that is to the left (this may take a few tries). Once on top, continue to the right to reach the end of the level.

## Techadon - Area 4



This robotic boss favors its big gun that shoots several small slow moving lasers, exploding grenades, and a large laser beam. Techadon will fight on the same deck as Ben, making Techadon's projectiles especially effective. Techadon will escape to the upper deck while shooting its grenades, forcing Ben to run and dodge the explosions. Once Ben has damaged Techadon enough, it will lose its armor and display its skeletal frame. When you see its frame, it will be susceptible to all attacks, so hit it with everything you got! After you "deflate" it a couple of times, you should be able to finish it off.

**Pro Tip:** Echo Echo is great for "deflating" Techadon's armor, and Humungousaur deals the most damage.

## Warehouse

### Area 1.

Starting the level as Ben, move right past the first two free roaming enemies. Be careful not to set off the Alarm Drone! Using the blue platforms to move over the Alarm Drone, continue through the level. After defeating the Hound DNAliens in your first enemy encounter, follow the indication arrow telling you to move right. You will pass four free roaming enemies before you reach the second set of blue platforms. Here, you will be taking the top route. When you defeat the three waves from the second enemy encounter proceed to the end of the platform to collect your **Plumber Badge** for this level. Before you continue to move right, take care because yet another Alarm Drone is stationed just ahead. Wait for it to turn its head to the right, and move down before destroying it. Now proceed to the right, until you reach the big yellow Backhoe with three free roaming enemies on it. Defeat all the free roaming enemies, and climb to the top of the Backhoe. Notice that to the left is a **Hologram Message**. You will need Swampfire to reach the **Hologram Message**. Perform Swampfire's double jump and collect the **Hologram Message**. Move to the right, and you will reach the third set of blue platforms. Here is where you will encounter your third enemy encounter, which only has one wave. Once you reach the second half of the third set of platforms take care because one of those sneaky Alarm Drones is just ahead. Defeat that and any free roaming enemies that are left as you proceed to the end of the level.

### Area 2.

Starting the level as Ben, move right. You will pass three free roaming enemies before approaching the Alarm Drone, which is stationed just above the four boxes that are laid out in a "L" pattern. Take care in defeating it so that you don't set it off, or another enemy encounter will spawn. After passing that, continue through the level by moving right, defeating the three waves of your first enemy encounter and any free roaming enemies, until you reach the two blue shelves. Climb up the

shelves and continue right. On the edge of that platform to the upper right, you should see a **Plumber Badge**. Switch Ben to Swampfire and perform a double jump to collect the **Plumber Badge**. Proceed to the right and engage the second enemy encounter. After defeating them, continue up the shelves and move to the right to proceed to the third enemy encounter. This encounter has four waves to defeat before you receive the indication arrow telling you to move right. After a few free roaming, enemies you will encounter another enemy encounter that has three waves. Advance to the right until you can't move right anymore. Notice that there are blue shelves leading up to an area where you can proceed to the right again. You will pass two more free roaming enemies before you reach the end of the level.

### Area 3.

Starting the level as Ben, you will need to change into Humungousaur. Move to the top path, smash through the barrier, and proceed to the right. It's not too far before you reach your first enemy encounter which has four waves. Defeat the enemies, continue to the right, smash through the second barrier, and move into your second enemy encounter. After defeating the one wave of enemies, move right. Defeat the free roaming enemies that are in your way until you reach the third barrier. Careful, you need to keep this one intact! That is if you want the **Hologram Message**. Switch to Swampfire and double jump to the top of the barrier in order to reach the **Hologram Message**. Now don't jump over the barrier, because you need to go back to the beginning and go down to the lower route. Once you're back at the beginning, switch to Ben or Echo Echo because they are the only two who can fit down there. Proceed down the path, and past the several free roaming enemies that have gathered, until you reach the cliff that's at the end of the small blue platforms. Here you will need to switch to Echo Echo and drop down on top of the box. Break the box and proceed to the left to collect the **Plumber Badge**. After collecting the **Plumber Badge** move to the right and engage the second enemy encounter. Notice that there is a ledge above you that has a barrier at the end of it. Switch to Humungousaur, climb up to the barrier, and smash it. There is a free roaming enemy trapped between two of the barriers. Defeat it, and smash the other barrier. Move to the far right and use the blue shelves to climb back to the top route. Continue right, back to the third barrier that is on top, and smash it down. Just to the right of the barrier, you will encounter your third enemy encounter. Defeat the three waves of enemies, and proceed to the right as the indication arrow suggests and complete the level.

### Corvan - Area 4



This fast moving alien will keep attacking until he is worn out! During these precious seconds, attack him until he catches his breath again. Echo Echo appears to be the best choice for this encounter. Charge up his Special Attack by holding in the Special Attack button and unload before he hits you.

## Cave

### Area 1.

Starting the level as Ben, move right past the two free roaming enemies, and proceed to the first enemy encounter which consists of one wave. Move to the right to engage your second enemy encounter which consists of four waves. Proceed down the mountain side, into the sand area, and keep moving right until you reach your third enemy encounter. After defeating the two waves of enemies, proceed right through the level. While you're moving down the back side of the mountain, notice the cave exit to the bottom left. This is where you will find the **Plumber Badge**. Now, move to the edge of the last cliff. Once you move off, immediately move left and you will land on the bottom cliff. Now, move left to collect the **Plumber Badge**. After collecting that, continue to the right to complete the level.

### Area 2.

Starting the level as Ben, move right pass the three Xenocite Pods and fall down the gap to reach the ground below. Once you are on the ground, move to the left past another four Xenocite Pods before falling down another gap to a lower level. When you reach the bottom, move to the right to continue through the level passing three more Xenocite Pods. Here you will jump the gap that is in front of you and keep moving to the right. After defeating the free roaming enemies that are there, and you can't move right anymore, climb up the platforms zig-zagging back and forth to the top, then move right again. Here is the first fork in the road in this level. You can either drop down to the lower level or stay on the top path. If you are going to take the bottom path, drop down until you reach the green floor, then proceed to the right. After passing the Xenocite Pods, you will come across an enemy encounter. Defeat the two waves, and follow the indication arrow. Drop down and continue to the right, where you will engage an enemy encounter. Defeat the one enemy and proceed to the right. Climb up the cliffs to the left, and proceed to the right. Once you reach the first platform that you jump to, drop off the right side edge. There is a platform below where you will collect the **Hologram Message**. Once you've collected that, move to the right jumping on the platforms until you are forced to climb up. Climb up and to the left. On the first level ground you can move left on, switch to Ben to double jump on top of the cliff to your left. When you get up there, proceed left and you will see a green platform above you. Using Ben's double jump to reach the platform, continue to move up the path. On the right side of this area, you will see the **Plumber Badge**. Collect it, and move to the left of the platform. Fall down the narrow hole, and once you are on the ground, move to the right, follow the platforms up and to the right, and proceed to the level exit.

### Area 3.

Starting the level as Ben, move right and defeat all the free roaming enemies and Xenocite Pods until you reach your first enemy encounter. After two waves of enemies, continue to the right. Once you reach the ice cliffs, drop down to the first one, and move to the left to collect the **Plumber Badge**. After collecting it, continue to move right to progress through the level. When you reach the second set of ice cliffs, jump across as far as you can until you can't go right any further. Then fall down and

proceed to the left past the free roaming enemies. You will come to a place where you can proceed in two different ways: top route or bottom route. [You should take the top route.] Following the top route will lead you to another fork in the road. Continue along the top route jumping from platform to platform until you reach the second enemy encounter. Defeat the wave of enemies and proceed to the left. Above you, the ramp on the right ends and an ice cliff is to your far left. Use the ice cliff to the left and Ben's double jump and dodge to get on to the snow covered ledge to the right (this may take a couple of tries so don't give up). When you do get up there, keep moving to the right even though it looks like your back tracking. When you get to the end where you can't proceed to the right any further, in the pit there will be the **Hologram Message**. Collect it and return to the ice cliff. Once you return to the ice cliff, continue to move left and take the bottom path which involves jumping from platform to platform. When you reach the end, you will need to turn back and proceed to the left. This time, you are on the top route, so continue to climb up on the ice cliffs. When on top, move to the left and climb the ice cliffs. Then, move right at the edge of that platform. You will need to double jump to reach the far platform that is to the right. Drop down at the end of that tunnel, go down the stairs to the left, then turn right and climb those stairs. Jump on the last ice cliff, continue to the right past the free roaming enemies, and proceed to the end of this level.

### Wildvine Boss - Area 4



This Boss is guarding the elevator door into the next area, The Tower. He is a Wildvine alien that uses vegetation to protect himself. When you first enter the level, Ben will encounter two vines that will attack him from underneath. Wait for them to fully extend up, then attack them. After defeating the two vines, there will be a giant vine wall blocking your progress. It will take about four or five hits to brake, then the Wildvine is yours. You must attack all four Xenocite Pods (two on the top and two on the bottom) before he opens up his armor revealing his vulnerable area. At that time, a ledge becomes available to stand on to attack him as much as possible. Hurry up, because he's only

vulnerable for a short amount of time!

## Tower

### Area 1.

Defeat all eight enemy encounters and collect the **Plumbers Badge** and **Hologram Message**.

### Area 2.

Starting the level as Ben, move to the right and up the ramp to jump to the platform that is to the left. When you're as far left as you can go, jump to the ramp that is to the right. After moving up the ramp and defeating the DNAlien Hound, move left to the first barrier. Break down the barrier and proceed to the next area where two free roaming enemies are. Defeat them and continue to climb up the tower. On the fourth floor you will encounter another barrier. Break it down and make your way to the top of the enclosed area. On top, there will be two more free roaming enemies, and a ramp leading up with a barrier in the middle of it. Break the barrier and continue your way up. To the right of this floor, you will encounter an enemy encounter with two waves. Move up the ramp, jumping from the first half to the second. Here you will need Swampfire to make this jump from the platform you are on to the small platform above and to the right of you. After making it on top of the small platform, you will see the barrier that stops you from getting to the small platform above you. You will be able to land on the corner of that platform, allowing you to be able to break the barrier to continue. Keep climbing up to the next floor where the DNAlien Hound is waiting, defeat him and break the barrier that is at the end of the ramp. Here, you will see a barrier stopping you from reaching the other side of the ramp. You will have to jump kick using Swampfire to break the barrier, then return to the ramp to safely jump over. Once over the gap, climb to the two large platforms and jump to the ramp leading you to the left. Break the barrier and proceed up to the next floor. There are four free roaming enemies that are there, so be ready to battle. After defeating them take the right path to proceed up the level. When you reach the next floor, preform a double jump while moving to the right to collect the **Hologram Message**. When you've collected it, move to the left where you will be able to climb up the tower. Proceed by jumping from platform to platform while zig zagging from left to right. When you are on the top platform, you have two chooses a stack of two platforms to the right or one to the left. The left platform is the one you are going to take. Once you are on top of the stack of three platforms, you are able to jump to the ledge that is above and to the right of the location you are at. Continue to jump back and forth while climbing higher and higher. After jumping to the set of double ledges to the right, and collecting the **Plumber Badge**, jump up to the next floor where a free roaming enemy is waiting near a ramp with a breakable barrier on it. Break the barrier, and proceed to the next floor where an enemy encounter is waiting. After defeating the waves of enemies, continue to the left and climb the platforms. When on top of the next floor, move to the right and look for that a barrier blocking the next platform. Jump kick the breakable barrier to break it and jump onto the platform. Continue climbing up and to the left until you reach the next floor. Defeating the enemy encounter proceed up the ramp and complete the level.

### Area 3.

Starting the level as Ben, move to the right past the free roaming enemies, and carefully approach the Alarm Drone. Defeat it and continue to move to the right until you encounter an enemy encounter. Defeat the enemies and proceed to the right to the next Alarm Drone stationed after the red veins in the background. Defeat it and keep moving right. Go up the stairs and proceed to the left, and up the small platforms. Keep moving to the left past the disappearing platforms, all the free roaming enemies, and mounted guns, until you reach the first platform that moves up and down. Once you reach the top, double jump to the right, and keep jumping from disappearing platform to disappearing platform until you reach solid ground. Proceed to the right to reach the first left and right moving platform. Jump on it, and ride it until it stops. Then jump across the disappearing platforms to reach solid ground again. When you get there, continue to move to the right, avoiding the Alarm Drone that's stationed nearby. Defeat it and proceed to the right some more. After reaching the platform's edge, wait for the left and right moving platform to return, then jump on it. While on the platform, watch for the up and down moving platform to appear at the end of your trip on the right. Double jump to land on the up and down platform. Once at the top of the platform's path, jump to the left and across the disappearing platform to collect the **Plumber Badge**. Now, return to the up and down platform. When it's at its lowest point jump to the right to land on another up and down platform. When this platform reaches its lowest point, you will need to wait to see the platform that's moving from left to right (you may have to ride up and down a few times before the timing is good enough to see them both at the same time). Ride the left and right platform as far right as it goes. Once it starts to move to the left, perform a double jump to the right to land on the moving platform. Ride the left and right moving platform to the far right and jump to the small ledge that is to the right. This is where you will find the **Hologram Message**. When you have collected it jump back to the moving platform. Now jump from that platform to the platform that is moving up and down. At the high point of the moving platform's trip. Jump to the right to progress through the level. Move to the right and fall down the gap that's at the end of the platform. Once on the floor, move left to encounter an enemy encounter. After that, continue to the set of disappearing platforms. After the fourth platform disappears, jump to the right and keep moving that way across the disappearing platforms and mounted guns to land on the up and down moving platform. When it reaches its lowest point, look to the right for a left and right moving platform. When it's in reach, jump to it. At the end of the platform's trip, there will be another left and right moving platform above and to the right. Jump to it when you can. After that platform moves to the far right, jump off onto the ledge and proceed up the platforms and to the right. Wait for the left and right moving platform to return, and jump to it. When that platform reaches its highest point, wait for the next up and down platform to show its self, and double jump to it from the other moving platform. Proceed to the right across the disappearing platforms and the last up and down moving platform to proceed to the end of the level which is to the right on the solid ground.

## Highbreed Supreme Commander - Area 4



This is it, the final Boss! He is found in the Weather Tower's Control Room. During this encounter, you must stay ahead of the Commander, hitting the satellites causing them to hurt the boss and defeat multiple enemies. After the fourth satellite hurts the Commander you will reach the end of the Control Room where a large satellite is stationed. When the Commander reaches it, it will blow the Commander back through the level and out a big window!

### Cheats

- Use these on the Select Level Menu.

Unlock all characters – B, B, A, A, B, B, A, SELECT

Unlock all Unlockable Items – X, X, Y, Y, A, A, SELECT

Unlock All Levels – A, A, B, B, Y, X, SELECT