

The background of the slide is a light green color with a repeating pattern of white circuit board traces and circular nodes, resembling a microchip or a network diagram.

Ben 10

Protector of Earth

Walkthrough



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Introduction

Ben Tennyson, better known as Ben 10, is a ten-year-old boy who was gifted with the Omnitrix during a camping trip with his grandfather, Max, and his cousin, Gwen. The Omnitrix, a watch-like device that he wears on his wrist, grants him the fantastic power to transform into a multitude of alien forms. Yet no matter which form he takes, he is still Ben inside and he is not above using the Omnitrix to pull pranks, even in the direst circumstances. Ben is a very unique boy who is resourceful and extremely courageous. He will stop at nothing to protect the ones he loves and to one day become the hero he envisions.



The Alien Forms

Ben is capable of transforming into multiple alien forms, but with the powers of the Omnitrix stolen, he is left with only a select few:

Fourarms is a big, brutish, four armed alien beast that brings all the brawn to the battlefield. He can perform devastating attacks that cripple his enemies and his double-jump allows him to reach areas that few other alien forms can reach. His massive strength allows him to cling to vine walls, and various other surfaces to reach even higher areas.

Level Obtained: Grand Canyon

Special Ability: Able to climb vine walls and ladders. His double jump also reaches the highest of all forms, except XLR8's Warpspeed.





Heatblast brings several ranged abilities into battle along with some of the stronger, but slower techniques. Heatblast can also slow his fall by gliding to the ground when holding the B Button after a jump or double jump. One of the most valuable abilities Heatblast can perform is absorbing the fire obstacles that are placed throughout the game.

Level Obtained: Grand Canyon

Special Ability: Able to put out fires by absorbing all the heat, and can glide over short distances by holding the B Button after a jump.

XLR8 offers the raw speed that Ben needs to get him from place to place fast enough to keep up with the ever-growing number of enemies. All of his attacks are top-notch, but his greatest ability is Warpspeed. Warpspeed allows him to instantly move from one place to another, giving him the ability to get to most of the out-of-reach places in the game. Use care when attacking with him, or his speed will cause you to overshoot the enemies and will leave you vulnerable to attacks.



Level Obtained: Mesa Verde

Special Ability: Able to Warpspeed through lasers and other hazards.



Cannonbolt is the top-heavy warrior, which spends most of his time curled up in Ball Form. Almost all of his combos transform him back into Ball Form, which grants him the ability to perform combos by switching from one to another fluidly. Overall his attacks are very powerful, but his movement outside of Ball Form is incredibly slow. Cannonbolt has catapults placed at certain areas in the game where he can launch himself over a long distance.

Level Obtained: San Francisco

Special Ability: Able to use catapults to jump large gaps, and turn into Ball Form to damage enemies simply by running into them.

The Final alien form available to Ben during this adventure is **Wildvine**. This vicious plant brings to Ben's arsenal the unparalleled power to obliterate numerous enemies at once. All of Wildvine's attacks strike at incredible range and the Seed Pods attacks are some of the most powerful combos in the game. His main drawback comes from how slowly he moves, and at times his range is not necessary, so you might find that you end up overshooting the enemies you were aiming for. Wildvine is capable of utilizing the Grapple Points that exist in the later levels to cross large gaps, and to avoid certain obstacles.



Level Obtained: Effigy Mounds

Special Ability: Uses the Grapple Points to get to out of reach areas and has the longest reach of any of the alien forms.

Controls

Throughout the game there are a variety of standard moves available, such as Running, Jumping and Attacking. All of these moves must be implemented in order to progress through the game. The controls are listed below.

Action	Controls
Run	<i>Left or Right on the +Control Pad.</i>
Jump	<i>B Button. (Pressure Sensitive)</i>
Double Jump	<i>B Button while in a jump.</i>
Block	<i>L or R Button.</i>
Light Attack	<i>Y Button.</i>
Heavy Attack	<i>X Button.</i>
Jump Attack	<i>Y, X, or A Button while in a jump.</i>
Special Move	<i>A Button.</i>

Combo Attacks

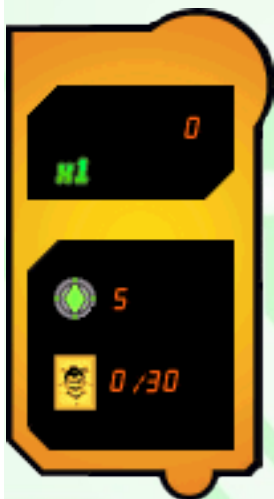
Each alien form has several combo attacks available. The combos vary with the form, but they all activate through the same button input. Each button has a specific function: The Y Button performs a quick, Light Attack, while the X Button triggers a slower, Heavy Attack. The A Button triggers the Special Attack, which is usually comprised of the slowest and most powerful attacks for the character. Each of the combos are activated by pressing those three buttons in varying sequences. A list of appropriate button sequences is as follows.

Y	Y Y Y	A Y
X	Y Y X	A X
Y Y	X X X	A A
Y X	Y Y A	B Y
X Y	X X A	B X
X X	A	B A

Take care to experiment with each of the different alien forms' attacks to find out which one is your favorite!

The Omnitrix

The Omnitrix is the powerful alien device that allows Ben the ability to change in-between different alien forms. You can use the Omnitrix by touching the Touch Screen. By touching the four green lights on the sides of the Omnitrix the alien form changes. Tapping the middle of the Omnitrix, where the alien form is displayed, changes Ben into that form. When the alien form is selected the Alien Timer (shown below) begins to count down.



The Score counter is at the top of the first section to the left of the Omnitrix. The Score Counter keeps track of your current score in a level. Every time an enemy is defeated it awards the player a set score. That score is then multiplied to the Combat Multiplier and then added to the overall score. If the player is defeated the overall score is reset to the score that the player started the area with.

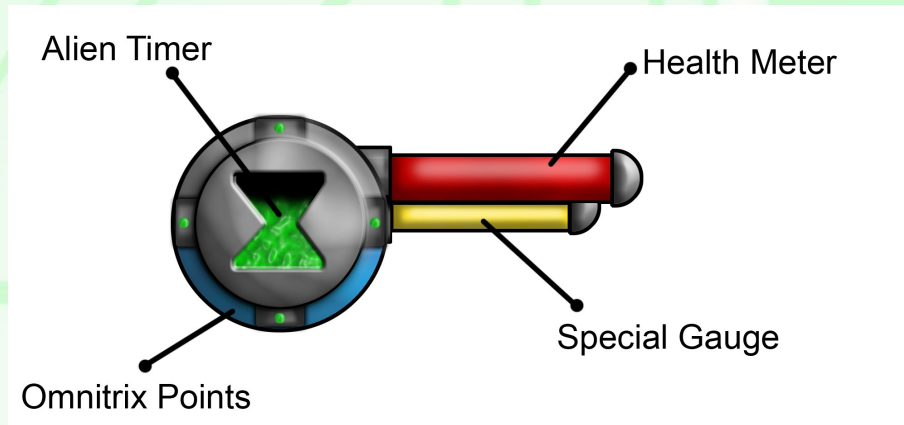
The Combat Multiplier, the number below the Score with the 'x' in front of the number, is increased every time an enemy is defeated without the player receiving damage. The maximum multiplier the player can receive is eight. If the player receives damage the Combat Multiplier resets to one.

The Lives Counter is in the lower section with the screen indicated by the Omnitrix icon. The player begins each Level with five lives. After all five lives have been depleted the player must restart the level from the beginning.

The Sumo Slammer Card Counter, at the very bottom, keeps track of how many Sumo Slammer Cards the player has collected out of the 30 available.

The HUD

Located in the upper-left corner of the top screen, this compact icon will explain all of the various things relating to the state of your character.



The Health Meter is the red gauge on the right side of the icon. This displays how much health the player currently has. When the Health Meter diminishes completely the player loses a life.

The Special Meter is the yellow gauge and is depleted every time you use a Combo Attack that uses the A Button. Make sure you have enough of the Special Meter before you try the combo, otherwise you won't be able to perform the attack. The Special Meter continuously refills after it has been diminished.

The Omnitrix Points is the blue ring that circles the Alien Timer. This displays the number of Omnitrix Points the player currently has. The maximum number of Omnitrix Points you can hold at one time is 500. Use these to purchase upgrades between levels.

The Alien Timer is the hourglass shape in the middle. This displays how much more time you have available to you in the selected form. When this gets low, the Omnitrix (on the Touch Screen) will begin blinking red, so prepare to get forced back into Ben form.

Power-Ups

Throughout the levels the player will be able to find and collect power-ups. The available power-ups include:

Invincible Ice – Collecting an Invincible Ice refills the health bar to full and makes the player invincible for a short while. The Health Bar turns blue for the duration of the power-up.



Atomic Power – Collecting an Atomic Power will boost the Omnitrix, refilling the Alien Timer and keeping it full for the duration of the power-up. During this time the player deals double damage. The Alien Timer turns blue for the duration of the power-up.



Hero Score – Collecting a Hero Score will double the amount of points the player gains, as well as the score the player is awarded for defeating enemies, for a short while. This power-up will change the appearance of the Omnitrix Points that circle the HUD for its duration.



Collectables

Throughout the levels the player will be able to find and collect items. The available collectables include:

Chrono Crystals – These refill the Alien Timer for a set amount and are available in both small and large sizes.



DNADe – These refill the player's health for a set amount and are available in both small and large sizes.



Omnitrix Points – Collecting these will provide a boost to the player's Omnitrix Points. These are typically found by defeating enemies.



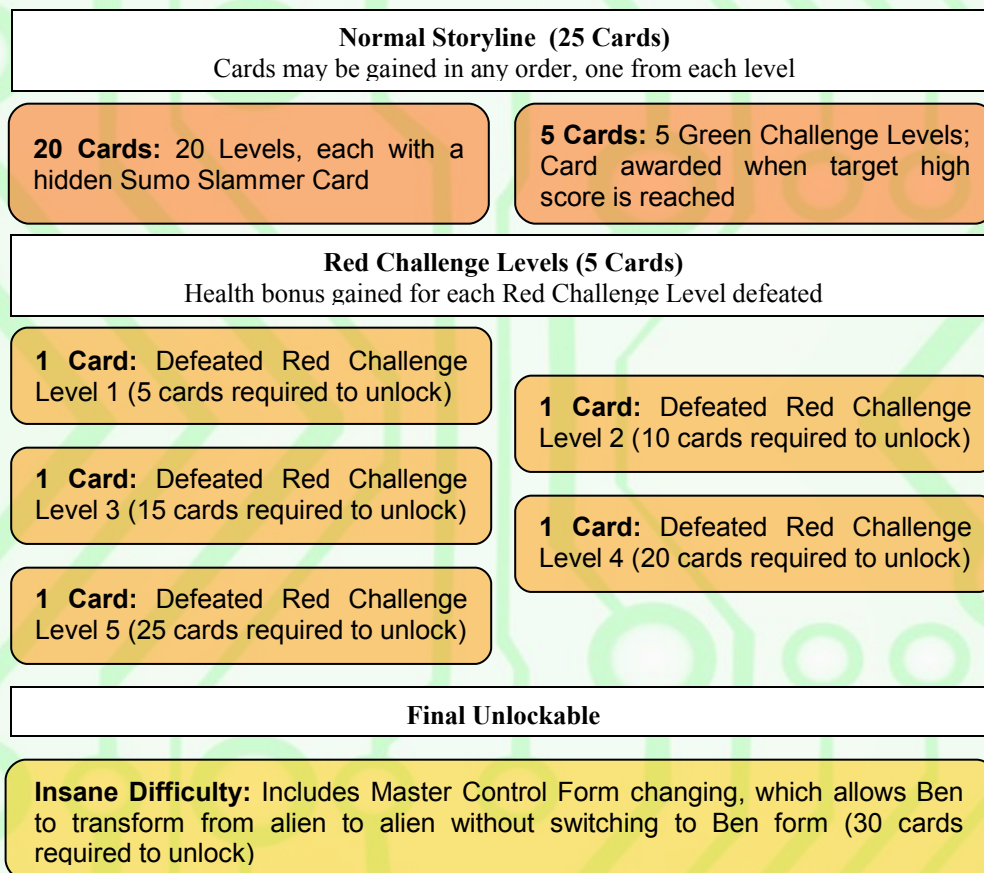
Sumo Slammer Cards – Finding and collecting Ben's beloved Sumo Slammer Cards will yield hidden content and is a requirement to complete the game at a full 100%.



Unlockables

Throughout the game you will find Sumo Slammer Cards. There are 30 Cards in all; 20 cards are scattered within the levels, 5 cards appear as rewards for completing Green Challenge Levels, and 5 cards appear when completing Red Challenge Levels.

Gaining 5 Sumo Slammer Cards unlocks a hidden Challenge Mode location (Red Challenge Levels). These locations are available within the Level Select Screen and are completely optional. Completing these bonus challenge mode levels, however, not only rewards you with a Sumo Slammer Card but an increase to health as well. Following is a chart to explain how levels are unlocked, where cards can be found, and what they unlock:



Completion Points

You gain completion points reaching goals in various aspects during the game. Such goals include completing levels, getting Ultra Scores on various difficulties, entering the five cheats, or winning a multiplayer match. There are 300 completion points available to gain for a full clear of Ben 10: Protector of Earth. Completion points are charted below.

Completion Points 300/300	
Standard Levels (x19)	
4 Points	Completing the Level
2 Points	Ultra Score on Normal
2 Points	Ultra Score on Hard
2 Points	Ultra Score on Insane
Challenge Stages (x10)	
4 Points	Completing the Level
2 Points	Ultra Score on Normal
2 Points	Ultra Score on Hard
2 Points	Ultra Score on Insane
Purchase All Upgrades	
3 Points	
Cheats Entered (x5)	
5 Points (1x each)	
Multiplayer Match Win	
2 Points	
$(19 \times 10) + (10 \times 10) + 3 + 5 + 2 = 300 \text{ Points}$	



Cheats

There are a number of cheat codes to unlock special skins and characters for Ben 10. When a code has successfully been entered a distinct sound will play. Each code should be entered from the Level Select menu:

There are three specific cheat codes to unlock the extras skins for Ben and his alien forms:

Gwen 10: Left, Right, Left, Right, L Button, R Button, Select

Galactic Enforcers: A, B, X, Y, L Button, R Button, Select

Ultra Ben: Up, Right, Down, Left, A, B, Select

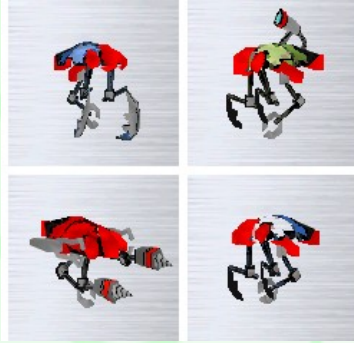
There is one cheat code to unlock an extra Challenge Level in the game. The Level can be found on the Level Select Screen when unlocked.

Special Challenge: Left, L Button, Right, R Button, Up, Down, Select

There is one special alien form that can be unlocked, Upchuck. Upchuck can be found in your Omnitrix once the code has been input.

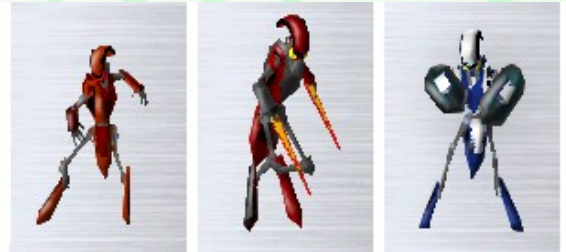
Upchuck: A, Left, Y, Right, X, Up, B, Down, Select

Enemies



Vilgax Drones - Drones are the most basic enemy type, found throughout all regions. There are many types of Vilgax Drones, some that will charge in for melee attacks, and some that will sit back and range attack with projectiles.

Vilgax Hunters - Vilgax's deadly robotic hunters search out Ben throughout all the regions. Different types of Hunters exist, some that fight unarmed, some with laser swords, and some with shields to block incoming attacks.



Forever Knights - Soldiers amongst Enoch's ranks, the Forever Knights appear in the southwest as Enoch attempts to use the Alien Technology of Area 51. These knights will employ many weapons against Ben like swords, staves, and shields

Forever Champions - Champions are the backbone of Enoch's forces in the Southwest, exceptionally strong fighters in full suits of armor. Some carry a large mace and shield, other more powerful champions will only carry one large hammer.

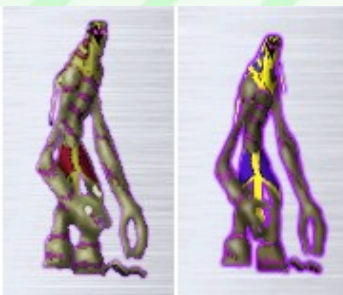


Thornhounds - Dog-like plant creatures from Wildvine's homeworld that emerge from the ground on unsuspecting prey. Like many flowers, they will come in different colors. The Thornhounds tend to charge their prey from a distance and then use biting and claw attacks while up close.



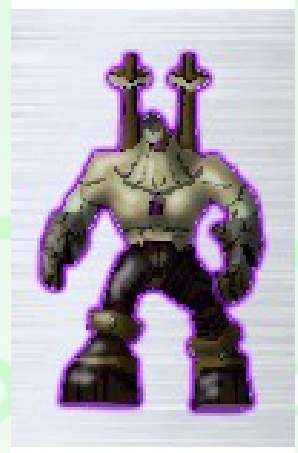
Maceroot - Lumbering giants from Wildvine's homeworld, these dangerous creatures will toss cactus bulbs at Ben from a distance, but will then swipe wildly with their thorned arms when Ben comes too close.

Fangface - Nightmarish wolf creatures from Ghostfreak's homeworld, Fangfaces will lunge, swipe, and bite Ben at close range. Fangfaces are very fast and agile, and will often use a piercing howl on Ben to damage him.



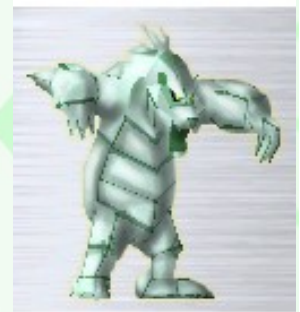
Mummies – Mummy-like enemies that appear wrapped in gauze from Ghostfreak's homeworld that rise from the ground to attack Ben. These creatures can extend their unnaturally long arms to swing at Ben from extreme range. They also regularly gather themselves up and spin rapidly while lunging at Ben.

Viktor – A huge lumbering monstrosity from Ghostfreak's homeworld, he is an electrically charged monster that will attack Ben at close range, but if Ben moves away he will call down a stream of electrical energy to attack at range. When Ben manages to defeat Viktor, the monster will blow up in an electrical explosion to attempt to damage Ben, but you can't keep a bad alien down – Viktor will reappear often to thwart Ben along the way.



Feralines - Feralines are a volatile mix between Wildmutt and a bobcat, created by Dr. Animo. Commonly found near Dr. Animo's base in the South. These little mutations are quick and foul-tempered, charging at Ben and swiping with their claws and biting with their large teeth.

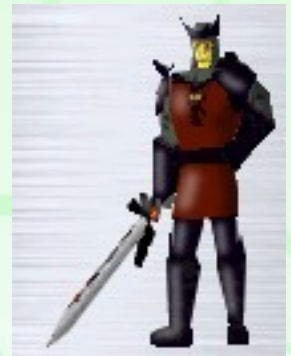
Crystal Claws - A mutation created by mixing the DNA of Diamondhead and a bear creates these powerful creatures. The Crystal Claws are very dangerous with powerful quick attacks and devastating combo maneuvers. Beware of Crystal Claws' long reach.



Detrovite Gladiators - An especially brutal Vilgax minion, the gladiators will appear during Vilgax's assault on the Earth in the East Coast, supported the Drones and Hunters. The Large brutish aliens will knock Ben to the ground and Block many of Ben's attacks.

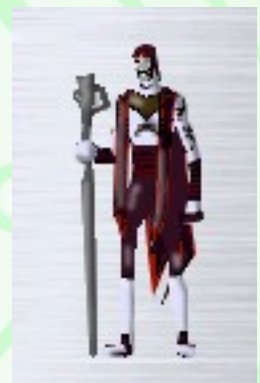
Sub-Bosses

Enoch - Enoch is the leader of the Forever Knights and appears in Area 51 with a regiment of his Knights and Champions. Enoch is a powerful enemy and believes he is the only one strong enough to defend the Earth against the alien threat.



Kevin 11 - Kevin 11 escapes the Null Void and seeks revenge on the Tennysons. With all of Ben's original forms intact he is a formidable opponent. You will find Kevin 11 hiding amongst the vegetation around Crater Lake, where he has kidnapped Grandpa Max.

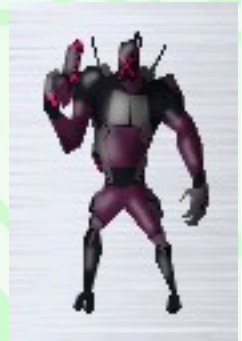
Hex - Ghostfreak possesses Hex and uses him to summon his horde of minions to Earth. Hex can throw waves of arcane energy and protect himself with a damaging magic shield. Hex will not hesitate to summon Fangfaces, Viktor or Mummies to protect himself.





Clancy - This creepy bug infested man is an acquaintance of Dr. Animo and commands many of the mutations created by Animo. Clancy can summon swarms of insects to attack Ben and shield himself. Clancy will also call Feralines and Crystal Claws to fight for him.

Sixsix - Vilgax's top mercenary is sent to stop Ben from reaching Vilgax in space. This ferocious assassin will use his gun and set of grenades to stop Ben at all costs. Vilgax has also bestowed a regiment of Drones, Hunters, and even some Detrovite Gladiators to accompany Sixsix in his mission.



Bosses

Armortron Crusader - This huge mechanical monster is piloted by Enoch and appears at the Hoover Dam to claim the needed power for the Omnitrix Crystal. Armortron is equipped with a chest laser and beam cannon on its left arm.



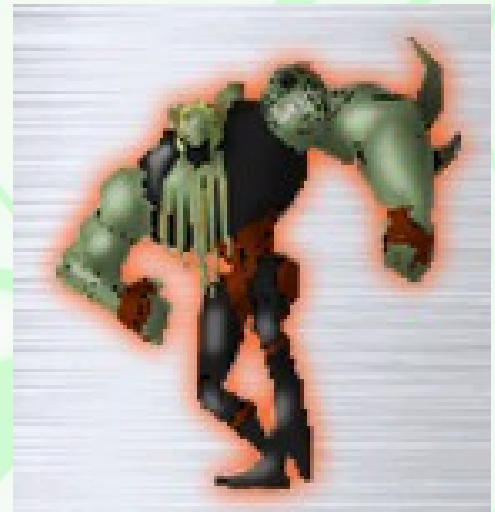
Snap Dragon - This alien lifeform was not so dangerous originally, until it came into possession of an Omnitrix crystal which caused it to grow to huge proportions and spread its vile plant minions throughout the Northwest. Snap Dragon takes root on top of the Seattle Space Needle, using its ability to exhale poison to fend off enemies.

Ghostfreak - Ghostfreak is the ruler of host of minions from his homeworld. Ghostfreak wants to bring eternal night to Earth and hopes to help Vilgax to attain their mutual goal: the destruction of their only adversary, Ben Tennyson.



Dr. Animo - Dr. Animo is a deranged scientist who used the Omnitrix Crystals that Vilgax stole (when the adventure began) for the DNA they contain. He combines that DNA with some of Earth's more fearsome creatures to make a host of dangerous mutant animals.

Vilgax - A vicious space-faring brigand, Vilgax is an oversized and ever-changing genetic amalgam of predatory species, who leads an army of bounty hunters and robots to wage war on any unfortunate being that gets in his way. His engineered DNA is cybernetically enhanced and is serviced by an army of highly advanced androids. Vilgax's form is always in a constant state of upgrade. Known throughout the universe as "the evil that won't die," Vilgax has survived every type of attack, only to return to challenge his enemies more powerful and dangerous than ever.



The Level Select Screen



The Level Select screen is your main source of information, destinations, and upgrading your abilities. You can find all the useful information about the current location you are at and all the levels you have previously beaten. By selecting the Level Icon, you can view the Score, collected Sumo Slammer Cards and the unlocked photo for that stage.



Before completing a level...



And after...

You can also access the Upgrade Screen from the Level Select Screen by hitting the Upgrade button. The Go button will take you to the currently selected stage. If you have beaten the game, then it brings up a difficulty select option for that stage before proceeding. In the higher difficulties enemies will have more health.

The Upgrade Screen is where the player can purchase combo and alien upgrades for all the different alien forms. Each Alien has five upgrades consisting of three new combos, a defense boost upgrade, and an Alien Timer upgrade. A profile can hold as many as 500 Omnitrix Points at a time, you use these points to buy the upgrades.

Sumo Slammer Card Locations

Collecting all of the Sumo Slammer Cards is pivotal in achieving a perfect 300 Completion Points. Below is a list of every Sumo Slammer Card that you find hidden in the levels.

Grand Canyon

Area 1: Sumo Slammer Card Location

Once you begin the level, head right from the starting point and down the path until you come to the area where platforms start jutting out of the wall, you'll want to stick to the ground and head into the small cave to collect the Sumo Slammer Card.



Mesa Verde

Area 2: Sumo Slammer Card Location

After the level begins and you move to the right you find yourself faced with a wall that you can't jump up. Switch over to XLR8 and Warpspeed up on top of the building. Move over the roof top to the right where the Vine Wall is and then jump down. Over to the left behind the fire you will find your second Sumo Slammer Card.

Area 51

Area 4: Sumo Slammer Card Location

Switch to XLR8 before you leave the elevator and stand near the right side. Warpspeed straight up for a glimpse of the next Sumo Slammer Card. You have to Warpspeed up once and then over to the right to reach it.



San Francisco



Area 3: Sumo Slammer Card Location

Move to the right past the first catapult and jump up to the platform, then move to the right edge of the road and jump to the next platform. Now move to the right until you are standing on the second gray platform. Fall off the left side of it to find the next Sumo Slammer Card.

Redwood Forest

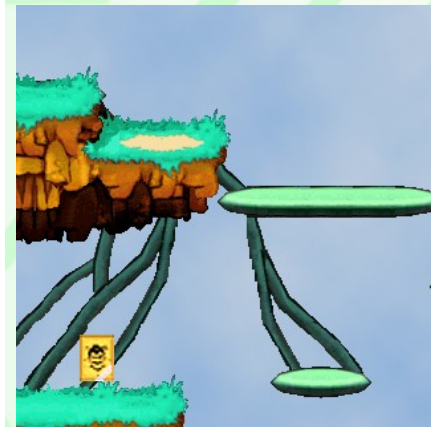
Area 1: Sumo Slammer Card Location

When you start the area you need to move to the right of the level to where you come to a place with a Vine Wall. Jump over and climb up the Vine Wall to get on top of the rock pillar. Then stand on the far right of the pillar and fall straight down, where you'll land on a tree stump and you'll collect the next Sumo Slammer Card.



Crater Lake

Area 3: Sumo Slammer Card Location



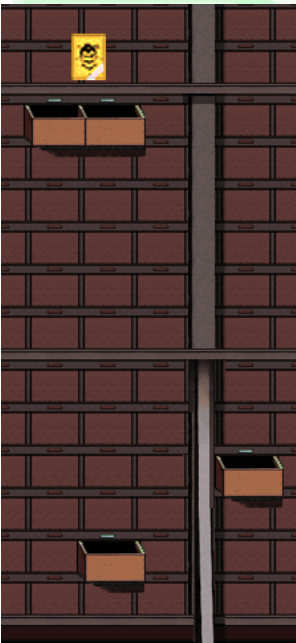
Head to the first ledge next to the plant and Warpspeed straight up to the platform directly above it. Move to the cliff to the left and Warpspeed on top of it. Now, jump to the right to the next lily pad-shaped platform and stand on the left-most edge of that platform, jump and then Warpspeed up

and you'll find that you stop directly on top of a much smaller lily pad-shaped platform. Jump the gap to your left to find the hidden Sumo Slammer Card.

Effigy Mounds

Area 1: Sumo Slammer Card Location

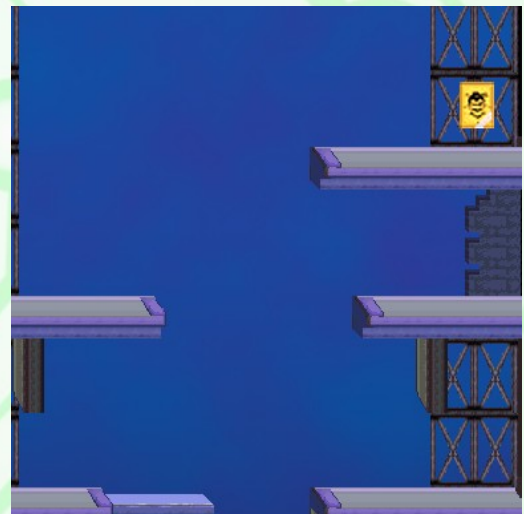
Begin the area and proceed to the right past the covered bridge and then up the cliff. Move past the next covered bridge to the first and only bridge that is broken. Stand on the right edge of the bridge and drop straight down to collect the Sumo Slammer Card.



Plumber Base

Area 1: Sumo Slammer Card Location

Begin the area and proceed to the second Fight Room, between it and the first laser hazard, Warpspeed up twice with XLR8 to climb the platforms. Continue following the platforms to the right and up till you see a Grapple Point. Switch to Wildvine and grapple across to the left to the Sumo Slammer Card.



Chicago Lake Front

Area 1: Sumo Slammer Card Location

Proceed into the unfinished building and proceed up the level until you reach the Wildvine Grapple. Hold the B Button to launch yourself really high when you use the Grapple Point. You'll find the hidden Sumo Slammer Card on the ledge to the right.



Historical Battlefield

Area 1: Sumo Slammer Card Location

Proceed up the first ramp and at the top, jump up into the tower. Then, jump right onto the collapsible platforms and jump across to the other tower and the Sumo Slammer Card.

Bayou

Area 2: Sumo Slammer Card Location

Proceed past the first two gaps and past the first Fight Room. Jump along the three broken platforms and stand on the third one, before the broken bridge. Warpspeed up and to the right. You'll land on top of a platform. Move to the far right of it. From there, Warpspeed up and to the right to the next platform with the Sumo Slammer Card on it.



New Orleans

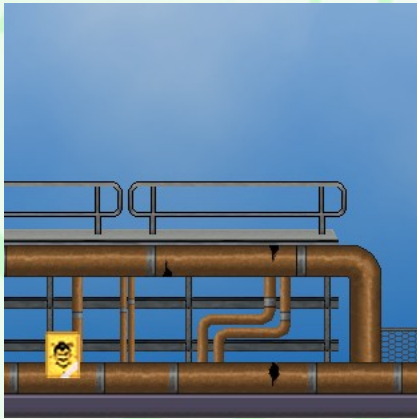
Area 1: Sumo Slammer Card Location

Proceed into the sewer at the beginning of the level and move to the right past the two gaps. Exit the sewer using either Cannonbolt or XLR8 and stand on the right side of the sewer exit. Jump over the small wall on the right side to collect the Sumo Slammer Card.

Washington DC

Area 1: Sumo Slammer Card Location

Proceed through the level to the left until a large ship, whose entrance is blocked by fire, comes into view. Stand to the right of the entrance and Warpspeed to the top of the ship. The Sumo Slammer Card sits slightly to the left of the edge.



Cape Canaveral

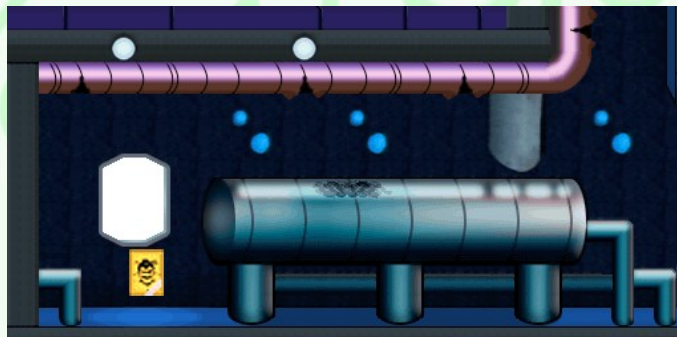
Area 2: Sumo Slammer Card Location

Begin the level and proceed past the environmental fires and drop off of the edge of the platform. Move back to the left past another environmental fire to collect the hidden Sumo Slammer Card.

The Merciless

Area 1: Sumo Slammer Card Location

Play through the level as normal, getting past the first Fight Room, then move down into the shaft after the Catapult. Move to the back of the opening on the left at the bottom of the shaft and proceed to the Sumo Slammer Card.





Sub-Boss Strategies

Area 51

Enoch

Enoch, as you'll find, isn't a serious threat - you simply have to watch out for his sword. If you stand far away from him he will throw his sword at you, but if you stand next to him he will stab his sword into the ground. When he throws his sword it will either be low or high. You'll find that it's probably safest to time it so you jump over every attack, since it's hard to judge whether it will be high or low until it is too late. Just remember that you have to jump over it when it passes by you and when it comes back.

After Enoch takes a swing at you, you'll notice that he waits a short while to attack again – take this time to land a combo on him, then run away quickly before he stabs his sword into the ground. If you turn this into a battle of attrition, you'll find that he'll win every time – he simply has more health than you. Timing is critical so it may take a few times to get it down perfectly.

After you have knocked his health down a little he will jump off of the screen and a few Forever Knights will attack you, as if Enoch wasn't enough. Defeat the few Knights and Enoch will jump back into the fight. Repeat the combo and run maneuver until he jumps off of the screen for the second time. This time you are granted with some health collectibles, before you are attacked by even more Knights and Champions.

After you finish off the Knights, Enoch will show up again. By now you have the pattern down. Keep up your winning strategy. This time when you knock his health all the way down he flees in the Mech and you have defeated the Sub Boss Enoch.

Crater Lake

Kevin 11

Just like Enoch, Kevin 11 has two attacks: a close attack and a far attack. When you are far enough away, he'll fire wads of Stinkfly goo which will create a small splash as they move across the screen, so time your jumps carefully. If you end up getting underneath him, he'll use his Diamondhead arm to drop a jagged piece of crystal-rock on your head.

Use Heatblast's Special Heavy (A Button->X Button) to hit him from afar, or close the gap and use XLR8's Jump Heavy (B Button->X Button) in rapid succession to keep him off-balance until he retreats.

Defeat each wave of enemies, and use whatever tactics take him down most efficient for you, since his pattern doesn't change, you just need to make sure you aren't losing too much life from his attacks and the waves of enemies. You'll find that his fighting style bears a striking resemblance to Enoch's. You get health from the first wave of enemies he releases, so if you can make it that far, you should be ready to take on the rest of the fight.

Effigy Mounds

Hex

Hex will throw energy waves at you while you are away from him, some high, some low. You can duck under the high ones and jump over the low ones. When you get too close to Hex he will put up an energy shield that will damage and knock the player back. XLR8's speed is very useful in this fight: Jump over an energy wave as he starts to throw it. Land and immediately preform the (Y Button->Y Button->X Button) combo, then jump away or Warpspeed away immediately. Hex will perform his close attack while you are safely away from him. Continue this strategy and you'll find yourself the victor.

Bayou Swamp

Clancy

Clancy is a lot like the previous sub-bosses. He'll throw two sets of projectiles, one high and one low. If you are having problems killing him, try using Heatblast, or Wildvine to deal some ranged damage, since his close-range attack can be very dangerous. If you still prefer to get in close, then try XLR8's Light Light Special (Y Button->Y Button->A Button), the other two alien forms are quite a bit slower at executing their moves, so it'll be a bit more difficult to use them.

Cape Canaveral

Sixsix

Sixsix acts similarly to Kevin 11, he'll stay in the air and fire lasers at you, and if you get too close he'll throw a very powerful grenade at his feet, which will most likely hit you. Getting underneath him with Heatblast, to perform his Heavy Heavy Special (X Button->X Button->A Button) will most likely take him out, as will Wildvine's Heavy Heavy Special. Try not to drag this fight on, since every hit will have devastating impact. He is the last sub-boss and does the most damage. Just keep moving, and you'll be fine.



Boss Strategies

Hoover Dam

Armortron Crusader (Phase 1)

There are a few things that you need to watch out for to successfully defeat the Armortron Crusader.

First is the large Cannon on his left arm that fires a deadly blue beam across the screen. Do not attempt to jump over the beam, because you'll fall right on top of it and still take damage. Your best bet is as soon as you see him start to

raise his arm to fire the cannon, duck. Duck and stay down until the beam has passed.

Second is his chest cannon that fires a red beam of light that scans from the right side of the dam to the left. When he fires the beam run all the way to the left side of the dam and wait for it to approach. When the beam reaches the road, perform a double jump straight up and the beam will disappear before you hit the ground.

Third is the full, right arm swat he performs if you stay too close to him. To avoid this... don't stay too close to him for an extended period of time. If he does start to perform this attack just sit back and enjoy the free ride to the left side of the dam, as this attack is almost impossible to avoid unless you are prepared for it.

Lastly, you have to watch out for the debris that shoots across the dam from his ground slam attack. Right before his hand hits the ground start to perform a double jump. The debris should pass right underneath you before you hit the ground.

When the Armortron Crusader reaches the top of the dam, stay off to the far left side and wait for him to slam his hand down into the road. Jump over the debris and get on top of his hand that is now stuck in the road. Attack the Armortron Crusader's chest cannon continuously until he is able to pull his hand free. When he finally pulls his hand up retreat back to the left side of the dam and wait for him to slam his hand down into the road again. Repeat the process until you get his health halfway down and he falls into the road. Now you have the Armortron Crusader down, but he is not out.

Armortron Crusader (Phase 2)

Here the Armortron Crusader should not give you too many problems if you just keep moving. If you do find yourself stuck underneath him when he attempts to hit you, move out of the way as fast as possible.

Now is a great time to listen to Grandpa Max and go destroy the generators. There are two generators on the dam, one on the right side and one on the left. Both generators have to be destroyed for you to be able to damage the Armortron Crusader. To get to the generators you need either Fourarms or XLR8, climb or jump up to the one of the generators and attack it until it begins

smoking. Jump off of the tower and move directly over to the other side and do similar things to the untouched generator.

The generators only stay destroyed for a set amount of time so you have to be fast. If you have both of the generators destroyed a blue light will flash that knocks the Armortron Crusader onto the ground. Here's your chance, rush down and attack the blue globe that appears when the armor of his face parted.

The Armortron Crusader will eventually stand back up when one of the generators comes back online, so you will have to return to the generators and destroy them again before you can defeat the Armortron Crusader.

Seattle Space Needle

Snap Dragon

Snap Dragon makes a quick entrance, but don't be fooled, the bigger they are...

Break the sac on Snap Dragon's base as quickly as possible. Cannonbolt's Ball Form is good for this, since Snap Dragon will be attacking you the entire time. Once you break his sac, he'll spew Seed Pods into the air. These will come back down centered on your location, so keep moving. The Seed Pods turn into Catapults when they hit the ground, so keep yourself relatively close to Snap Dragon. The third Seed Pod is the only Catapult that is large enough to launch you up to hit Snap Dragon.

Just by hitting him with Cannonbolt in Ball Form, you'll knock him to the ground, where you can deal with him properly. When you are up close to Snap Dragon's base, he'll perform two motions, either whack you with his head, or attempt to bite you. If you get too far away for him to beat you up, he'll spew poison gas in three big clouds at you. You'll need to use someone like XLR8 to get height in your jump if you hope to dodge the attack, however, you can also block the gas, just make sure to block again, as it knocks you out of the blocking pose.

Assuming you got him on the ground you can take care of him in whatever form, with whatever methods you prefer. Just note that you'll have to repeat the process of knocking him down with Cannonbolt every time you are going to make him vulnerable, so be prepared to shift forms back and forth a lot, if you plan on beating up Snap Dragon with anyone other than Cannonbolt.

Navy Pier

Ghostfreak

Ghostfreak is a bit more difficult than Snap Dragon, because he hits back while vulnerable. You can damage him the entire fight, but it becomes leagues easier to damage him if you hit the window in the middle of the room to shed some light into his dank theatre. The light stuns him momentarily, damages him over time, and dramatically increases the damage he takes when you hit him, so lay into him with your favorite form in the precious seconds he covers his eyes.

After one or two serious combos he'll crash through the floor leaving you with nothing to stand on. Now, in the basement, he is far more dangerous. After damaging him slightly, he'll dive into the floor and summon a few minions. Defeat them and he'll reappear. Don't linger on these enemies as they aren't the real fight, just take them out as efficiently as possible, since you won't be getting any health back in these fights.

Use someone like XLR8 here so that you can close the distance quickly. If he gets a stray shot off on you it will send you flying. Heatblast and Wildvine offer the strongest choices for ranged combat, while XLR8 can weave through his attacks.

Oil Refinery

Dr. Animo

The good doctor is a far different fight than those before him. He will charge at you relentlessly and deals a good amount of damage, so if you haven't gone through and collected a few Health Upgrades, now would be a good time to double-back.

Basically he'll keep rushing you, then back off to pound on his chest to taunt you. It doesn't matter how you do it, but you have to hit him while he's taunting like that. Wildvine is probably the best choice here, since his Special Attack (A Button) will launch Seed Pods, knocking him silly. He'll charge off to the closest oil rig, but be careful, if you charge in too soon he'll linger at the base of the rig and swat you away.

Once he climbs up to the top you have no choice but to beat on the rig he's climbed to knock him down. As soon as he hits the dirt lay into him with all you've got, because he'll get up very quickly. Repeat until he is defeated. There is no good way to coerce him to taunt at you, just run away from his attacks. Using XLR8 might be a good idea - for his speed - however, this puts you at a disadvantage when he taunts: You may not be able to get to him in time to hit him. Just play a defensive game and then go all out when you knock him off the towers.

The Merciless

Vilgax

Vilgax is easily the toughest fight in the entire game - as he should be - he's the most feared Space Pirate in the galaxy. You'll find that your attacks don't phase him at all while he is as large as he is when he begins the fight. Spend all your efforts on dodging his attacks and destroying the generator on the left side of the screen.

Once you've shrunk Vilgax down to your size (comparatively speaking), he'll enter a very obvious pattern of signaling his attack, then dashing forward. If you constantly hit him while he is charging, he won't be able to move, use this to your advantage to lock him in a place of your choosing.

This fight will be a VERY long one, so do not take any unnecessary risks. Slowly whittle down his health so that you can survive the later phases of the fight. At roughly three-fifths health he'll grow large again, this is nothing really dangerous, simply avoid him again, and destroy the generator.

Once you get him around one-fifth of his health, he'll begin using a much wider variety of attacks. He can perform several from the air: He'll charge up an exploding grenade-like ball of energy, and throw it at you; Slam down quickly, sending a shockwave of debris in your direction; And the most dangerous of all of his attacks: Creating a channel of electricity between him and the floor, which will deal absolutely massive amounts of damage if you get hit by it all three times. Avoid this move at all costs.

He also has three ground attacks: He can exhale a dense mist, that has a deceptively long range, stay away from him, or get on the other side of him

during this attack; He has two whip attacks - one where he only swings the whip once, afterward he'll be momentarily stunned - and the other where he swings about three times, though it's hard to tell, if you get hit by it, you'll probably lose most of your health. Both attacks have obvious load up sequences, so once you figure out which one he's doing, prepare accordingly. If he's doing the long whip attack, try your best to get behind him, since he covers most of the stage during that combo.

So, to recap: Take it slowly, Vilgax has a LOT of health, you will not be able to get through this fight in a timely manner. Learn his attack patterns early. He is most likely going to defeat you once or twice, but you should be able to take him down if you stick to a defensive style, and don't take too many risks.