

Ben 10

Protector of Earth

Walkthrough

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The Story

An inter-dimensional crisis threatens to swallow the Earth into limitless darkness and Ben Tennyson suddenly finds a majority of his alien powers stolen. Vilgax has vowed revenge on Ben and his entire home world. The intergalactic warlord's deadly plan: use the watch's transmutive crystals to power a Mega-Null Void projector - a giant weapon powerful enough to rip our entire planet from the fabric of time and space.

Playable Characters

Ben Tennyson

Ben Tennyson is not a great fighter, but in a pinch can hold his own against a small number of weaker enemies. While in Ben form, focus on evading enemies while your Omnitrix timer is recharging to keep yourself from being defeated. Use Ben's small size to your advantage, as he can enter small doorways that other forms are too large to fit through.

Fourarms

Fourarms is a brawler who is best suited to be up close and personal with his enemies. His strength allows him to perform devastating punches and easily throw enemies around like dolls. His strength also lets him to move heavy objects to reveal hidden objects and solve puzzles. Use Fourarms when you face robotic enemies, as he is stronger against them.

Heatblast

Heatblast is an offensive juggernaut. His quick attacks allow for continuous damage to the enemy as well as having a number of ranged fire attacks that can keep an enemy from getting too close. Use Heatblast's ranged attacks to activate out of reach switches and use his glide technique to jump over large gaps. Plant and animal type enemies are weak to Heatblast's attacks so use him when you run into them.

XLR8

XLR8 is the king of speed. Use XLR8's speed to run circles around the enemy as you hit them with XLR8's fast attacks. XLR8's Full Speed ability allows him to plow through enemies and to run past switch activated doors and hazards. XLR8's speed is also a must when you have to activate multiple switches at the same time. Use XLR8 when you face Humanoid type enemies as they are weak to his attacks.

Cannonbolt

Cannonbolt is a 500 lb. weapon of mass destruction. While the other forms use mainly their hands and feet as weapons, Cannonbolt uses his body to do his dirty work. His massive size allows him to deal amazing amounts of damage and is able to block most enemy attacks. Using his ability to catapult up ramps, he is able to get to areas that hold secret treasures that the other forms could never get to. Cannonbolt is most effective on "Big Guys" such as Crystal Claws, Victors and Detrovites.

Wildvine

Wildvine is a versatile and deadly character in the hands of a skilled player. Using Wildvine's powerful attacks together sets this Alien apart from the rest of the pack. Wildvine is able to stun a group of enemies, then, while they stand helpless, drop a maelstrom of Pod Grenades on their heads to finish them off. Wildvine is also able to grab hold of special grapple points that allow him to get to areas and treasures that the other Alien forms could not. His attacks are even stronger against enemies who are unlucky enough to be infused with Alien DNA.

Controls

PSP

	Menus	In-Game
directional buttons	Select	left / right – Choose Alien Form
analog stick	Not Used	Move Character
X	Confirm	Jump
O	Not Used	Special Attack
□	Not Used	Light Attack
Δ	Back	Heavy Attack
L button	Not Used	Block
R button	Not Used	Activate Omnitrix
Select button	Not Used	Combo List
START button	Not Used	Pause Game

PS2

	Menus	In-Game
Directional Buttons	Move selection cursor	Not Used
Left Analog Stick	Move selection cursor	Move Character
Right Analog Stick	Not Used	Cycles Omnitrix
X	Confirm	Jump
O	Not Used	Special Attack
□	Not Used	Light Attack
Δ	Back	Heavy Attack
L1	Not Used	Block
R1	Not Used	Activate Omnitrix
L2	Not Used	Cycle Omnitrix Backward
R2	Not Used	Cycle Omnitrix Forward
SELECT	Not Used	Combo List
START	Not Used	Pause Game
L3	Not Used	Not Used
R3	Not Used	Activate Omnitrix

Wii

	Menus	In-Game
+Control Pad	Move selection cursor	Performs several functions, including activating the Omnitrix and attacking
+Control Pad Up	Move selection cursor	Activates Omnitrix
+Control Pad Left	Move selection cursor	Cycle Omnitrix Left
+Control Pad Right	Move selection cursor	Cycle Omnitrix Right
+Control Pad Down	Move selection cursor	Special
Control Stick	Move selection cursor	Move Character
A Button	Confirm	Light Attack
B Button	Back	Heavy Attack
Wii Remote Left/Right	Not Used	Light Attack
Wii Remote Up/Down	Not Used	Heavy Attack
Nunchuk Up/Down	Not Used	Special
Z + Wii Remote Up/Down	Not Used	Activates Omnitrix
C Button	Not Used	Block
Z Button	Not Used	Jump
+ Button	Not Used	Pause
- Button	Not Used	Combo List
HOME	Opens HOME Menu	Opens HOME Menu

Combo Attacks

All Systems (PSP, PS2, Wii)

Jump = J Light Attack = L Heavy Attack = H Special Attack = S

Move	Ben	Four Arms	Heatblast	XLR8	Cannonbolt	Wildvine
LL	Double Jab	All Fours	Jab and Burn	Kangaroo Kick	Gutter Ball	Whip Crack
LH	Jab Roundhouse	4 x Four	Rising Heat	Flip Smash	Falling Blast	Back Lash
HL	Uppercut	Slapdown	Overburn	Switchback	Big Splash	Swing Whip
HH	Power Kick	Double Up	Overblaze	Tail Spin	Rebound	Uproot
LLL	N/A	Double Rush	Hotfoot	Cranial Razor	Yo-yo Smack	Flora Punch
LLH	N/A	Tornado Hook	Fiery Flurry	Kick Lift	Backspin Burnout	Bramble Scramble
HHH	N/A	Gravelizer	Fire Plume	Heli-Spin	Spin Cycle	Vine Hammer
LLS	N/A	Seismic Clap	Blazing Slide	Quick Kicks	Ground Shred	Upshot Creeper
HHS	N/A	Big Bang	Armageddon	Tornado Vortex	Meteor Bolt	Pollination
S	Dodge	Boulder Bash	Flamethrower	Full Speed	Catapult	Fly Trap
SL	N/A	Garbage Toss	Dragon Breath	Body Check	Power Flop	Thorn Burst
SH	N/A	Slappy Meal	Solar Flare	Sonic Rush	Suction Blast	Pod Grenades
SS	N/A	Tombstone Punch	Critical Meltdown	Flash Barrage	Pinball	Seed Rain
JL	Air Jab	Four Score	Torch Swipe	Air Smack	Air Claw	Air Whip
JH	Jump Kick	Quad Slam	Fire Moon	Air Spike	Shot Put	Vine Crush
JS	Flip	Anvil Smash	Meteor Slam	Air Assault	Bounce Ball	Seed Burst

Collectible Items

Alien Tech Boost – A green and black disk that reduces the cost of the moves you use in an alien form.

Atomic Power- This is a red spiked ball. When collected it allows you to deal double damage.

Chrono Crystal – A green atom-like orb that will refill the Omnitrix meter when it starts to deplete. The green Omnitrix meter is the hour glass shaped meter in the top left corner.

Chrono Crystal Boost – A red and black disk that makes your Omnitrix meter recharge faster.

DNade – A red atom-like orb that will refill the health meter when it has been depleted. The health meter is the red meter running horizontally in the top left corner of the screen.

DNade Boost – A red cylinder with a pointed end that faces the ground. This will increase maximum health in all forms.

Omnitrix Point – Yellow orbs that allow you to upgrade your alien forms when the meter is filled. The yellow Omnitrix point meter is under the health meter.

Hero Control – This allows the player to transform from Alien form to Alien form without having to transform back into Ben form first. Available after defeating Ghostfreak.

Invincible Ice – This is a blue spiked ball. When collected it makes you immune to damage for a short amount of time.

Master Control – This allows the Omnitrix timer to never run out, making Ben able to stay in an Alien form forever, as well as use moves and combos infinitely. This is gained after defeating Dr. Animo.

Sumo Slammer Card – These cards are for Ben's favorite trading card game. There are three in each non-boss or non challenge level. Collecting them will unlock special movies that can be watched in the Extras Menu.

Cooperative Mode (PS2 / Wii only)

At any point during play a second player is able to join the game, as long as there is a second controller attached to the console and any button is pressed. This second character will have access to all the same forms and moves that have been unlocked up to that point. When either player is defeated it will take a few seconds until they reappear to continue playing. If at any point both players are defeated at the same time, the Defeat Screen will be displayed.

There is a special cooperative attack that the players have access to. While both players are near each other, press the Special button at the same time to activate the Omnitrix Overload attack. This attack will do damage to all enemies in the blast radius.

Walkthrough

Southwest

Grand Canyon

Starting the level as Ben move to the right of the screen and activate the Vilgax Drone stat screen. Choose either Fourarms or Heatblast, since they are the only two Alien Forms you have and defeat the enemy encounter. Break the red and white fence and continue to the right past the next enemy encounter. Switch to Heatblast and absorb the fire off of the flaming rock barrier. Once the flames are out break the barrier and use Heatblast Glide to jump over the gap.

Collect the 1st Sumo Slammer Card and defeat the enemy encounter. Continue right until you come to a row of Omnitrix points that lead up to two higher platforms, once all of the Omnitrix points are collected in the row the 2nd Sumo Slammer Card will appear.

Advance to the right and activate the Laser Drone stat screen, defeat the enemy encounter with either Heatblast or Fourarms and continue to the right. Jump across the individual platforms that lead to the middle of the canyon, on the larger platform of the series there will be another enemy encounter.

After defeating the encounter on the larger platform continue to the right and double jump to the platform near the top of the screen to collect the Chrono Crystal Boost, which helps the Omnitrix recharge faster. Move to the right and activate the Vilgax Hunter stat screen. Use Heatblast or Fourarms defeat the enemy encounter.

Once the encounter is over move to the right and switch to Fourarms so you can move the big block to the wall at the right of the screen. In this same area there will be a Cannonbolt ramp with yellow and black stripes. You will need to unlock Cannonbolt and return to this area to collect the third Sumo Slammer Card. Once the big block is against the wall stand on it with either Fourarms or Heatblast and jump up to the next platform.

Continue to the right and enter the cave. Defeat the enemy encounter and jump across the platforms as soon as the giant robot knocks them down. There will be two enemy encounters on the platforms as you jump across them. Be careful of the falling rocks, they will stop you in the air when you are jumping, knocking you into the pit below.

There is one more enemy encounter before the boss battle which occurs on a larger platform as the robot punches through the wall. Defeat this encounter and double jump over to the right, then exit the cave to begin the boss battle.

Boss Battle – Giant Vilgax Destroyer

The best way to defeat this boss is to attack his arms when they get stuck after it slams them into the ground. The move Tornado Hook (L,L,H) with Fourarms or Fiery Flurry (L,L,H) with

Heatblast works best. When the Giant Vilgax Destroyer is not attacking, use the same moves on his chest; this is an effective way to lower its health faster. Make sure you Block when the Giant Vilgax Destroyer attacks. (A quick tip: if you are standing near its chest and it attacks with the quick jab you will not be able to block it.) After a quarter of its health is gone, a Mini-Game will start, switch to Ben and activate the Mini-Game.

If you are playing on the PSP or PS2 push the corresponding button that is shown on the screen to continue with the Mini-Game. If you push the wrong button, the Giant Vilgax Destroyer will regain some health and you will need to try again. If playing on the Wii you will need to point your Wii Remote cursor at the indicator on the screen.

Once the Mini-Game is over continue to attack with the same strategy until the second Mini-Game is activated. Proceed to battle the Giant Vilgax Destroyer until almost all of its health is gone and the final Mini-Game appears. (there will be three Mini-Games for each major Boss Battle.)

If you are playing on the PSP or PS2 this last Mini-Game will have a series of buttons you will need to push, stay alert and press the correct buttons, on the Wii there will be a series of indicators to point at with the Wii Remote. The last button you will need to press repeatedly, if you are playing on the Wii you will shake the Wii Remote and Nunchuck repeatedly. Once the Mini-Game is over the Giant Vilgax Destroyer will be defeated and the Results Screen will appear. After the cutscene, you will gain access to XLR8, another of Ben's Alien forms.

Mesa Verde

Advance to the right and activate the Forever Knight stat screen, switch to Fourarms, Heatblast or XLR8 to defeat the enemy encounter. Proceed to the right and activate the Forever Knight Sniper stat screen, then defeat the encounter.

Directly after the enemy encounter there will be a pressure sensitive switch that opens the door to the next area. Using XLR8 stand on the switch and perform Full Speed (S) through the door way on the right. XLR8 should run through the doorway before the door closes.

Go to the right and activate the Forever Knight Gladiator stat screen and defeat the next two enemy encounters. (A quick tip: using XLR8's Air Spike (J,H) is an easy way to defeat the Forever Knight Snipers on the top of the buildings, but it does drain the Omnitrix faster, so watch for more Chrono Crystals to replenish it with.)

Jump onto the the platform to the right and then to the next series of rooftops. Advance to the next wall and break it. Inside the room will be the 1st Sumo Slammer Card. Jump on the roof of the building with the Sumo Slammer Card and continue to the right. Defeat the enemy encounter and continue, you will see a big block and a pressure sensitive switch with pots sitting on it. Break the pots and use Fourarms to move the big block onto the pressure sensitive switch. A Cannonbolt ramp will appear. After obtaining Cannonbolt come back and use the ramp to get to the platform over the gap at the top of the screen. You will find the 2nd Sumo Slammer Card inside of the building.

Jump across the gap to the right after the Cannonbolt ramp and activate the Bomb Drone stat screen. Defeat the enemy encounter and use Fourarms to move the big block onto the

pressure sensitive switch in front of the bridge. The bridge will lower and you can run across to the next set of rooftops.

As soon as you get to the other side at the top of the screen there will be a red Atomic Power which will allow you to deal double damage. Continue to the right and defeat the enemy encounter. The floor will break away and you will fall to the lower level.

Advance to the right and defeat the two Forever Knights which will activate the Forever Champion stat screen. Defeat the enemy encounter and switch to XLR8, then move to stand on the pressure sensitive switch on the right side of the room. Use Full Speed (S) and place the cursor on the inside of the doorway to the right. Inside will be a DNAde Boost which increases your maximum health. Use XLR8's Full Speed (S) to exit from the room again.

Switch to Fourarms and proceed to the left side of the screen. Move the big block on to the pressure sensitive switch near the top of the screen on the left, opening the door at the top of the screen. After exiting the door, continue to the right until you come across an enemy encounter. At the top of the screen, behind a statue, there will be a blue Invincible Ice,. This will make you immune to damage for a short amount of time.

Defeat the enemy encounter and proceed to the right. After you pass the pathways that fall apart, there will be a platform above your head on the side of the wall. Jump onto the platform and collect the individual Omnitrix point, jump to the next two platforms and collect the Omnitrix points. On the third platform there will be a trail of Omnitrix points to collect when you jump off of the platform. Once all of the Omnitrix points are collected in this area, the 3rd Sumo Slammer Card will appear.

Defeat the next two enemy encounters as you continue to advance. Continue to run to the right and you will come to the final enemy encounter. There will be several enemies to defeat in a large area with statues on the left and right of the screen. Defeat the Forever Snipers as they appear, as they will stop you in the middle of combos if you are hit by them. This makes you vulnerable to attacks and is especially dangerous when you are surrounded by enemies. Once the enemy encounter is defeated, the Results Screen will come up and you can proceed to the next level.

Area 51

Run to the right and activate the Forever Knight Guardian stat screen. Defeat the enemy encounter and proceed to the right. This will activate the Driller Drone stat screen. Defeat the enemy encounter and continue to the right. There will be another enemy encounter, and once you get past it, the Forever Champion Elite stat screen will activate. Once the Forever Champion Elite is defeated you will come across a ring of fire. Switch to Heatblast and run around the ring to absorb the fire. Once all of the fire is absorbed then the door on the right will open. Be careful, the fire will damage everyone else but Heatblast.

Inside of the warehouse you will activate the Vilgax Stalker stat screen defeat the enemy encounter and jump onto the wooden box at the top right of the screen. Once on the box jump up to the first level and destroy the enemy encounter.

Once the encounter is defeated jump onto the wooden box on the left then to the second level

of the shelves. Defeat the enemy encounter and jump to the third level using the wooden box on the right. After defeating this enemy encounter go left and collect all of the Omnitrix points that are in a circle. Once all of the points are collected, the 1st Sumo Slammer card will appear.

Jump to the upper platform once the Sumo Slammer Card is collected and defeat the encounter. Move out of the door to the right and activate the Photon Drone stat screen. Move to the top right of the screen after the enemy encounter and jump over the glass roof. The 2nd Sumo Slammer Card will be there to collect.

Jump onto the glass roof and once the glass breaks you will fall down to a lower level. Move to the right and advance past the first enemy encounter. The Vilgax Defender stat screen will activate.

Once the enemy encounter is defeated, move to the right. There will be a big block next to a pressure sensitive switch with fire around it. Use Heatblast to absorb the fire then switch to Fourarms and place the big block onto the pressure sensitive switch. A door at the top of the screen will open and fire will be inside of the little room. Switch back to Heatblast and absorb the fire. Activate the switch on the wall on the right by using a Light or Heavy attack. Once the switch is activated run back out of the little room and through the door on the right that was opened by the switch. You will have to hurry once the switch on the wall is activated. The door will only stay open for a few seconds. If you don't make it through the door keep trying by activating the switch again. (XLR8 may be your best option for getting through the door in time.)

Once you get past the door, jump down into the tunnel to get to the next area. Move to the right and defeat the next two enemy encounters. Continue to the right until you see a room with large pistons and a pressure sensitive switch on the floor. Switch to Heatblast and stand on the pressure sensitive switch and face the right wall. Perform Flamethrower (S) and aim for the switch on the wall. Once you hit the switch, the pistons will begin to move. Jump onto the pistons and move to the top of them. If you stand on the tallest piston and wait, it will come down enough to open a little room with an Alien Tech Boost inside. This power-up reduces the cost of your moves.

After you have collected the Alien Tech Boost jump to the platform at the top of the pistons. Stand on the pressure sensitive switch and face the back wall with Heatblast and perform Flamethrower (S) to activate the switch on the wall. Once the switch is activated jump up the series of platforms that came down on the left of the screen. When you are on the top platform, double jump straight up in the air. You will see a green Grapple point, for which you will need to come back with Wildvine to collect the 3rd Sumo Slammer Card.

Enter the door to the right of the screen and you will be on the elevator. There will be two enemy encounters as the elevator goes up. There is an Invincible Ice in one of the breakable boxes at the top left of the screen, which will allow you to be immune to damage for a short time. Once the elevator reaches the top you will encounter a boss battle with Enoch.

Boss Battle - Enoch

Enoch will do a series of attacks, such as an explosive wave that comes out of his body when

you get too close, a sonic wave when he slams his sword into the ground, and a fire ball type effect with three energy waves that travel along the ground if he swings his sword with a certain motion. The Sonic wave is hard to dodge and both the sonic waves and the explosion attacks are unblockable. Aside from the ranged sonic attacks, he will perform a series of attacks with his sword. If you block any of them, he will be temporarily knocked back and you will have a chance to perform combos to lower his health.

You can use any of the the alien forms to beat Enoch, but speed seems to be the most useful. Attack when you can and move back when he is about to perform the explosion attack. Using XLR8 may increase your chances of winning.

Hoover Dam

Enoch is using the Armortron Crusader to attack you at Hoover Dam. The best way to beat the Armortron Crusader is to stand in the notches near the bottom of the screen and block as he slams his fist or hand onto the ground. Once the hand or fist is on the ground run up and attack. The most damage can be done if you use (L,L,H) attack with any of the characters. So Tornado Hook with Fourarms, Fiery Flurry with Heatblast, or Kick Lift with XLR8. Once a quarter of his life is gone, he will lean against a metal tower on the left of the screen. At that time run and stand on the pressure sensitive switch in front of the tower to electrocute the Armortron Crusader.

Now, his right hand will have an electric charge when it hits the ground. Be sure you continue to block standing in those notches at the bottom of the screen. He will now start hitting the side of the dam, so when he about to hit the side, jump at the right time and you will avoid taking damage. Another attack he uses is a laser that comes out of his chest. Try to run to the sides of the screen to avoid this attack.

Once half of his life is gone, he will lean against the metal tower on the right of the screen. Run and stand on the pressure switch in front of the tower to electrocute him again. Now the Armortron Crusader's left fist will give off an electric wave when he punches the ground. Make sure to continue to block so that the wave does not damage you. Continue to attack and he will eventually fall face first onto the ground. When the Ben Icon appears over its head switch to Ben and activate the Boss Mini-game, just like with the Vilgax Destroyer.

Once the Mini-Game is successfully over the Results Screen will appear and you can move on to the next area. After the cutscene plays, you will have access to Cannonbolt, Ben's 4th form.

Meteor Crater

This is an arena type area where multiple enemies will attack you in one continuous enemy encounter. You can use any of the forms to try and defeat the enemies.

The best thing to do is to defeat the enemies that have ranged attacks first, such as the Laser Drones and the Bomb Drones. They can interrupt combos that you are doing, and make you vulnerable to attacks. Once all of the enemies are defeated, the Results Screen will appear and you can advance to the next level.

Northwest

San Francisco

Advance to the right and defeat the first enemy encounter. Once all enemies are defeated, a Cannonbolt ramp will appear at the top of the screen. Switch to Cannonbolt and perform Catapult (S) at the base of the ramp. While in the air go to the right and land on the first platform. Jump across three other platforms going to the right to collect the 1st Sumo Slammer Card.

Jump down and over the hedges at the top of the screen. Collect the Atomic Power on your way up to help with the three enemy encounters that happen on the hedge area. Once you get to the street, defeat the enemy encounter and proceed to the right. Stop next to the jeep, there will be an inactive Cannonbolt ramp on the ground. Destroy the bench in front of the pressure sensitive switch on the left side of the ramp. Using Fourarms, move the big block on the right of the ramp to the pressure sensitive switch on the left of the ramp. This will activate the Cannonbolt ramp. Use Cannonbolt's Catapult (S) on the ramp and go to the left while in the air. Land on the platform to the left, then double jump to the left and collect the 2nd Sumo Slammer Card.

Jump down and continue down the road, there will be two more enemy encounters. After the second encounter, you will go off of the road to a dirt path in the woods. There will be two more enemy encounters along the dirt path.

After the second encounter you will come across a parking lot. As you proceed to the right, there will be one enemy encounter. Continue to the right and you will reach a big block next to two pressure sensitive switches. Using Fourarms, place the big block onto the bottom pressure sensitive switch. Change to XLR8 and stand on the switch near the top of the screen, perform Full Speed (S) and place the cursor through the doorway on the right of the screen.

Once through the doorway, activate the switch on the wall at the top of the screen. This will activate the Cannonbolt ramp. Jump down to the road below in front of the ramp. Collect all of the Omnitrix points in the circle and defeat the enemy encounter. Move to the bottom left of the screen and jump up the side of the wall while collecting all the Omnitrix points along the way.

Once all of the Omnitrix points are collected, the 3rd Sumo Slammer Card will appear hovering in the air past the Cannonbolt ramp. You can either double jump to grab it, or collect it as you are using Cannonbolt's Catapult (S) on the ramp to jump over the gap. When you are on the other section of the bridge, there will be one enemy encounter before the next Cannonbolt ramp.

After you use the Cannonbolt ramp to get over the second gap, proceed to the right and you will activate the Vilgax Mercenary stat screen. This enemy may be tricky to defeat since they fly. A good way to defeat them is to use Sonic Rush (S,H) with XLR8, but this move will drain your Omnitrix very fast. Cannonbolt's Shot Put (J,H) also works very well on this enemy.

Once the encounter has been defeated, do not use the ramp right away. Move to the edge of the road next to the ramp and you should see a Chrono Crystal Boost on a platform. Jump

and collect the Chrono Crystal Boost. Be careful coming back to the Cannonbolt ramp, the platforms will fall once you land on them.

After using the Cannonbolt ramp, continue to the right and proceed to jump across the broken areas of the bridge. Eventually you will come across a car wreck with a semi truck. Jump over the wreckage and you will activate the last encounter of the level. It will be easier to defeat the Vilgax Mercenaries first, as they will throw bombs which can stun you mid-combo, making you vulnerable. Once the encounter is over, the Results Screen will appear and you will be able to advance to the next level.

Lumber Mill

Move to the right and you will face two enemy encounters. Once past these, you will get to a barrier with two switches, one near the top of the screen and one near the bottom of the screen. Use XLR8 and perform Full Speed (S) while standing in the middle of the two switches. Make the cursor go from one switch to the other so XLR8 hits both switches during the same move. Once both switches are activated at the same time, the barrier will raise up and allow you to progress.

Directly after the barrier, a Cannonbolt ramp is at the top of the screen. Switch to Cannonbolt and use the ramp to get to the higher platform. Jump across the three treetops along the left side and collect the DNAde Boost on the left tree top. Then jump to the tree top on the right and jump on the platform at the very top.

This will activate an enemy encounter. Once they are all defeated, collect the 1st Sumo Slammer Card at the top left of the screen behind the boulders. Continue moving to the right, but be careful of the wind area, as it can push you off of the edge if you are careless. Use the Cannonbolt ramps to jump over to the next platform.

The Thornhound stat screen will activate, defeat the enemy encounter. Go to the top of the screen, there will be a green grapple point. You will need to come back with Wildvine to get over to the platform with the 2nd Sumo Slammer Card.

Go to the bottom of the screen and descend the tree tops to the dirt path below. Defeat the enemy encounter and proceed to the right. There are three switches with wind surrounding them. Use XLR8's Full Speed (S) and move the cursor so that XLR8 will hit all three switches. If you happen to miss a switch you can still activate it using a Light attack if you are fast enough. You can use Cannonbolt for this as well, perform Catapult (S) while lined up with the switches.

Advance to the right until you come across a vine wall. Defeat the first wave of enemies and the Thornhound Aggressor stat screen will activate. Once the enemy encounter has been defeated, the vine wall can be destroyed and you will be able to advance to the next vine wall. Once reached, defeat the encounter to break the second vine wall.

Move to the right and proceed to the Cannonbolt ramp on the right side of the screen. Use the Cannonbolt ramp and land on the platform near the top of the screen. Jump across to the platform on the left and collect all of the Omnitrix points that are hovering in the air. A new line of Omnitrix points will show up going down the wall at the top of the screen. Jump off of the

platform and collect the Omnitrix points as you fall to the bottom level. Once all of the points are collected, the 3rd Sumo Slammer Card will appear.

Use the Cannonbolt ramp on the right and land on the platform near the top of the screen. Jump across to the platform on the left. Use the Cannonbolt ramp on the left side of the screen and land on the upper platform. Then, use the ramp to jump across the gap and land on the dirt path on the right side. This will place you right before the final encounter of the level; a battle with Kevin 11.

Boss Battle - Kevin 11

Kevin 11 uses combos as well as flying attacks to try to defeat you. When he is in the air he will spit a green goop that will knock you back. Jumping in the air and using Light and Heavy attacks will bring him back down but Cannonbolt's Shot Put (J,H) works better.

Blocking is important when Kevin 11 performs combos. He has a long combo he can perform that ends with crystals coming out of the ground at you. Kevin 11 can also jump and hit you from a long distance. It's easiest to use XLR8 or Heatblast and just continuously attack. Once Kevin 11 is defeated, the Results Screen will appear and you will be able to advance to the next level.

Crater Lake

Move to the right and the Thornhound Charger stat screen will activate. Defeat the enemy encounter and continue to the right. Take out the next enemy encounter and jump up the lily pad platforms to get to the top. Switch to Fourarms at the top and move the big block onto the pressure sensitive switch. Use the Cannonbolt ramp that has been activated and collect all of the Omnitrix points floating in the air. Once all of the Omnitrix points are collected, the 1st Sumo Slammer Card will appear.

Continue along the path to the right, avoiding the spikes that come out of the ground and defeat the first wave of enemies. Once they are defeated, Maceroot's stat screen will be activated. Once the enemy encounter is finished, move to the right past the second vine trail. You will encounter a wall of spikes with a pressure sensitive switch in front. With Cannonbolt, stand on the switch and perform a Light attack on the switch near the top of the screen.

Moving past the next enemy encounter, climb up the second lily pad wall. At the top will be the 2nd Sumo Slammer Card hovering in the air. Switch to Fourarms once you get to the top and place the big block on the pressure sensitive switch on the left. Change to XLR8 and stand on the switch on the right. Perform Full Speed (S) and place the cursor on the other side of the spike wall.

After the spike wall, proceed to the right. When you come to the swamp with the floating lily pads, jump to the lily pad at the top of the screen to collect the 3rd Sumo Slammer Card. At the bottom of the screen on a lily pad is an Alien Tech Boost. After you collect the items, keep moving to the right and go up the third lily pad platformed wall.

At the top of the wall, switch to Heatblast and absorb all of the fire. Once the fire is gone a Cannonbolt ramp will appear. Use the Cannonbolt ramp and defeat the next enemy

encounter. Keep moving to the right until you come across four switches. Its easiest to use Cannonbolt and hit the center of the two switches on the left with a Light attack, this will activate them both. Now do the same with the two switches on the right.

Once all four switches are activated at the same time, the Cannonbolt ramp will appear and you can catapult across the swamp area to the platform at the top of the screen. Jump up the two platforms to get to the top and you will activate the last enemy encounter. Once the enemies are defeated the Results Screen will appear and you can advance to the next level.

Seattle

Snapdragon uses a lot of smash attacks. If you are far away it will slam its whole body onto the ground. It will also perform a spin attack, and if you are too close it will jab its head at you in a sort of bite attack. If you are close in, you will not be able to block this last attack.

In order to beat Snapdragon, break the red spores that surround its base. The best way is to use XLR8 or Cannonbolt and attack a red spore, then back away so that you will not be hit by the bite attack, move to the next red spore and continue. If stay farther away you can block all of the attacks Snapdragon will use on you. Once you break all the spores, the first Mini-Game will activate. Switch to Cannonbolt and find the nearest ramp. Perform Catapult (S) on the ramp so you smash into Snapdragon.

Once the Mini-Game is over, continue to break all of the red spores until the second Mini-Game is activated. Switch to Cannonbolt and find the nearest ramp to perform Catapult (S). After this Mini-Game, Snapdragon will start to spray goo at you, which you will need to block it finishes, along with dealing with the other attacks. Proceed to break all of the red spores and the final Boss Mini-Game will appear. Once the Mini-Game is over, Snapdragon will be defeated and the Results Screen will appear. After this next cut scene, Wildvine will be available for use by Ben.

Yellowstone

This is an arena type area where multiple enemies attack you in one continuous enemy encounter. You can use any of the forms to defeat the enemies.

Defeat the enemies with ranged attacks first, for example, Maceroots have seed bombs they will throw at you. Once all of the enemies are defeated the Results Screen will appear and you will be able to advance to the next level.

Midwest

Effigy Mounds

Switch to Wildvine and jump straight up towards the grapple point and swing to the platform on the right. The Fangface's stat screen will activate. After you defeat the enemy encounter, continue to the right and the Fangface Howler's stat screen will activate.

Defeat this enemy encounter and the next encounter you come across. Moving to the right, another grapple point will appear. Switch to Wildvine and grapple to the upper level on the right.

Once on the upper platform, defeat the next three enemy encounters as you progress to the right. Go to the edge of the broken bridge and switch to Wildvine. Grapple along the multiple grappling points, so you can get over the gap to the platform on the right side. Collect all of the Omnitrix points along the way. Once on the right side, turn to the left and grapple on the second group of grappling points above the first group. Make sure you collect all the Omnitrix points. Once you get to the roof on the left, collect the 1st Sumo Slammer card.

Grapple back to the platform on the right and defeat the next three enemy encounters. Once all of the enemies are defeated in the third encounter, switch to XLR8 and stand on either the left or right side of the statues. Perform Full Speed (S) and align the cursor so that XLR8 will hit all the statues.

You teleport underground and at the top of the screen will be an Atomic Power. Once you walk near the Atomic Power, the Mummy stat screen will activate. Defeat the enemy encounter and proceed to the right.

Switch to Wildvine and grapple to the platform on the right. The Cyclone Mummy stat screen will activate. Defeat the enemy encounter and proceed to the right. Once the next enemy encounter is defeated, switch to Cannonbolt and use the ramp that activated after the encounter. At the top of the waterfall is the 2nd Sumo Slammer Card.

Jump down and continue to the right. Jump across either set of collapsible platforms. The second platform to the end on the top part of the circle has a Chrono Crystal Boost. Once you are across the collapsible platforms defeat the enemy encounter. Switch to Cannonbolt to use the Cannonbolt ramp and move to the right while in the air. Once you have landed on the platform, jump to the platform on the left, then jump two more platforms to the right. The 3rd Sumo Slammer Card is on the top right of the level. Jump down and enter the doorway on the right to start the boss battle with Hex.

Boss Battle - Hex

Hex has a number of ranged attacks: a laser type attack from his staff, a tunnel of flames from the fireplace, a fire ball type attack where three balls will travel along the ground, and exploding rocks thrown in random directions. One of his biggest advantages is that he can teleport, so he will be all over the screen making it difficult to attack him.

The easiest way to defeat Hex is to keep attacking him. If you stay close to him, he will

teleport, so he is less likely to attack. If you use XLR8, you can get across the screen faster. Use Air Spike (J,H) when you are trying to get near him again and it will knock him to the ground. Once Hex is defeated, the Results Screen will appear and you can advance to the next level.

Plumber Base

Move to the right and after the second enemy encounter jump on the the little platforms on the back wall. Jump up three more platforms to the right, then switch to Wildvine and grapple to the platform at the left of the screen. Collect the 1st Sumo Slammer Card there.

Jump down and continue to the right. Switch to Ben to navigate through the laser grids. At the end of the lasers, switch to Cannonbolt and use the ramp to get to the upper platform. Then use the next Cannonbolt ramp to get to the next platform and activate the switch. This turns off the fans near the front of the screen. Jump down to the bottom near the laser grids.

Move around in front of the fans and walk along the narrow path. Be careful, as the fans will turn on randomly and knock you off of the edge. At the end to the right is the 2nd Sumo Slammer Card. Once you have collected the card, head back and use the Cannonbolt ramp to get back to the middle platform and move to the right.

Defeat the enemy encounter and use the newly activated Cannonbolt ramp. Land on another Cannonbolt ramp in the center of the screen, then use this ramp to get to the top platform. Once on the platform, break the box on the far left to collect the DNAde Boost.

Move to the right, get onto the elevator, and defeat the enemy encounter. Once the elevator stops, switch to Ben and exit through the vent at the top left of the screen. Once outside, proceed to the left and defeat the enemy encounter. Jump up the platforms along the wall to the left and collect all of the Omnitrix points. Double jump to the higher platform and continue to the right. Make sure you collect all of the Omnitrix points and the 3rd Sumo Slammer Card will appear on the third platform.

Move back to the left and proceed to the bigger platform with the big block on it. Switch to Fourarms and move the big block to the top left of the platform. Jump onto the block and onto the next platform. Using Wildvine, grapple to the left of the screen and land on the next platform. Continue left and use Wildvine again to grapple to another platform.

Move to the lower platform on the left and collect the Invincible Ice. Continue to the left and defeat the enemy encounter. Switch to Ben and go through the vent at the top left of the screen.

Proceed to the right and the Viktor stat screen will activate. Defeat the enemy encounter and switch to Cannonbolt. Move to the top of the screen and use the Cannonbolt ramp to break the four mirrors along the wall. Once all four are broken, use the ramp on the right and destroy the twelve mirrors higher up on the wall.

Once they are destroyed, move right and defeat the next three enemy encounters. After the third encounter, move to the right and you will be in the last enemy encounter. Once the enemies are all defeated, the Results Screen appears and you can advance to the next level.

Chicago Lake Front

Move up and to the right and defeat the first two enemy encounters. After the second encounter, move to the bottom right of the screen. On top of the stack of pipes is the 1st Sumo Slammer Card.

Move to the left and up the multiple platforms to reach the top of the construction site. At the top platform, switch to Fourarms then move the big block onto the pressure sensitive switch. Activate the switch on the wall, then move the big block to the second pressure sensitive switch at the top left of the screen. Switch to Ben to move down the tunnel to the dumpster.

Defeat the enemy encounter and move to the right. Use Fourarms and move the big block to the pressure sensitive switch on the top left of the screen. Using Heatblast, stand on the pressure sensitive switch on the bottom right of the screen and perform Flamethrower (S) to activate the switch inside of the building. Switch back to Fourarms and move the big block onto the pressure sensitive switch inside of the building on the top left side of the screen. Use Cannonbolt's ramp and jump over the bridge.

Defeat the enemy encounter as you move to the right. The trash can at the bottom of the screen has an Invincible Ice in it if you need it. Once the encounter is over, jump onto the green awning next to the white movie theater sign. Jump onto the white sign and move to the right. At the end of the platform is the 2nd Sumo Slammer Card.

Move to the top of the screen and use the Cannonbolt ramp. Move to the left while in the air. When on the platform to the left, switch to Wildvine and grapple to the right side platform, then jump onto the platform above the vine grapple point. Jump onto the platform to the left and grapple to the next platform on the right to pick up the Alien Tech Boost. Grapple back to the left platform and jump onto the platform on the right, then jump onto the roof of the building and continue to the right.

Use Fourarms to move the big block onto one of the pressure sensitive switches on the right side of the roof. Then switch to Wildvine and stand on the other switch. When the crane moves into place, grapple across to the next roof.

Use Heatblast to jump along the platforms on the side of the buildings to the right. From the second roof, jump to the next platform at the top right of the screen, then jump around the corner of the building to the left, going further to the top of the screen on the gray platforms. Watch out, as the gray platforms will fall if you stand on them for too long.

Quickly jump on the gray platforms, then jump to the left of the screen onto more gray platforms. On the last gray platform on the left side, jump around the corner to the left to collect the 3rd Sumo Slammer Card.

Jump back to the right continue on. At the end of the rooftops is a glass roof. Fall onto it and you will land on a train. This is the last encounter of the area. For this encounter, use Fourarms and perform Garbage Toss (S,L) on the enemies to just toss them off of the train. Once all of the enemies are defeated, the Results Screen will appear and you can advance to the next level.

Gold Coast Theater

In the first phase of this fight, Ghostfreak will take over the body of an enemy, causing it to glow with a purple light. Your goal is to defeat each enemy as it is possessed, then to light up the area around Ghostfreak by pulling on the window shade cords. This encounter will run for three rounds, with the first having one enemy, the second having two, and the third with three. Once you have defeated all the enemies and shed light on Ghostfreak three times, he will break the ground in the middle of the area, bringing both of you into the basement.

Once in the basement, move the second statue from the left into the light on the left side. Move the third statue from the left to the far right but keep it in the light. Then move the statue that is close to the top of the screen and in front of the third statue to the right side into the beam of light. Move it to the top of the screen as far as it will go. Finally, move the statue that is near the top center of the screen into the light. You may need to adjust one of the statues out of the light and place it back in to effect Ghost Freak. Hitting Ghostfreak with the light will cause phase three of the battle to begin.

Ghost Freak will disappear and reappear, as well as go under ground and pop back up. When he comes up he attacks with tentacles that come out of his chest. He also splits into three different targets so you will have to guess which one is him..The correct target is always the one with a purplish blue light around his head. Attacking the wrong target will cause Ghostfreak to use a powerful rush attack against you. Ghost Freak disappears a lot so it is hard to consistently hit him. Keep attacking and eventually you will lower his health enough to start the Boss Mini-Game.

Once the Mini-Game is over, the Results Screen will appear and you can move on to the next area. After the cutscene, you will also gain control Hero Control for the Omnitrix, letting you switch Alien Forms without moving back to Ben first.

Mt. Rushmore

This is an arena type area where multiple enemies will attack in one continuous enemy encounter. You can use any of the forms to try and defeat the enemies. Once all of the enemies are defeated, the Results Screen will appear and you can advance to the next level.

Southeast

Historic Battlefield

Advance to the right and the Snakefly stat screen will activate. Defeat the next three enemy encounters, then jump up the stairs of the tower at the top right of the screen. From the top of the stairs quickly double jump across the next two collapsible platforms on the right, ending at the top of the next tower. As you jump across the two collapsible platforms, make sure to collect all the Omnitrix points. If they are all collected the 1st Sumo Slammer Card appears at the top of the right tower. Jump down and there will be a trail of Omnitrix points leading back to the left. Collect all of the points and the 2nd Sumo Slammer Card will appear at the top of the first tower.

Defeat the next enemy encounter as you continue to the right, which will introduce you to the Fealines. After the encounter, use Fourarms to place the big block onto the pressure sensitive switch. Then activate the switch to the right of the pressure sensitive switch, opening the gate. Once the gate is open, proceed to the right.

After the enemy encounter switch to XLR8 and stand on the pressure sensitive switch near the door on the right. Perform Full Speed (S) and place the cursor to the right inside of the door. Use Fourarms to move the big block to the pressure sensitive switch at the top of the screen, then activate the switch at the bottom of the screen to turn on the right side machine.

Time your run so you will not get smashed by the machine and exit the door on the right side. The Snakefly Striker stat screen will activate once you go outside, defeat the enemy encounter and proceed to the three switches at the top of the screen. Hit the left switch and then the center switch, this will activate the grapple point. Switch to Wildvine and grapple across the gap, then defeat the enemy encounter on the other side.

Move to the four switches at the top of the screen and activate the switches so the door opens. The order you need to activate the switches is number 3, number 1, number 4, and finally number 2. The barn door will open and there will be a Cannonbolt ramp on the inside of the barn. Use the ramp to collect the 3rd Sumo Slammer Card on the barn roof. Jump down and proceed to the right.

In the cemetery there are four pressure sensitive switches in a square shape. Run and activate each pressure sensitive switch, this makes the statues next to the switches move and wall switches will appear. Run back around and activate all four wall switches. This will make the monument in the center of the square move and there are stairs leading underground.

This is the last enemy encounter. There will be five switches in the encounter; two on the left side, two on the right side, and one on top of the machines. Once all four of the bottom switches are activated you can jump up and activate the one above the machines to complete the level. You will have to act fast though, as the doors spawn enemies, and the switches are only available while the enemies are being spawned. Defeat a couple enemies on the screen, leaving a couple, and when the machines try to make new ones, quickly activate the switches. Once the switch at the top level is activated, the Results Screen will appear and you can advance to the next level.

Bayou

Move to the right and the Feraline Pouncer stat screen will appear. Defeat the enemy encounter and move to the right. Jump on the roof of the little shack, then jump up the treetops at the top of the screen. Once at the top, switch to Wildvine and grapple across to the little shack on the right, collecting the Omnitrix points as you go. Once the points are all collected the 1st Sumo Slammer Card will appear inside the little shack. Destroy the little shack and collect the card,

Jump down and defeat the enemy encounter. Moving to the right, jump on the roofs of the houses and continue right. Defeat the enemy encounter, watching out for the enemies on the roof as well as on the dock. Advance right, watching for large sections of the dock that will collapse. The best way to get across is with Cannonbolt. After the collapsible sections there is an enemy encounter with an Atomic Power in the little shack at the top of the screen. After the encounter use Wildvine to grapple to the next small dock.

There will be an enemy encounter on the small dock in the middle of the multiple grapple points. Defeat this encounter and continue on. Once you reach the wood dock, move to the top left and grapple to the left of the screen. There will be the 2nd Sumo Slammer Card inside of the little shack. Grapple back to the wood dock and double jump to the right to land on the dirt. Defeat the next two enemy encounters and proceed into the mansion.

After defeating the enemies in the first room of the mansion, a Cannonbolt ramp will activate against the far wall. Use the ramp and collect the 3rd Sumo Slammer Card hovering in the air, close to the screen on the right side. Continue to the room on the right then switch to Heatblast and absorb the fire that surrounds the stairs. Once the fire is out, use Wildvine and grapple to the platform on the left. Use Fourarms move the big block onto the pressure sensitive switch, opening a door across the stairs. Move to the next room on the right and destroy the insect hill. After the hill is destroyed, jump down and go to the right, triggering a boss battle with Clancy.

Boss Battle - Clancy

Clancy uses his insects a lot in this encounter. They can surround him like armor, be used as extended fists, be thrown at Ben in small groups, and to create a large trap on the ground. Another ability Clancy uses is his agility. He will jump around a lot which makes him a hard target to hit. Use any form to defeat Clancy, just remember to block often and attack when he presents the opportunity. Once Clancy is defeated the Results Screen will appear and you can advance to the next level.

New Orleans

Move to the right and the Crystal Claw stat screen will activate. Defeat the enemy encounter and at the top of the screen a Cannonbolt ramp will activate. Use the ramp and land on the platform to the right. Double jump across to the platform on the left, collecting the Omnitrix points as you go. A new trail of Omnitrix points will appear going towards the screen to the left. Collect all of the points and at the end of the trail, jump up to a higher platform on the left to obtain the 1st Sumo Slammer Card.

Jump back across to the right platform and move to the front of the screen. Jump up to the higher platform on the right where there will be an Atomic Power. Jump down and defeat the next three encounters as you move to the right. Go into the cement building on the right after the third encounter. Switch to Heatblast and absorb all of the fire in the room. Once the fire is gone, activate the switch and exit the door on the left.

Proceed to the left and defeat the enemy encounter. Switch to Heatblast and absorb all of the fire on the ground. Once the fire is absorbed a Cannonbolt ramp will appear. Use the ramp to land on the platform on the left. Switch to Wildvine and grapple to the left, collecting the Alien Tech Boost on the way. Continue to grapple to the left and collect the 2nd Sumo Slammer Card. Jump down and defeat the enemy encounter. After the encounter go to the left and grapple along the broken bridge to a boat.

Once you land onto the boat, defeat the enemy encounter. There is an Invincible Ice in a breakable box in the top right corner. Use Fourarms to place the big block on the top right on the pressure sensitive switch near the top left of the screen. Then place the big block on the bottom left on the pressure sensitive switch that is through the doorway on the left. Go into the doorway that opens and watch the cutscene. After this, jump up on the roof and collect the 3rd Sumo Slammer Card. After you collect the card, double jump to the road left of the boat and the Results Screen will appear, ending this level.

Oil Refinery

Dr. Animo fights using a large gorilla suit. He is able to use powerful punch attacks and a slam attack, causing a ripple effect on the ground. The best way to beat him is to constantly attack him. If you knock him off balance he will fall down and is stunned for several seconds.

After you lower a quarter of his health, he will climb one of the four metal towers and jump from tower to tower. There are pressure sensitive switches in front of each tower. If you stand on one of the pressure sensitive switches, a piston press inside of the metal tower will fall. If Dr. Animo is on the tower in front of that switch, he will fall off and a Mini-Game will begin.

You can either plan ahead and try to catch him as he jumps from place to place or wait at one tower until he stops there and slams his feet into that tower. If you do decide to wait, be careful, as he will jump down and land on top of you, regaining some health and making you try again. Use XLR8 to activate the pressure sensitive switches for the easiest time.

Once the Mini-Game is over, continue to attack and knock him off of the metal towers again, starting the second Mini-Game. Proceed to battle Dr. Animo until almost all of his health is gone and the final Boss Mini-Game appears. Complete this Mini-Game to defeat Dr. Animo and go to the Results Screen. After the cutscene, you will get the Master Control restored to the Omnitrix. This will allow for infinite Alien form power for moves and combos.

Riverboat

This is an arena type area where multiple enemies will attack you in one continuous enemy encounter. You can use any of the forms to try and defeat the enemies. Once all of the enemies are defeated, the Results Screen will appear and you can advance to the next level.

Eastcoast

Washington D.C.

Begin the level and defeat the enemy encounter. At the bottom of the stairs watch out for the Null Void Portals as they will suck you in and defeat you instantly. As you continue past the Null Void Portals, you will activate the Detrovite stat screen. Defeat the enemy encounter and jump on the platform to the right to collect the 1st Sumo Slammer Card. Continue to the right and jump down the hole into the spaceship.

Switch to Heatblast and absorb all of the fire in the room. Once the fire is gone, a Cannonbolt ramp will activate on the left side of the room. Use the ramp to land on the catwalk above you. At the ends of the catwalk near the screen front are two pressure sensitive switches. In the middle of them is the 2nd Sumo Slammer Card. Activate both switches to open switches on the far wall. Once you activate both switches, the door on the lower level will open. Jump down and go through the door.

Jump along the collapsible platforms until you reach the solid platform on the right side. Switch to Wildvine and grapple up to the catwalk. At the left side of each catwalk is a pressure sensitive switch. Stand on the switch for a moment to open switches on the wall back on the right side. Hit both switches on the right side and the door on the lower platform will open.

Go through the door, continue to the right, and defeat the enemy encounter. At the top of the screen there will be an Invincible Ice. Move right and defeat the next enemy encounter. Run through the field of Null Void Portals, but be careful, as they will try to pull you in and when you get out of one's suction range you may fly forward a little bit towards another.

After you pass the field of Null Void Portals, you reach the street. Go to the top left of the screen and behind the jeep there will be the 3rd Sumo Slammer Card. Proceed to the right and defeat the enemy encounter. Go up the ramp and you will see a Cannonbolt ramp against the wall at the top of the screen. Use the ramp and land on the roof top. This area contains the last enemy encounter. Once you defeat all of the enemies, the Results Screen will appear and you can advance to the next level.

Cape Canaveral

Move to the right and defeat the first enemy encounter. At the top of the screen there is a pressure sensitive switch. Switch to XLR8 and stand on the, it will open the door along the back wall. Inside the room is the 1st Sumo Slammer card. Perform Full Speed (S) and place the cursor inside of the room. It may take a couple of tries, keep at it and you will make it.

Advance to the next room on the right, there is a Invincible Ice in the top right corner of the room. Defeat the enemies in the room, then go to the encounter in the room to the right. After two enemy waves, you will activate the Detrovite Berserker stat screen. Defeat the enemy encounter and use the elevator at the top of the screen to go up to the next level.

Defeat the enemies at the top of the elevator then move to the next room. Switch to Wildvine, grapple across the back wall on to the platform on the right of the screen. Grab the Atomic Power placed here, then down and defeat the enemy encounter. Continue on and you will

come across a laser grid. Hit the first switch on the wall to turn off the laser grin in front of you and continue. Hit the second, third and fourth switch. After the fourth switch run back to the third switch and reactivate it. The last laser grid will be turned off and you can continue on.

Defeat the next two enemy encounters and after the second encounter, a Cannonbolt ramp on the right wall will activate. Before using it go to the big block at the top right of the screen, next to the generator, and place it on the pressure sensitive switch. This will activate a Cannonbolt ramp on the higher platform on the left. Use the Cannonbolt ramp on the right of the screen and land on the top platform to the right. Break the tube with the astronaut suit in it at the top of the screen and hit the switch on the wall, activating another ramp. Jump down to the middle platform on the left side of the wall switch. Use the Cannonbolt ramp and Catapult (S) to the higher platform on the left side. Use the Cannonbolt ramp on the left platform to land on the highest platform on the back left side of the screen. Collect the 2nd Sumo Slammer Card and jump down. Reuse the Cannonbolt ramp on the bottom right to jump back up to the highest platform on the right and exit to the next room through the door.

In the next room defeat the enemy encounter and hit the switch in the center of the centrifuge, activating it. It will start to spin, making it difficult to get around the room. An easy way to hit the three switches along the back wall is to switch to Wildvine and perform Pod Grenade (S,H) or use Flamethrower (S) with Heatblast. Once all three of the switches are activated, the centrifuge will stop and you can go to the next room on the right.

Run past the engines that are blowing flames on the path. As Heatblast, you can stand close to the flames and they will not hurt you. Use Fourarms and place the big block on the pressure sensitive switch. Move to the left and defeat the enemy encounter, then hit the switch on the wall to turn off the first of the three engines on the bottom right. Use the ramp and land on the higher platform, being sure to collect all of the Omnitrix points along the way.

When you are on the platform, hit the switch on the railing and the second of the three engines will turn off. Switch to Wildvine and grapple to the bigger platform on the upper right of the screen. Defeat the enemy encounter and go into the little room at the top of the screen. Activate the wall switch, turning off the last engine and allowing you to continue to the right.

Make sure to collect the Omnitrix points in the little room and a trail of Omnitrix points will appear at the lower left corner of the platform. Collect all of the Omnitrix points floating in the air and the 3rd Sumo Slammer Card will appear. Once collected, run to the right and you will begin the boss battle with SixSix.

Boss Battle- SixSix

SixSix uses a number of attacks such as a laser blade, a laser pistol, and an explosive wave. He will also flies around quickly with his jet pack. Since he can fly it is best to use attacks that have range to them, such as Suction Blast with Cannonbolt (S,H) or Armageddon with Heatblast (H,H,S). SixSix will constantly attack you and can be difficult due to all of his abilities. Just remember to block and attack when you can. Once SixSix is defeated, the Results Screen will appear and you can advance to the next level.

The Merciless

Vilgax is the final boss battle. The first thing you will need to do is attack him to shrink him down in size. Once he is normal size, taking about three good combos, he will run back to the machine in the back of the room and regain his health and size. In order to stop this, hit all of four switches on the generators in the room. Two on the left side and two on the right side of the room. After all four are activated the machine will short circuit and he will be thrown out. At that point the first Mini-Game will take place. If you are playing on the PSP or PS2, rapidly push the corresponding button that is shown on the screen to continue. If playing on the Wii you will need to shake the Wii Remote and Nunchuck repeatedly. If you do not do it enough times or swing fast enough, Vilgax will regain some health and you will need to try again.

Once the Mini-Game is over, Cannonbolt ramps will appear along the left and right wall. Use them to land on top of Vilgax as he floats in the air. On the top platform at the back of the screen there is an Atomic Power. Knock Vilgax out of the air three times and attack him while he is on the ground each time to activate the second Mini-Game. While on the ground, Vilgax will use a rush attack, a whip attack and generate smoke that will turn Ben back to human form. When he is in the air he will slam down to the ground and damage you. The second Mini-Game works exactly like the first, but with different button presses.

After the second Mini-Game there will be grapple points that surround Vilgax as he floats. Use Wildvine and attack him in the air, then continue to attack once he is on the ground. While in the air, he will shoot lasers at the ground, electrifying it, so stay on the grapples. He will also use his phase two ground slam, as well as grenades thrown at Ben's location. While on the ground, he will use his phase two abilities. Take him down here to start the final Boss Mini-Game, which acts much like those before it, only with more steps. Once the Mini-Game is over, Vilgax will be defeated and the Results Screen will appear. At this point the Credits will play and you will be taken back to the Main Menu. Go back into your profile and the level Null Void will be unlocked.

Null Void

This is an arena area where multiple enemies will attack you in one continuous enemy encounter. You can use any of the forms to defeat the enemies. Once all of the enemies are defeated, the Results Screen will appear and you will see a secondary ending cutscene.

Secret Challenges

If you beat the Challenge areas with an A ranking, you will have the option to test your skills in the Secret Challenges. These will have random enemies and the difficulty will be increased compared to their normal forms. The Arena levels are: Meteor Crater, Yellowstone, Mt. Rushmore, Riverboat and Null Void.

The Secret Challenge for Null Void is a bit different. Instead of random enemies you will fight Enoch, Kevin 11, Hex, Clancy, and SixSix for a second time. It all counts as one enemy encounter, they will all show up one after another until you defeat them all.

Unlockable Content

This will describe what is unlocked when you get a Plumber Rank: Ultra on a level, and what you will unlock when you get all three Sumo Slammer Cards in the main levels of a region. You can see what you have unlocked when you go into the Extras Menu.

Area	Requirement	Unlockable
Southwest		
Grand Canyon	Ultra Rank	Concept Art 1-3 Hero Viewer 1-6
	Slammers	Movie 1
Mesa Verde	Ultra Rank	Concept Art 4-6
	Slammers	Movie 2
Area 51	Ultra Rank	Concept Art 7-9
	Slammers	Movie 3
Hoover Dam	Ultra Rank	Hero Viewer 7 Enemy Viewer 1-10 Boss Viewer 1-3
Meteor Crater	Ultra Rank	Secret Challenge

Area	Requirement	Unlockable
Northwest		
San Francisco	Ultra Rank	Concept Art 10-12
	Slammers	Movie 4
Lumber Mill	Ultra Rank	Concept Art 13-15
	Slammers	Movie 5
Crater Lake	Ultra Rank	Concept Art 16-18
	Slammers	Movie 6
Seattle	Ultra Rank	Hero Viewer 8 Enemy Viewer 11-15 Boss Viewer 4-5
Yellowstone	Ultra Rank	Secret Challenge

Midwest		
Effigy Mounds	Ultra Rank	Concept Art 19-21
	Slammers	Movie 7
Plumber Base	Ultra Rank	Concept Art 22-25
	Slammers	Movie 8
Chicago Lake Front	Ultra Rank	Concept Art 26-29
	Slammers	Movie 9
Gold Coast Theat.	Ultra Rank	Enemy Viewer 16-23 Boss Viewer 6-7
Mt. Rushmore	Ultra Rank	Secret Challenge

Southeast		
Hist. Battlefield	Ultra Rank	Concept Art 30-32
	Slammers	Movie 10
Bayou	Ultra Rank	Concept Art 33-36
	Slammers	Movie 11
New Orleans	Ultra Rank	Concept Art 37-40
	Slammers	Movie 12
Oil Refinery	Ultra Rank	Enemy Viewer 24-28 Boss Viewer 8-9
Riverboat	Ultra Rank	Secret Challenge

Eastcoast		
Washington D.C.	Ultra Rank	Concept Art 41-44
	Slammers	Movie 13
Cape Canaveral	Ultra Rank	Concept Art 45-48
	Slammers	Movie 14
The Merciless	Ultra Rank	Enemy Viewer 29-30 Boss Viewer 10-11
Null Void	Ultra Rank	Secret Challenge