

# MDK2 FAQ/Walkthrough

by KANE 79

Updated to v0.3 on Jan 26, 2001

**This walkthrough was originally written for MDK2 on the DC, but the walkthrough is still applicable to the PC version of the game.**

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| Game:      MDK2                               |  
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NOTE: I am aware that the contents list may be incorrect. I do plan to fix  
it. I think...  
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| 1. INTRODUCTION |  
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-- THE GAME --

MDK2 is the sequel to the original MDK, which appeared on the PC thanks to Shiny Entertainment and also on the Sony PlayStation thanks to Neversoft. The original game was a 3rd-person action/adventure game starring janitor Kurt Hectic.

Kurt was just an ordinary janitor, working for Dr. Fluke Hawkins aboard his spaceship, the "Jim Dandy". The Doctor had left the Earth after tiring of being called too extravagant by his peers. The Doctor planned to return to Earth when he felt he was redeemed in their eyes.

While out in space, discovered that alien beings were attempting to take over Earth. They travelled in huge minecrawlers on energy streams. Kurt was forced to save the Earth from streamriders aliens, outfitted in the 'coil suit' - an invention of Dr. Hawkins. the coil suit was armored and had three main features: the ribbon-chute, the chain gun and the sniper helmet.

Kurt entered one minecrawler after another, fighting his way to and defeating the pilot. Kurt eventually confronted the leader, Gunter Glut. With some assistance from Bones (a robotic dog created by Dr. Hawkins, known as Max in MDK2), Kurt was able to defeat Gunter Glut.

Kurt, Dr. Hawkins and Bones were victorious, but not for long. The events of MDK2 centre around a second wave of attack from the stream-riding aliens.

-- THIS FAQ --

This is my first big FAQ and I'm sure it's full of formatting mistakes and all, but it's a big job to make sure stuff like the formatting of a heading matches, even in a comparatively small FAQ like this one. Let me give a salute to all writers of FAQs, especially the great big ones for games like RPG's. Rest assured I will fix the formatting but I believe the walkthrough info is solid.

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| 2. CHARACTERS |  
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In MDK2, you have triple your hero. That's right, this time around Kurt is joined in action by Dr. Hawkins and Max (known as Bones in the original MDK on the PlayStation). This gives you three different types of gameplay. Rest assured, all three are great!

-- KURT HECTIC --

Star of the first game. Kurt worked happily as a janitor for Dr. Hawkins. When Dr. Hawkins packed up for space, Kurt went too. Kurt was content to be the first janitor in space. When the aliens arrived, Kurt was the only one around who could don the untested coil suit and stop the invasion. Using the

suit's features, Kurt was succesful.

RIBBON CHUTE: a strange-looking parachute made of ribbon, useful for making long jumps/descents. This was also used often to ride updrafts to otherwise unreachable high areas.

CHAIN GUN: derived from detatching the front half of his helmet and in turn wearing it on his right arm. The chain gun was handy due to an unlimited supply of regular ammunition. More powerful ammo for the chaingun was available, though in limited supply.

SNIPER HELMET: by re-attaching the front half of his helmet, Kurt was able use the sniper helmet to target enemies and objects over a mile away, often allowing Kurt to avoid heavy gunfire. Standard ammo was unlimited, with other forms of ammo such as grenades and mortars being available in limited quantities.

-- MAX --

Max is a robotic dog and is Dr. Hawkins' greatest invention. He originally served as a companion and kept Dr. Hawkins out of trouble. Though somewhat easy-going, he had a strange love of firearms. When the aliens arrived, Max downloaded himself a more appropriate personality for the situation.

FIREPOWER: Max's main advantage comes from the strange way he was built. Max has two legs, on which he walks upright, and four arms. This allows Max to fire up to four weapons at a time.

JETPACK: at times you'll pick up a jetpack. Press and hold the jump button to fly into the air. Beware, the standard jetpack has limited fuel and must be refuelled. An atomic jetpack is found later and has an unlimited supply, it recharges itself when not in use.

-- DR. FLUKE HAWKINS --

Dr. Hawkins is a scientific genius who perhaps is ahead of his time and therefore, unappreciated. He left Earth to work undisturbed aboard his spaceship, the Jim Dandy. Planning to return to Earth when he felt he had redeemed himself, it was the Doctor who decided it was up to himself, Kurt and Bones to save the Earth.

COMBINING ITEMS: Dr. Hawkins is a genius who, much like MacGyver can combine two useless items into one more useful. When Dr. Hawkins picks something up, it will be placed in his left or right inventory. By placing an item in each hand, the Doc can then combine them. However, only the correct pairs of items will go together.

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| 3. HEALTH |  
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Each character in MDK2 is of a different physical condition and therefore has a different maximum number of health points.

Kurt - being of good physical fitness and fitted in the coil-suit, Kurt has a maximum of 100 health points.

Max - being of robotic construction, Max has health points beyond that possible of any human, with 200.

Dr. Hawkins - being physically weak, Dr. Hawkins has only 60 health points. However, his intellect is a suitable replacement.

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| 4. CONTROLS |  
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As each character has different abilities and gameplay focuses, the control scheme varies between each character. Basic movement is the same for all three characters, but each also has a unique set of controls.

While this may seem overwhelming, rest assured that the control scheme works extremely well and you will soon grasp even Dr. Hawkins' item selecting/combining (which is hard to describe without pictures).

Shared Controls  
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Analog Stick	Look Around
Button Y	Move Forwards
Button A	Move Backwards
Button X	Strafe Left
Button B	Strafe Right

Kurt's Controls  
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R Trigger	Fire Chain Gun
L Trigger	Jump
	Hold for Ribbon Chute
D-Pad Down	Enter Sniper Mode
D-Pad Left	Move Item Selector Left
D-Pad Right	Move Item Selector Right
D-Pad Up	Use Selected Item

Sniper Controls  
-----

Analog Stick	Move Crosshair
Button Y	Zoom In
Button A	Zoom Out
Button X	Strafe Left
Button B	Strafe Right
R Trigger	Fire Selected Ammo
D-Pad Left	Move Ammo Selector Up
D-Pad Right	Move Ammo Selector Down

D-Pad Down Leave Sniper Mode

Max's Controls

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R Trigger	Fire Equipped Weapon(s)
L Trigger	Jump
	Hold for Jetpack (uses Analog control)
D-Pad Left	Move Weapon Selector Left
D-Pad Right	Move Weapon Selector Right
D-Pad Up	Equip Selected Weapon
D-Pad Down	Unequip Selected Weapon

Dr. Hawkins' Controls

-----

R Trigger	Combine Items
L Trigger	Jump
D-Pad Up	Move Item Selector Up
D-Pad Down	Move Item Selector Down
D-Pad Left	Equip Item in Left Hand
D-Pad Right	Equip Item in Right Hand

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| 5. ENEMIES |  
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The enemies in MDK2 are the second wave of stream-riding aliens. There are some new enemies this time around.

**Bottrock:** the most commonly encountered enemy in the game. They serve as soldiers in the alien army. You'll know they're around because they laugh at you. They attack with either an energy blast or concussion grenade, but are easily defeated - just strafe side-to-side..

**Conehead:** short and with a pointed head, they seem to have a problem with gas. When angered they attack with a psychic blast that isn't blocked by physical barriers. Take them out from a distance to avoid angering them.

**Bif:** these are one to watch out for. They are like the imperial guard, they give out and can take a beating. Armed with a lightning rod, they launch bolts that can home in on the player with decent success. Don't stand still when you fight them and Kurt should check out their belt...

**BirdBrain:** the aerial troop of the army. They fly overhead and fire powerful blasts at you, or swipe you if you get too close. Both ways - they hurt. Reasonably easy to defeat, just strafe to avoid fire.

**Sphere of Death:** these spheres act as guard posts high above the ground. Their gun can zero in on your location and are quite accurate. Don't get too close and strafe to avoid fire.

**Ultra Bottrock:** the bigger, badder brother of the Bottrock. These guys are packing a cannon that fires multiple blasts of energy that bounce all over

the room and track the target. Take them down quick - the energy blasts are quite damaging and hard to avoid.

Hoser: looking similar to Coneheads but with a long nose, this creature fires snot at you. Not too much to fear, just keep on the move and plug them.

SamSite: a ball-like creature with spindly legs, the SamSite seems to come out of nowhere. Your best bet is to know when they'll be around and let them have it as soon as you sight one - they're very quick and attack in numbers.

Grunt: a robotic creature with a fishbowl-like head. You can pound them all you like but they'll get up again, unless you know the weak spot. Yep, the fishbowl head. Put him down with regular fire then snipe the fishbowl to finish him for good.

Invisi-Grunt: same as above, only mostly invisible. Listen out for it saying "Who Dat?" (well, it sure sounds like that) to figure out which direction it is and spray chaingun fire until it shuts-up. Then quickly find the fishbowl...

Manta-Ray: acts like a World War II bomber, it flies high in the air and fires off multiple shots as it passes overhead.

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| 6. ITEMS |  
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As in any good game, there are items to be found which will help you in your quest to send the aliens packing. Some are helpful, some are essential. You won't miss them as they are well highlighted. Here's a bit of a list.

-- Kurt's Items --

Grenades                    Pretty obvious. The angle thrown affects the distance they travel.

Super Chain Gun            A more powerful type of ammo for the Chain Gun. The supply is limited.

Laser Chain Gun            Another type of Chain Gun amo, more powerful still and even faster.

Cloak                        Using this causes a field that disrupts light particles (or something like that) and renders Kurt invisible to enemies. Doesn't work on bosses and automatic guns will see you if you fire.

Apple                        Restores 25 health points.

Ham                           Restores 50 health points.

-- Sniper Items --

Sniper Shield               Creates a shield that will absorb an amount of damage from attacks. Try to save these for tough spots.

Sniper Grenade Fires just like regular sniper ammo but explodes on impact.

Sniper Mortar Much like a regular grenade, this travels in an arc and allows you to reach otherwise unreachable targets.

Bouncing Shell This shell bounces off walls a number of times before exploding. Useful to attack enemies without having to face them head-on.

Homing Shell This shell homes in on its target like a heat-seeking missile. However, it goes "as the crow flies" and can not avoid obstacles in its way.

-- Max's Items --

Magnum An averagely powerful non-automatic weapon. Max carries one with unlimited ammo, but others can be found - with limited ammo.

Uzi Averagely powerful but automatic weapon. Very common early on.

Shotgun Slow and non-automatic, but very powerful. These are only somewhat common.

Gatling Gun Powerful, fast and automatic. This is Max's ideal weapon outside of boss battles.

Raygun Looks like a cartoon-style raygun. Not as fast as the Gatling Gun, but extra power makes up for that.

Guided Rockets Extremely powerful but ammo is limited. If you find one of these, grab it and try to save it for the boss.

Jetpack Max uses this to pass areas that can't be passed any other way. The fuel is limited but refuellers are usually found close to the jetpack.

Atomic Jetpack This jetpack is self-sufficient. Fuel is recharged when the pack is not in use so clever on-and-off use of the throttle.

AA Battery Restores 25 health points.

Car Battery Restores 100 health points.

-- Dr. Hawkins' Items --

Dr. Hawkins items are strange to say the least. Some are for use alone, while most are for use in combination with another item. A few can be used alone \*and\* in combinations. I'll tell you about the 'used alone' items here.

Mr. Fizzy Restores 50 health points.

Duct Tape Telling you would spoil the fun!

Lighter Use it to light dark areas.

Fish Bowl

See Duct Tape

Plutonium

Transforms the Doc into Hyde, a hulking beast.

NOTE: If you want to know what the combinations are, or what some of these 'used alone' items do, I have a later section for that.

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| 7. WEAPON RATINGS |  
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Kurt, Max and even the Doc can use a variety of different weapons/ammo. Some are obviously better than others. Here I will rate each weapon/ammo type on damage, range, accuracy and fire rate.

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Kurt's Weapons  
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Kurt has two sets of weapons: chainguns and sniper rounds. Each has a standard round that is unlimited, along with other, more powerful rounds that come in limited supply.

-CHAIN GUN-

Damage        ///xx  
Range         ///xx  
Accuracy      ////x  
Fire Rate     /////  
OVERALL      ///xx

-SUPER CHAIN GUN-

Damage        ////x  
Range         ///xx  
Accuracy      ////x  
Fire Rate     /////  
OVERALL      ///x

-LASER CHAIN GUN-

Damage        /////  
Range         ///xx  
Accuracy      /xxxx  
Fire Rate     //xxx  
OVERALL      //xxx

-SNIPER SHELL-

Damage        ///xx  
Range         /////  
Accuracy      /////  
Fire Rate     /////  
Overall        ///x



-SNIPER GRENADE-

Damage        /////

Range         /////

Accuracy      /////

Fire Rate     /////

OVERALL      /////

-HOMING SNIPER SHELL-

Damage        ///xx

Range         /////

Accuracy      /xxxx

Fire Rate     /////

OVERALL      //xxx

-SNIPER MORTAR-

Damage        /////

Range         ///xx

Accuracy      //xxx

Fire Rate     /xxxx

OVERALL      //xx

-BOUNCING SNIPER SHELL-

Damage        ///xx

Range         ///xx

Accuracy      ///xx

Fire Rate     ///xx

OVERALL      //xxx

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Max's Weapons  
-----

Max has four arms so he can equip four guns at once, in an combination you like. He carries one Magnum that has unlimited ammo.

-MAGNUM-

Damage        //xxx

Range         ///xx

Accuracy      //xxx

Fire Rate     ///xx

OVERALL      //xxx

-SHOTGUN-

Damage        /////x

Range         //xxx

Accuracy      ///xx

Fire Rate     //xxx

OVERALL      ///xx

-UZI-

Damage        ///xx

Range         ///xx

Accuracy      ///xx

Fire Rate     /////x  
OVERALL       /////x

-GATLING GUN-

Damage        /////x  
Range         ///xx  
Accuracy      /////x  
Fire Rate     /////x  
OVERALL       /////

-GUIDED ROCKETS-

Damage        /////

Range         /////

Accuracy      /////x

Fire Rate     ///xx

OVERALL       /////

-RAYGUN-

Damage        /////x

Range         /////x

Accuracy      //xxx

Fire Rate     ///xx

OVERALL       ///xx

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Dr. Hawkins' Weapons  
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Dr. Hawkins is more adept at using his brain than firepower, but he does have a few ways to fight back - once he juices up his toaster! Like Kurt and Max, The Doc also has a basic supply of unlimited ammo: toast (loaf).

-LOAF-

Damage        //xxx

Range         /////x

Accuracy      //xxx

Fire Rate     ///xx

-BAGUETTE-

Damage        ///xx

Range         /////x

Accuracy      ///xx

Fire Rate     //xxx

-MOLOTOV-

Damage        /////x

Range         //xxx

Accuracy      //xxx

Fire Rate     /xxxx

-PUMPERNICHEL-

Damage

Range

Accuracy  
Fire Rate

-DR. HYDE-

Damage        ////x  
Range         /xxxx  
Accuracy      ///xx  
Fire Rate     //xxx

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| 8. WALKTHROUGH |  
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LEVEL ONE: Kurt Hectic - "Beware the Hand of Hanz"  
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- The Jim Dandy, Earth Orbit: 8:59AM -

This level begins with Kurt free-falling from the Jim Dandy to the Alien Minecrawler. The aliens will fire homing missiles up at you and the Doc will occasionally drop you a useful item. Just use the analog stick to move around when a missile is coming. This part is quite easy.

-----  
Checkpoint 1A  
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- Aboard the Alien Minecrawler, Edmonton: 9:05AM -

Kurt touches down in a huge room. Dr. Hawkins will contact you via radio and take you through a brief run-down of Kurt's controls. Follow the Doc's instructions and you will see be told how to leave the room.

TIP: The doorway is locked by a 'sniper lock', Just snipe the blue 'lock ball' in the centre to leave without doing the Doc's training.

Proceed down the hall and into another large room. You'll see a Bottrock lying down on the far side of the glass, laughing, no less. You see, he thinks he's perfectly safe, but he's not. You'll notice him waving his arm around - he's actually waving a bulls-eye around behind a small hole in the glass. Snipe the target when it is held still behind the hole.

The glass will shatter and the Bottrock will spring into action. Fear not, they're easily killed. Just keep a medium distance and dance left and right, even jumping/floating around - all the while holding the trigger down. You may notice he spends a lot of time saying "ow!" and not actually fighting back.

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Checkpoint 1B  
-----

COMING SOON!

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Checkpoint 1C  
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You will emerge from the large pipe in a wide open area with a series of glass domes ahead of you. Grab the Apple if necessary and beware the Manta-Rays patrolling the area (they're really only an annoyance though). The object of this section is to destroy the glass domes to proceed to the next platform.

To do this, you're going to have to lob a sniper mortar into a small opening at the top of each dome. Grab the sniper mortars nearby and enter sniper mode. Because the mortars travel in an arc, you'll need to aim up to hit your target. The first shot requires only a medium angle. If you mess up too often, the mortars will re-appear.

When you destroy a dome, wait a few seconds as a couple of Bottrocks will drop down to the platform ahead. Just take them out from the safe distance. Snipe them in the head for an instant kill. When you've cleared out the Bottrocks, proceed to the next platform.

The next two mortar shots require very steep angles and you should be near the edge of the platform. When you're ready to move along, float up on the air current and quickly move forward as you hit the peak of the air current, otherwise you won't make it. If you can't reach the next platform, circle back and land on the one you came from.

When you reach a platform without an air vent, you'll notice a large structure ahead, just jump and float over to it. Now run around to the left until you find the opening into the passageway. Enter sniper mode and take out the drone gun ahead and to the left. Now stick to the right-hand side of the passage and keep your eye out for another two drone guns.

Grab the Apple once you reach the end of the passageway and then exit into the open again. Ahead and slightly left of you is your next stop. Jump and float over there. While you float up, turn back to face the passage you came from. You'll notice an item sitting atop the passageway. Float over and grab it if you want, then just jump/float back over to the air current.

This air current will take you up a very long vertical shaft and you will notice that Kurt is leaving the Earth's atmosphere again as the Earth disappears below you. This will take you all the way to the next checkpoint.

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Checkpoint 1D  
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BOSS BATTLE - Hanz

Hanz pilots a huge craft that looms over the area and fires high-powered blasts from multiple laser cannons. The sheer size may seem overwhelming, but once you know what to do, it's easy.

There are two Hams in this area, one to the left of the tunnel you arrive from and one on the lower level of the area. Keep an eye on your health - sometimes Kurt doesn't make a sound when he gets hit. Grab a Ham as soon as you hit 50 health.

For now, sniping is the main focus - not blasting. Hanz's cockpit is protected by two levels of shielding. Sniping lock balls will open them.

There are a couple of ships floating overhead that drop Bottrocks into the lower level. You can ignore them, you only need to go to the lower level to grab the second Ham. Even then, a couple Bottrocks are no real concern.

The first layer has four lock balls to hit, in the formation of a diamond. Zoom in so you can see at least two at once. Never zoom in too close. You should be able to line up and hit your first shot before Hanz attacks. When you hit it, start strafing. To get the last three lock balls, strafe while Hanz attacks and adjust your aim while strafing. When the barrage pauses, fine-tune your aim and take your shot. After the four lock balls have been hit, the first layer of shields opens.

The next layer has only one lock ball, in the centre. Zoom in some more - there's only one and it's further away. Use the same method to dodge fire and line up your shot. Once you've hit the lock ball, the last shield opens and Hanz's cockpit will be exposed.

Hanz himself is your next sniper target. Use the same method a third time and snipe Hanz himself a few times. He'll jump out of the ship once you hit him a few times. Now the fight becomes focused on blasting. This part of the fight is easy with the aid of the Decoy Dummy and the Super Chain Gun, I hope you saved them as I suggested.

Use the Decoy Dummy as Hanz is jumps out of his ship. Equip the Super Chain Gun and drill Hanz. You should get him down to 1/4 of his health by the time the dummy runs out. Continue drilling him and just keep moving - you have too big a head start to lose from here.

CUT-SCENE

Kurt reports back to the Doc on his success. Doc can barely hear Kurt and advises Kurt to take a break. A huge purple alien sneaks up on Kurt and flicks him across the room look a booger, boasting "Oh I'm just too good for my own bad self. Hello Earth, who's your daddy? Why yes, I am". Bloody legendary. Who is this guy? You'll find out at the start of level three!

-----  
LEVEL TWO: Max - "Witness an Inferno"  
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CUT-SCENE

Dr. Hawkins tries unsuccessfully to contact Kurt after his encounter with Earth's self-proclaimed "daddy". He concludes that an alien ship in orbit must be jamming their signal. Max suggests that they destroy the orbiter to stop being jammed. The Doc has a better idea - MAX should go and destroy the ship.

Max is instructed to 'go and straddle a torpedo' while Dr. Hawkins figures out how to fly it. However, Dr. Hawkins loses control of the torpedo and Max (ie: you) is forced to take the controls.

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Checkpoint 2A  
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You have to navigate an asteroid field to reach the alien orbiter. You can only move up or down. This may sound like it restricts your freedom to dodge, but it means you have less to worry about. You can use the D-pad or the

buttons 'Y' and 'A' to move up and down.

Asteroids only come from the right of the screen, some small, some big. Some fast, some slow. I am unsure if the pattern is random or not, so the best strategy is to try to stay at the centre. If you dodge upwards, return to the centre as soon as you can. You're almost there if the Earth at the bottom of the screen has left the screen.

You'll crash land in the alien orbiter, much to the dismay of a group of Coneheads.

- Alien Orbiter, Earth Orbit: 10:10AM -

NOTE: If you die onboard the alien orbiter before the next checkpoint, you will restart already onboard it.

Dr. Hawkins will run a tutorial with Max, just like he did for Kurt. Follow his instructions until it is finished. Find your crashed torpedo and shoot out the wall that it is crashed into. Max can and will need to shoot and destroy parts of his environment to progress - keep this in mind.

MORE TO COME!

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Level 3: Dr. Fluke Hawkins - "What is the BFB?!"  
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- The Jim Dandy, Earth Orbit, 10:42AM -

With Kurt and Max caught by Shwang Shwing, Dr. Hawkins is forced to get into the action for himself - intruders have boarded the Jim Dandy!

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Checkpoint 3A  
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You'll start out on the ship's Bridge. The Jim Dandy's computer will zap you to the 'danger' kitchen for emergency combat training. Follow your instructions until the tutorial is over. Grab the two bottles of 'Mr. Fizzy' from the fridge and then run over to the Doc's bar in the corner of the room. Grab some bottles of 'The Sauce' and 'A Bunch of Dirty Towels'. Now leave the room and head down the hall until you reach a room with three other doors.

TIP: To the left of the door is Doc's hi-fi. Approach it for some comic relief - it will relieve some of your frustrations.

In this room are four doors (you just came through one) leading to the Bridge, your Quarters, the Lavatory and the Lounge. You must visit your Quarters and the Lavatory before entering the Lounge. The white stairs lead into the Lavatory, the blue lead you back to the Bridge.

In the Lavatory, grab dirty towels next to each sink. Head over to the stall in the back of the room and Dr. Hawkins will do his business. Trying to flush his 'work' away will cause a small explosion/tremor and rupture water pipes and blast the hand dryer off the wall. Grab the 'Pipes' and 'Hand Dryer' and wash your hands before leaving - you'll get zapped if you don't!

Now return to the Bridge. To the right side of the controls is some 'Duct Tape'. Grab it and head back to the 'room with all the doors'. Enter the

lounge via the green stairs. Now is the time to create the 'Leaf Blower'. Combine the Pipes and Hand Dryer and you'll create the Leaf Blower. Equip it and then use it by selecting it and pressing left twice.

Run further into the Lounge. It is over-run by Bottrocks, so use the R trigger to blow them down the hall and into the grasp of Kermit, the carnivorous plant. He'll eat them all up for you!

Just try to keep all four Bottrocks in front of you - if one gets behind you, turn back and get him back in front of you. Don't spare the juice on the Leaf Blower, it has no limit and will deflect the attacks. When you have them herded to the end of the hall, you may need to stop the Leaf Blower briefly to allow the Bottrock to walk around - this is when Kermit will grab them. Just be ready to hit the juice again if an attack is launched!

When the Bottrocks are gone, Kermit will thank you for lunch. In return, he will turn your toaster into the 'Atomic Toaster'. Now the Toaster and Loaf can be combined and used as a weapon. Head through the door on your left/in front of you and ride the elevator down. At the bottom is a checkpoint.

-----  
Checkpoint 3B  
-----

NOTE: If you load your game from this checkpoint, you'll stay on the Bridge.

MORE TO COME!

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LEVEL SIX: Dr. Fluke Hawkins - "Dr. Hawkins and...Mr. Hyde?"  
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- The Jim Dandy, Earth Orbit, 4:23PM -

-----  
Checkpoint 6A  
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Run up the hall and the BFB will run his mouth and the first bomb will be activated. Continue forward and equip the ladder.

THE BOMB

I didn't bother writing this one down as I played. I will get to it for the next version.

After diffusing the bomb, head down to the Bridge and grab the Mr. Fizzy to the left (when looking in) of the entrance and the Baguette to the right. You may want to take out the Hosers first. Now head for the Lounge, it's safe from here to the checkpoint.

-----  
Checkpoint 6B  
-----

Before you can get to work on this bomb, there's a bit of precarious jumping to be done. Beware, a missed jump will result in death. The big patches of concrete will fall shortly after you land on them, so quickly move to the pipe underneath. They're narrow, but sturdy.

## THE BOMB

The bomb itself is down the hallway just before you round the corner to see Kermit. Run to it and see which layer is active (the order is random). Now head back the way you came and look for a ladder pad. Use it and you'll end up on a circular platform with all four buttons (in corners, if you imagine a square peg in a round hole) on it. Press the corresponding button, then return to the bomb and repeat the process until deactivated.

With '1' being the top layer of the bomb and 'front-left' being the button at the front of the platform and to the Doc's left, the solution is as follows:

```
1 = front-left
2 = front-right
3 = back-right
4 = back-left
```

After you diffuse the bomb, you'll have to help Kermit out, but this is easy.

```
-----
Checkpoint 6C
-----
```

No danger between the checkpoint itself and the bomb, just continue down the hall to the portal and the next bomb (the room should be familiar).

## THE BOMB

The best way to solve this bomb is to use the spiralling walkway as a reference point. Buttons 1, 3 and 5 are on the high platform, while buttons 2, 4 and 6 are at ground level. As always, check the bomb for the active layer and then decide if the button is on "ground level" or the "high platform".

Ground Level:

To hit the correct ground level button, run to stand on the ladder pad near the bottom of the spiral walkway and face it.

```
( X = Your reference point )
( Y = Other ladder pad )
```

```

      Y
                2
       \      \
        \      \
Bottom of |    | 4
walkway --> |    |
          +----+
                X
6
```

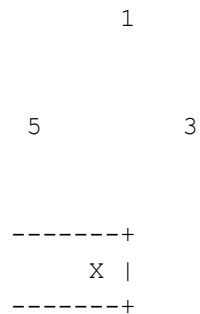
You shouldn't confuse these three buttons, just use the reference point.



The button for layer six is to your left, layer four's button is at 1 or 2 o'clock from the reference point. For layer two's button, run forward from the reference point and look for another ladder pad. Use the ladder here and then run to the Doc's right for the button.

### High Platform

To correctly orientate yourself for these buttons, run up to the top of the spiral walkway. When you reach the end, turn 90 degrees to the Doc's left and look at the platform. The buttons form a triangle, with the top of it being the furthest from you.



You may be forced to climb to the high platform, hit a button, return to ground level to check the bomb and have to return to the high platform. It may seem time consuming but if you get to ground level buttons in a row, they'll be done in less than 30 seconds.

When you diffuse this bomb, a door at ground level will open and a BirdBrain and some Hosers will appear. If you're on the high platform for the last button, beware the BirdBrain, he'll likely swipe you. Return to ground level and take out the Hosers if you want an easier time.

To reach the newly opened door, find the ladder pad used to access button two. Use the ladder and the door should be on the Doc's left. Enter the hallway and it's smooth sailing to the next checkpoint.

```
-----
Checkpoint 6D
-----
```

Again, no danger between the checkpoint and the bomb. Just head down the hallway to the portal.

### THE BOMB

Not surprisingly, the most complex and difficult bomb. I doubt you'll pass it on your first shot (without my solution). There are eight layers, the cables are very badly tangled and they often pass through dark sections.

To diffuse this bomb:

- Use the lighter in dark sections. But turn it off then back on every now and then to avoid burning your fingers.

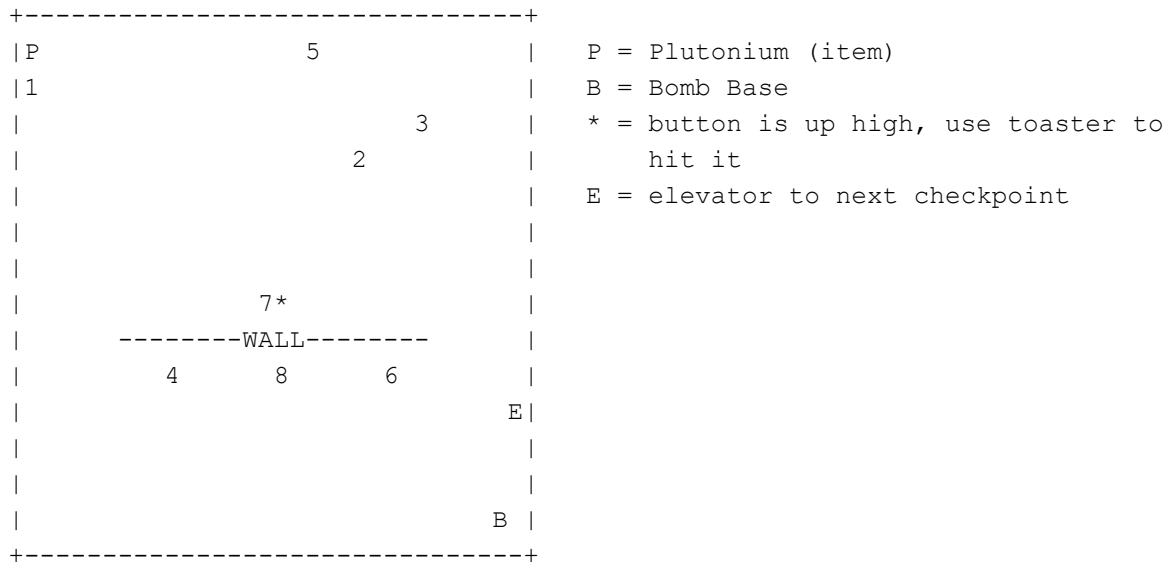
- Walk with the cable in question on your right, as the lighter will be in your right hand.

- When you come to the tangled clumps, take your time. Don't try to get it in one go. Be happy to identify two or three correct buttons at a time.

- Learn from your mistakes. If you end up at the button at the back-left corner and you blow the ship up, remember which number that button \*isn't\*. If the ship doesn't blow up, mark down what the button \*is\*.

- When you've solved all but two buttons, trial-and-error will work. Pick a button and step on it. You blew up? Then you know it was the other one that was correct...

- Want the solution without figuring it out yourself? Then use the diagram below:



Once you have diffused this bomb, a couple of BirdBrains will appear. If you want to take them out, a good spot is where the Plutonium was. You can set yourself so you can see the tail end of the BB's, but they won't be able to get you. When you're ready, head for the elevator to the next checkpoint.

-----  
Checkpoint 6E  
-----

#### BOSS BATTLE - BFB

Dr. Hawkins jumps out of the elevator with a flying kick while doing his best Bruce Lee battle cry. BFB is impressed that the Doc's simian brain is evolving. The Doc says he plans on laying the smack down on BFB's candy ass.

This one had me banging my head on the wall until I figured it out. A hint, the method is not complex. If you want the answer, read on...

The BFB has a shield up so attacking him will result in you being called a pea-brain. So you're gonna have to shut down that shield first! From your starting position just outside the elevator, head forward and drop down to ground level via the crates. Continue forward towards the pile of crates and find the Plutonium.

Transform into Hyde and climb the highest pile of crates all the way to the \*very\* top. Now look for the BFB and jump on him. Hyde will grab the BFB and slap the taste out of his mouth and the yellow off his teeth. Repeat this two more times and the shield will be gone.

Now load up the toaster and baguettes. Point up and fire, they're homing missiles, so to speak, so don't fuss with perfect aim. Switch to loaf when you have to and continue to hit him. He will soon drop down to ground level.

Be careful here as the BFB will launch a constant barrage of left brain attacks, so you better do the pogo dance. Just arm up your toaster and let him have it. If you line up a face-to-face shot, it seems that you can keep him pinned down under 'toast-fire'. Just keep attacking.

-----  
LEVEL SEVEN: Kurt Hectic - "Janitorial Duties"  
-----

- The Upper Reaches, Swizzle Firma, 2:40PM -

-----  
Checkpoint 7A  
-----

After Schwang talk trash about Kurt being a long way from home, he hops aboard his ship and begins firing at you. You better haul butt down the walkway, which crumbles under fire.

When you reach a fork in the road, take the right path. Shwang's ship will appear in front of you, but just keep running. You'll soon notice a building at the end of the walkway. Jump over to it and run in the door. You're safe from Schwang's ship - for now.

Run down the hall until you see it open into a room. Don't enter yet. Stand at the right side of the entrance and look for the Grunt. Finish him off and then carefully strafe enough into the room to snipe the drone guns above and to each side of the doorway. There is one last drone gun at about one o'clock from the right side of the doorway - you'll peer through mist to see it.

With the drone guns gone, focus on the Coneheads in the small pit in the center of the room. It takes patience to snipe them, but it is safer. Look for the blue energy rings to find one that is not running around. With the flatulent ones gone, clear out the remaining baddies.

You'll notice three 'engines' hanging from the roof with what looks like a lock ball cocooned underneath. That's what they are! Drop to the pit and stand on the grate (beware - enemies constantly drop in). The right-most lockball will be active. Snipe it and then run over to the engine on the left and snipe the lock ball.

An air current starts up under the grate. Ride it up and into another hall. Snipe the lock ball here and return down to the last engine and the now-active lock ball. Snipe it and return up the air current. Continue down the hall, up another current and into another large room.

MORE TO COME!

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Checkpoint 7B  
-----

COMING SOON!

-----  
Checkpoint 7C  
-----

This checkpoint is fairly easy for the most part, it is just a bit labourious. You start off outside and under fire again, so haul it! Take the right path when you have to and keep running. Eventually the walkway will crumble under your feet - that's okay, you can't beat it here.

Activate the 'chute and float down to a circular area to your left (look for items on it to help find it). Here you'll find a Black Hole Grenade, an Apple and a Laser Chain Gun. Grab them all and jump into the portal. Go through the door, down the hallway and into a \*huge\* room. It's safe to enter it.

Hanging above the centre of the room is an alien power generator, which is inactive. There are seven spires around it that must be activated one at a time. Around the outside of the room are pillars, in each is a lock ball. Sniping it unleashes a group of baddies and also a small wealth of items (random assortment of Laser/Super Chain Guns, Grenades, Sniper Shields, Decoy Dummies, Black Hole Grenades, Cloaks, Hams and Apples) on the lookout area opposite the door to the room. Finish off the baddies to start up one of the generator's spires.

TIP: Save your Cloaks and Decoy Dummies for the last spire.

Here's a rundown of the enemies you'll encounter:

1. A couple of Poopsies and a couple of BirdBrains. Just back up and strafe while firing. Don't waste items on these guys. Just stay out of claw's reach of the BB's.
2. A group of Grunts, some invisible. The easy way is to float over to the centre of the floor and lure the Grunts down there. Now float up and snipe them from the safety of the ring below the portal.
3. An army of S.O.D.'s appear now. Run about one-third of a circle away and use the sniper scope to take them out. Strafe so you can only see floor to avoid fire. You want to position yourself so that only a couple appear in view at a time - less fire to avoid.
4. Remember Hanz, the level one boss? Well, now there's three of them. Lure them into the pit below and return to the outer ring where you started. Take them from here, using sniper shots or super chain gun (regular will take ages). Strafe as in previous bout to avoid fire.
5. Another group of S.O.D.'s, so use the same tactics. This is easy, just a little tedious.
6. Coneheads, about ten. Just back up and let rip with the chain gun. You may take a few points of damage, but they'll be dead before you lose ten. Relax, the apples re-spawn quite a few times (I had a ham and three apples waiting once).
7. The only hard one. A group of five or so Bifs. They start out spaced out around the edge of the pit, you have to drop in to 'activate' them. When you hit the floor, use a Cloak. Make full use of the items you have collected during the previous battles, but try to save one Cloak for the next checkpoint. You may want to return to high ground after setting the Bifs in motion. It's slower, but safer.

TIP: Once the Bifs are dead you won't be able to use the air current anymore, so make sure to grab any health items (even if it is a ham and you're still on 90) before finishing the last Bif.

Finishing off the Bifs will complete the generator, which will fire a blast downwards and allow you to proceed to the next checkpoint.

-----  
Checkpoint 7D  
-----

Again, head through the door ahead of you and ride the air current up and continue until you see the hall open out into a room. You'll see a lock ball bounce around for a while then disappear, only to re-appear and repeat the process.

Don't enter the room, snipe the lock ball from just outside the door. If you're having trouble, watch the lock ball for a while - it follows a set path. Pick a spot to watch and be ready to go.

When you've hit the lock ball, stand near the right side of the door and look left for the Grunt. Snipe his dome or put him down first for an easier shot. There are one or two more Grunts, they may come into the hall if you wait. When all Grunts are gone, ride the air current up to the next level in the room. Turn back and run along the narrow paths to a Ham and a Laser Chain Gun.

Continue along until you encounter another bouncing lock ball. Snipe it and proceed up on the air current. There will be more Grunts on the next level. If they're invisible (you'll hear them saying what sounds like "who's dat?"), then just float up and lure them to drop down to the previous level, now proceed forward.

Repeat this process of sniping lock balls, luring Grunts and riding air currents until you hear the familiar sound of Bottrocks (these ones are the Ultra kind) ahead. The wall you must scale via the air current is taller than the others, so you'll know which one I mean.

Hopefully you saved a Cloak from the previous section - now is the time to use it. Stand over the air current and activate the Cloak. Rise to the next level, run forward and rise up another (shorter) current and you'll see a door. Head through the door into another corridor until you reach the checkpoint.

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Checkpoint 7E  
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BOSS BATTLE - Schwang Schwing's Ship

MORE TO COME!

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LEVEL EIGHT: Max - "Xenoic - The Lazarus Effect"  
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- Lower East Side, Swizzle Firma, 4:23PM -

Max arrives in what looks like a downtown area of the alien world. A couple

of Coneheads in the next room, unaware of Max's presence, discuss a weapon that they can use to destroy Earth without even needing to go there. Max is not very happy when he hears of this...

-----  
Checkpoint 8A  
-----

For the first time, you take control of Max \*after\* he arrives at his destination. You are out in the street with Coneheads everywhere, they'll see you and disappear - and an air raid siren will begin to sound. These are never good, so run, run, RUN!!!

Begin by running to your left, headed for a blue & red/pink sign. As the Bottrocks and Poopsies are drop around you, just run/jump past/over them. Don't bother fighting them. Turn left down an alley with a sad-looking face on a sign.

Look to your right for an opening - inside is a small cove with a bunch of weapons: Magnum, Shotgun, Uzi and Gatling Gun. "Great!" you say? Wanna know what's even better? They REGENERATE! Take the oppurtunity to stock up on seven fully-loaded Gatling Guns!

Simply equip the three other Magnums you began with and fire them off until they're discarded. Grab a Gatling Gun when it appears and wait for the next. It may be a little tedious, but you'll need them very soon. Just be aware that a group of Bottrocks/Poopsies has formed outside and the occasional one will enter. A single Gatling Gun will cover it.

Once you're armed to the teeth (and beyond!), it's time to find the way off the streets. Exit your little stash and head left. Take a right turn to be back on the path you started on. Take the first left and then continue \*past\* another possible left turn and you'll find some crates on the left wall. Destroy them and enter another small cove.

Grab the shotguns if you can and then find the grate on the back wall. Shoot it out and enter the tunnel, shoot out another grate which leads you into a large room. This room has three Bifs in it - they also regenerated. Arm up with four unused Gatling Guns (or the next best line-up you can) and drop into the room.

One Bif is shortly ahead of you, one is further away and to your right, the last is also ahead of you but further away. A position near where you entered the room will keep all Bifs mostly in front of you. If you go into the middle of the room, a Bif may appear behind you.

Keep the trigger finger down and don't stand still. Strafe left and right to avoid energy blasts. Keep an eye on your guns, don't be stuck firing only one gun. When you've killed six Bifs (yes, SIX!), grab the AA Battery ahead of the entrance and then look to your right - the hill-like structure has opened up. Enter it and run down the hall, grabbing the shotgun on the way to the checkpoint.

-----  
Checkpoint 8B  
-----

Continue down the hall and grab the Car Battery if you need it, you won't be able to go back for it after your next enemy encounter. When the hall opens out into a larger room, enter it and stick close to the wall. A siren will go

off and a drone gun will begin to fire at you. Stay on the wall and strafe left & right to avoid being hit.

Next, take out the source of what looks like smoke-rings. From your position near the wall these are no threat at all. With these gone turn to face the wall behind you and back-up to take out another drone gun. By now, the round door to the next room is open.

In the room ahead are several objects you can destroy, including regenerating Bottrocks. However, only one thing is worth bothering with. Stand outside the room with the open round door in front of you. Aim up and shoot at the object that protrudes from the room - it looks like a light or chandelier.

Destroying this opens a door at the far end of the room ahead of you. Run through the room and up the stairs to the door, zig-zagging and jumping to avoid the multiple Bottrocks. Another short hall will lead out into a huge room with TV monitors in the centre.

You begin on a walkway that circles the room, about half-way up it. A fall from here will do serious damage, while being hit by one of a few patrolling BirdBrains will not be pleasant either. Grab the car battery if you need it and do a lap or two of the walkway to stock up on Gatling Guns, they regenerate so if you can be bothered - get seven of them.

The object of this room is to destroy the tops/ends of three TV antennas that lead from the mass of TV monitors. The portion to shoot is color-coded: one is blue, one red, one green.

>From the entrance, follow the pathway to the right. You'll reach a small ledge pointing in towards the centre of the room. Wait here, avoiding attacks from BirdBrains, until a platform 'docks' at the ledge. Quickly walk or jump onto it. It will float towards the centre mass and you can jump to a ledge that circles it.

>From here, run to the other side of the centre mass and look for a platform that stops near the ledge you're on and then goes upwards. Once you locate and identify the platform you need, wait to make the jump. Don't be afraid to line up your jump when the platform arrives, then make the jump next time. Remember, missed jumps in this room hurt - BAD!

If you do fall down to ground level, don't stress out. If needed, grab a Car Battery from down here and then climb onto the huge platform in the centre of the room. A floating platform is available for you to return you to the walkway.

TIP: If the Car Battery you saw when entering the room is still there, grab it instead of those on the floor. When the antennas are destroyed you'll be forced to make a long drop, so you'll want at least one Car Battery on the floor.

As you float upwards, watch out for BirdBrains. They are not very accurate with the shots they fire, but you might float into the reach of one to swipe you. If safe, find the top of an antenna and begin shooting. You can hit them from half-way through the ride, just watch where your fire hits and adjust until you're hitting the mark (a green bar will appear when you're on target). When you are - don't let up.

You should be able to destroy two antennas from this platform. You will come right up close to one, the other is further away, but reachable. The last antenna can be hit from here also, but you'll only have a couple of seconds

with a clear shot every time you rise and fall, you're better off getting on another platform, so return to the centre mass when you can.

When you find the other platform which floats to the top of the room, board it as before and destroy the last antenna. The entire mass in the centre of the room will crash through the floor, opening the way to proceed out of here. To get to ground level, fall off the platform at its lowest point and grab a Car Battery or two from the floor, provided you have not already taken them.

Once you're down at ground level, climb up the side of the hole in the floor and stop at the edge. The shaft below is bottomless (believe me, I know) and if you miss your jump, death is instant. Find the pipe below and jump to it. This is a very tough jump, try to aim for where the pipe meets the wall, this increases your chances of landing.

If you land successfully you'll take some damage, but there is an AA Battery for you to collect. Grab it. Look at the end of the ledge you're standing on, there are two *very* narrow antennas protruding - carefully maneuver onto one of them.

Turn back towards the ledge you landed on and you'll notice that it is actually a tunnel you can enter. Carefully position yourself so you are *almost* at the end of the antenna (tunnel end). Turn a bit so that you're now facing into the tunnel. Run forward and drop (only slightly) into the tunnel. If you made it, it's clear sailing to the checkpoint.

-----  
Checkpoint 8C  
-----

Proceed down the tunnel until you drop out onto a walkway in a large room. You'll take some damage, so don't forget the AA Battery on this ledge at the right side of the room. You best not stand still, grab the Gatling Gun then drop to ground level. Right nearby you'll see an alien generator that spits out Bottrocks. Take it out.

Now turn around and face the attacking spaceships, on the underside is a protrusion that is the 'hot spot'. Take on one ship at a time, from one end to the other. Never stand still, strafe like nuts! Destroying the three ships will bring another down.

Arm up and focus on the ship. As soon as you see Bottrocks exiting the ship, let 'em have it. There are regenerating Gatling Guns in this room so don't spare the firepower. When all the passengers are gone, board the craft yourself via the ramp. Enter the cockpit and step on the red button.

This will cause the ship to turn and shoot out the doors to the next room. Exit the ship and head for the ramp and newly-opened doors. You may want to grab a few Gatling Guns before proceeding into the next room, though there are some even better (I kid you not) weapons just ahead. When you think you're suitably 'stocked', enter the next room, grabbing the Car Battery and Atomic Jetpack.

Congratulations! You've reached the notorious 'Silo Climb'. Unfortunately, this section is known for being one of the toughest sections of the game. But you've come this far and you can't let the aliens destroy Earth!

In this room is an extremely tall Nuclear Silo. Your aim is to use the Atomic Jetpack to climb up the silo by jumping/flying to a series of small



ledges that spiral up the silo. This may sound easy, but these jumps often require you to refuel 'on-the-fly'. Oh yeah, there's usually an S.O.D. or two about. They love to attack from a safe distance.

SECRET: Do you want to wimp out and take the hidden elevator up the silo? Do you want to miss out on the satisfaction of knowing you 'did it the hard way'? Then go to the 'Secrets' section to find out where this elevator is.

The Atomic Jetpack is self-sufficient. This means that it recharges itself while not in use. To make these jumps, you'll need to carefully manage the fuel supply and stop the thrust in short bursts to allow small amounts of fuel to recharge.

For horizontal jumps, make sure you get a good running jump to start with. From here, press forward and full throttle on the jetpack to get a bit more height than necessary. You can now float over to your target by pressing the throttle in bursts, allowing some fuel to be recharged while not allowing too much momentum or height to be lost.

The lowest set of platforms is a good place to practice horizontal jumps. To practice for longer/tougher jumps, try to jump from one ledge and skip the next one, landing on the second one you come to. It can be done.

For vertical jumps, begin by being positioned almost directly under your target. Making sure you have a full tank, jump and fly directly up, with no directional control. Let go of the throttle and press forward when you hit 20 fuel, you should have enough momentum to continue climbing and should almost be there. As soon as your upward momentum ends, put the throttle back on, your fuel will have replenished enough to finish the climb.

The first jump is a horizontal one, use it to practice - even it requires somewhat precise use of the jetpack. With practice you should be able to complete this jump without the throttle on, using already achieved momentum to finish.

When you're ready to go, return to the entrance to this room. Directly opposite it is your first ledge. This is a vertical jump. Stand directly under it and hit full throttle. At 20 fuel, release the throttle and float over to your mark. Re-apply throttle if needed.

Your next target is above and to your right (when facing the silo).

MORE TO COME!

>From this final platform, look to the left (when facing away from the silo). You'll notice a bunch of wires (?) running between the silo and the outer wall. If you look closely, among the wires you'll notice a tunnel opening in the outer wall.

Fly over and land on one of the wires. Carefully run along it towards the outer wall. When you're close, float over to and into the tunnel. CONGRATULATIONS! You've completed the final difficult maneuver in the 'Silo Climb'. All you need to do now is run to the checkpoint, grabbing the Car Battery, (other item) and (other item) along the way.

TIP: As you run down the tunnel to the checkpoint, you'll reach a door that won't open immediately. Fear not, you have not made a mistake. The Dreamcast is simply loading the next area, which is very big. Just wait a few seconds and the door will open.

-----  
Checkpoint 8D  
-----

Continue through the tunnel until it opens up into an \*enormous\* chamber. You'll notice a series of pillars running from floor to roof. You will also notice an electrical current running between the small gap in the middle of each pillar.

To progress through this room, you'll need to float over to each pillar and destroy the top half and then land on top of the remaining portion of the pillar. This chamber is filled with several BirdBrains and a couple of Manta-Rays. You should just ignore these, only destroy any that are in your path.

MORE TO COME!

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LEVEL NINE: Dr. Fluke Hawkins - "The All Heroes: Break Up"  
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CUTSCENE: Dr. Hawkins gets the Jim Dandy firing and heads fir Swizzle Firma to pick up Kurt and Max.

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Checkpoint 9A  
-----

For the first time, a Dr. Hawkins level begins with a flying section. The Jim Dandy is in hyperspace so it is a bit different to control than Max's efforts. You will continue to move in a give direction after you stop pressing that button, you'll need to 'counter-steer' to stop this.

This flying section is a cross between Max's first two flights. While objects only appear from in front of you (like level two), you can move forwards and backwards as well as up and down (like level five). A new feature are portals, which warp you either back or forward. Useful to avoid a crash.

Just use your previous experience to get through this one, it's possibly the easiest one. As always, after about twenty to thirty seconds this section is over.

CUTSCENE: The Jim Dandy comes out of hyper-space and Dr. Hawkins locates Kurt. He's about to teleport Kurt and Max back up to the Jim Dandy, but he accidently teleports himself onto Swizzle Firma.

- Swanky Swizzle Heights, Swizzle Firma, 7:19PM -

Dr. Hawkins finds himself in the middle of what looks like a residential area, surrounded by Coneheads. He does a rundown of the items he'll need to find to reach Kurt and Max, who are waiting outside the palace gates.

This level is different to the others as you don't necessarily have to progress through the checkpoints in alphabetical order. From your starting point it is possible to reach 9C without seeing 9B. I'll take you through the level in alphabetical order, however.

When facing the phone box, run past it and up the ramp. There is a path that goes left and right. Found along this path are: Mr. Fizzy (x2), Baguettes (x2) and Pumpernickel (x2). Grab them all and then run back down the ramp.

To your right is another ramp down. Run down the ramp and take the pathway to the door. On the other side of the door is checkpoint B.

-----  
Checkpoint 9B  
-----

You'll be teleported to a corridor with a few Bottrocks and Coneheads. Ignore them and head for the door at the end of the room, on the right wall. Jump/strafe to avoid being hit. Run through the door and into an open area.

In front of you is a fence and on the other side are some Bottrocks. To the left you'll notice an open-topped corridor. This is the entrance to the labyrinth. The exit is on the other side of the fence where the Bottrocks are.

The labyrinth is filled with security measures in the form of moving electrical fields and other dangers include erupting steam pipes and a weird creature that appears overhead and burps gas at you.

Avoiding the steam pipes is easy. Stand close and watch the pattern for a few seconds. When it subsides, run past. To avoid the electrical fields, stand as close as possible and run under them when they're in the air. This takes a little practice. To avoid the gas burp, back up when he appears and lob toast at him. He'll hide and you can advance. Wack him again if he re-appears.

For a map of this labyrinth, go to the URL listed below:

<http://level9.homepage.com/>

When you emerge from the maze, you've got a few Bottrocks to deal with. Just ignore them and head forward for what looks like a checkpoint. Grab the PALATIAL LOCATOR and then turn right and jump in the teleporter, which will take you back to the area you began in, with the phone booth. To your left is another teleporter, step in it to reach Checkpoint C.

TIP: The items found on the ramp seem to have regenerated whenever you teleport back to this room. Check to see and grab 'em if they're there.

-----  
Checkpoint 9C  
-----

You'll be in another area that looks 'residential'. To your left are some Baguettes. Grab them and then head diagonally right. A BirdBrain will emerge from a big hole in the ground, run past on the right. Turn right as you approach the Conehead and enter the teleporter.

In this area there are a number of large columns. Amongst them are a couple of Bottrocks and a couple of spawners. Run over to your right and along the wall. Look to your left and stop when the spawner is visible. Keeping an eye out for Bottrocks, take out the spawner. Also listen for fire from a nearby S.O.D.

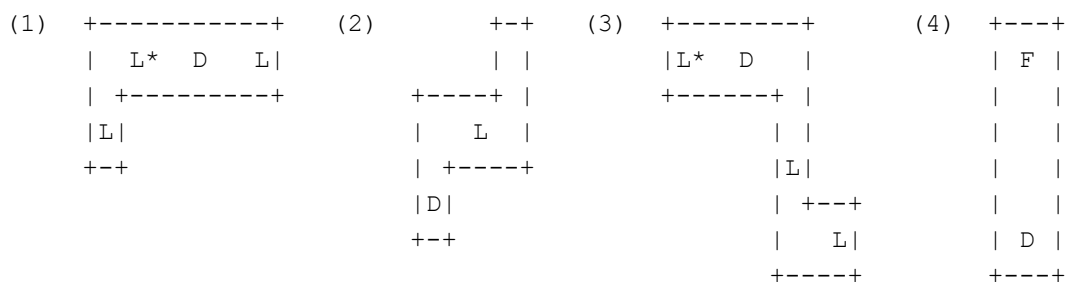
With the first spawner destroyed, another one should be visible from your position. Take it out as well, along with any Bottrocks. Equip the Baguettes and move past the columns. Look up and faces the five S.O.D.'s - take them out with the Baguettes. Strafe to avoid fire. Sometimes the Baguette will go after a Conehead below, just fire again.

With the S.O.D.'s gone, equip the ladder and run forward to find the anchor point. The next section involves a mess of platforms connected by use of the ladder. Some anchor point will not take you the way you want to go. You need to correctly navigate up to the teleporter above. However, you should first collect the Mr. Fizzy.

Use the following diagrams to reach Mr. Fizzy and then the teleporter to the next room. The first diagram is the first platform you reach from using the ladder at ground level.

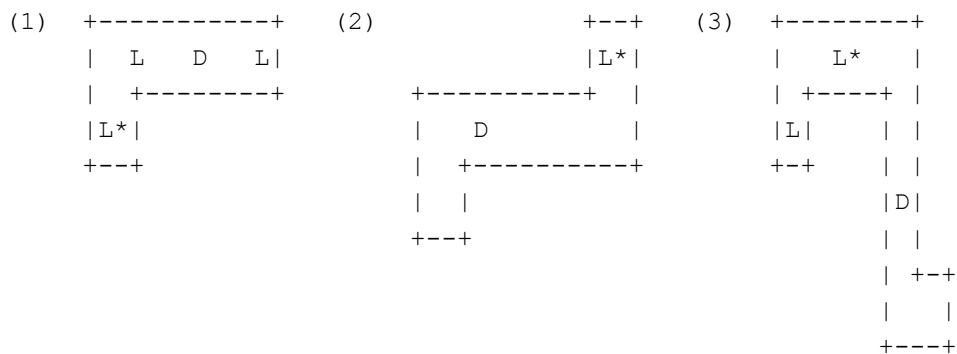
L = Ladder anchor  
 L\* = Ladder anchor to take  
 D = Doc's starting position on the platform  
 F = Mr. Fizzy

TO GET MR. FIZZY:



TO GET TO THE TELEPORTER:

First drop down (carefully!) and return to platform (1) as above. Follow these diagrams:



On the wall in front of you are four walkways, with a moving fan below the bottom walkway. Each has a trapdoor in the floor at some point, these are activated by buttons on the floor. At regular intervals a Conehead will emerge from the left side of the top walkway and head for the other, open end. If it reaches the open end, they disappear and a siren sounds - sending a Bottrock down after you.

Your objective is to juice a few Coneheads by opening the correct trapdoor at the correct time, causing them to end up in the fan below. If a Conehead hits a wall, he'll turn around and walk back. Each level has an open end so watch out. Now, to the solution.

The button for the first trapdoor is the left-most one. Run over to it and stand on it. As soon as the Conehead falls down, head for the right-most button. The Conehead will hit a wall and turn back, falling down the open hole. Now run for the middle button.

Wait for the Conehead to turn back and head to the right of the screen. When he stands on the trapdoor, stand on the button. He'll fall below and continue to the right of the screen. Quickly step off the button as he walks over the last trapdoor. Yummy - Conehead juice! Repeat this for two or three more Coneheads and the cylinder will be full, revealing the teleporter out of this room. This will take you to checkpoint G.

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Checkpoint 9D  
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You can only reach checkpoint D via a teleporter in the first area of the level, near the phone booth. Head up the ramp that had the Mr. Fizzy, Baguette and Pumpnickel. They may be back, so grab them if they are. From the ramp, head right and then down the corridor on your left. Step in the teleporter to be taken to checkpoint D.

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Checkpoint 9E  
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Checkpoint 9F  
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Checkpoint 9G  
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You're in a room with a few Hosers and a BirdBrain. Strafe all over the place and take down the BB. Ignore the Hosers, they regenerate. With the BirdBrain gone, head through the bunch of buttons on the floor and up a bridge across a chasm. There is a glowing button. Stand in front of it and turn to face the buttons. Look up to see a group of lights hanging over the buttons.

Hitting the glowing button will cause a bunch of the lights to activate briefly. This is the answer to this puzzle. Step on the buttons below the activated lights to reveal the teleporter. When you're ready, step on the button and try to remember the pattern. Scribble it down in you have to. Just remember, the pattern is random - so if you mess up and have to start again, your notes are useless.

When you step on the correct series of buttons, the teleporter will appear near the single 'start' button. Turn back and head into the teleporter, grabbing the DIMENSIONAL DESTABILIZER on the way. You're back in the room with the Phone Booth.

CUTSCENE: A few Hosers are standing on each other's heads to use the phone, in YOUR phone booth!

There are a few Hosers scattered around providing opposition. For an easy time, head up the ramp and grab some Baguettes. With all hostilities in the area gone, it's time to eject the Hosers inside the phone booth. To do this, equip the Pumpnickel and line yourself up with the phone booth. When the door begins to open, fire! You'll hear the sound of fireworks and soon a Hoser will come flying out of the top of the phone booth and through a window. Repeat this to remove the last two Hosers.

TIP: You're almost done with this level, so don't spare using items like Mr.

Fizzy and Baguettes.

CUTSCENE: Dr. Hawkins will enter the phone booth and use it to fly to the Imperial Palace.

NOTE: No, there is no boss battle for this level. Be glad!

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LEVEL TEN: Kurt, Max or Dr. Hawkins - "Cosmic Tales"  
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CUTSCENE: Our three heroes stand outside the palace gates. Dr. Hawkins says a few gadgets will do the trick. Max and Kurt don't really agree. Dr. Hawkins calls them 'short-sighted' and a big argument ensues. We're left wondering if it's the end of the Xenophobic Trio.

Before the level actually begins, you're given the choice of which character will tackle the palace and ultimately battle Zizzy Ballooba. Each character will take different paths through the palace, using their unique abilities to arrive at the final confrontation with Ballooba.

Each character seems to represent a difficulty level - with Dr. Hawkins being the easiest to defeat Zizzy with, Kurt being in the middle and Max being the hardest to achieve victory with. I'll start with Dr. Hawkins.

- DR. HAWKINS (EASY) -

You start out at the palace gates, but they're not open to you. Instead, turn left and head along the wall until you see a ladder anchor. Use the anchor to climb a series of ledges. When you reach the last ledge, turn left and drop into an open-topped corridor.

Scout along the corridor, using the ever-useful method of staying on the 'inside'. Never go flying around a corner. Before too long you should hear the jet engine sound that signifies a BirdBrain is near. The straight path you're on will open out on the right-hand side. If you peek around the corner you'll see the BB. You should be able to attack one side of it and it won't move.

As you do this, beware the Hoser that is nearby. If it fires at you, either take cover behind the wall, or fire back. When the BirdBrain is dead, grab the Mr. Fizzy from the large alcove and proceed. If you didn't kill the Hoser, beware it and another one around the next corner.

The pathway will become more enclosed and will be littered with items like Baguettes and Pumpnickel. Grab them and keep and as you approach each corner, listen out for a BirdBrain and Hosers. BirdBrains can be safely dispatched by firing toast up under the protrusion in the wall. The BB can't hit you from it's position and doesn't move (stupid!).

The hallway will come to an end with a large door. Pass through it to arrive inside. You'll be at the top of some stairs. On your left is a ladder anchor, use it. Proceed forward and through the door found on your left. Follow this corridor through another door and around a corner.

At the end of this stretch of the corridor is another corner, two S.O.D.'s are hiding here, you can hear them. They are a lot easier to destroy with regular loaf than other S.O.D.'s, so take them out and head through the door and around the corner. Kurt and Max are waiting there for you.

CUTSCENE: Zizzy Ballooba claims that he let you win a few and it was all for his entertainment. He thanks the trio for playing his game, but now it's over. Kurt disagrees and Doc jumps into the fray once again.

BOSS BATTLE: Zizzy Ballooba

The battle with Zizzy has two main parts: outside against Zizzy, and inside Zizzy, contending with his innards. First you'll have to deplete his energy bar to gain entrance to his guts, where the real damage is done. When outside Zizzy, you most deal with five forms of attack:

- Energy Blast: Zizzy zaps you with his staff. If you watch him, he drops his staff into fighting position. This signifies what's in store. To best avoid it, hold still as it's fired and move immediately afterwards. Never pause for more than a second and keep your distance to decrease his accuracy.

- Lava Trails: Zizzy slams his staff and trails of lava criss-cross the floor. Your best bet here is the 'pogo jumping' method used to dodge the BFB's left brain attack.

- Smoke Walls: a series of walls of smoke are sent your way. Face Zizzy and keep firing, the walls are not solid. Strafe to avoid each wall. Sometimes you'll strafe left instead of right and the next wall is unavoidable. Keep your distance to give more time to move.

- Hypnosis: if Zizzy comes right up close, you know he's going to try this. This is simple to avoid: don't look at him. If you make eye contact, he'll hypnotize you. The screen will spin and funny patterns will fill the screen. Keep the fire button down and keep on the move, jumping and strafing to avoid being hit.

- Tail Whip: if you're silly enough to get too close to him, Zizzy will lash out at you with his tail. Just keep your distance to avoid this one.

Load up your Baguettes and let Zizzy have it as you dodge his attacks. Pick up items that you see, Mr. Fizzy will regenerate at a reasonable frequency. Make sure to grab the Leaf Blower before first entering Zizzy's guts. Keep an eye on your health and use Mr. Fizzy as soon as you hit 10 or less. When your Baguettes run out, continue pounding with loaf.

When the bar is depleted, you're sucked inside. This is where the real damage is done. While contending with shots of stomach acid and stomach bugs. They're very hard to avoid so try to ignore them.

The first item of notice are the lungs on each side of the 'room' you're in. They're big and white/grey in color. Pound them with toast until they explode. For whatever reason, they have to 'power' bar, but just keep pounding them, they're gone in about six-eight shots each. When both lungs are destroyed, the eyeballs will fall down. Use the Leaf Blower to direct them into the pits on each side of Zizzy's guts.

Now you can go after Zizzy's brain. Equip the Toaster and Loaf. Your aim is to rebound your shot off an eye to hit Zizzy's Brain. Aim at the top 1/3 of the eye and look up now and then to see where your shots are reaching. Adjust your aim accordingly and when you see that energy bar appear, keep your aim still and lay on the fire button.

The last targets are the heart and kidneys in the center of the area. To destroy them, you'll need to transform into Hyde. Grab the Plutonium from the

ledge behind the remaining open pit. When the Plutonium appears to the left, it can be reached by jumping up at it. If it is on the right, stand on the rim around the pit then up onto the ledge.

As Hyde, stand on the eyeball on the right of the center pit. Wait here and jump on the bubble that comes your way. Ride it until the desired organs are in sight, jump over to one and pound it. The heart will take two shots and each kidney will take one shot. When all four targets have been punched, Zizzy will be finished!

CUTSCENE: Nope. Not going to tell you. You didn't buy the game for me to tell you what happens. Let's just say you'll emerge victorious.

ENDING: Not going to spoil this either. I will say that it is presented like comic book, as with the game's intro.

CONGRATULATIONS! You've just completed MDK2 with Dr. Fluke Hawkins!

- KURT HECTIC (NORMAL) -

STILL TO COME!

- MAX (HARD) -

STILL TO COME!

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| 9. DR. HAWKINS' ITEM COMBINATION CHART |  
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So, you want to know what the correct item combinations are, huh? Don't want to have the fun of finding out for yourself? Okay then, I'm going to list the combinations for you. I'm not going to worry about which hand each item is in, they'll always be in different hands.

Some combinations yield another item that will be added to your inventory. Others will yield different effects. For example, combining the Atomic Toaster and Load will cause Dr. Hawkins to fire toast like a weapon

Here's the chart of item combinations:

#### ITEMS

Toaster + Loaf = Toast  
The Sauce + A Bunch of Dirty Towels = Molotov  
Pipes + Hand Dryer (w/ Duct Tape) = Leaf Blower  
Cord + Pipes = Ladder

#### EFFECTS

Atomic Toaster + Loaf = shoot toast like a weapon  
Molotov + Lighter = light the Molotov and throw it  
Magnet + Duct Tape = attaches magnets to your boots

'USED ALONE' ITEMS



- Fish Bowl (w/ fish): dump the fish out of the bowl
- Fish Bowl (empty): allows you to breath in space
- Duct Tape: fix a leak with this

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+-----+  
| 10. BOSS PROFILES |  
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SPOILER WARNING: This section contains information that may spoil the game for others. Proceed at your own risk!

Here I have some information on the bosses as characters. There are no gameplay tips here. Checkout the walkthrough for that.

LEVEL ONE BOSS: Hanz

Hanz is a rather large (compared to Kurt) alien with big hands. He pilots a huge craft that attacks with lasers, until you force him to jump ship. Hanz has no dialogue and about the only form of communication he has with you is the menacing wag of the hand before you fight him. There is little else to say about him.

LEVEL TWO BOSS: The Sphere

A being seemingly consisting of raw power encased in a shield, The Sphere has nodes all over it that it focuses beam of its energy from. It has little personality and its dying line suggests that it is indeed a being beyond mortal flesh and bone.

LEVEL THREE BOSS: Balloons for Brains (BFB)

Finally a boss with some personality, albeit conceited. The BFB is an alien with with huge brains (he seems to have two). He brags about his superior alien intelligence and uses his brains (literally) to attack you.

LEVEL FOUR BOSS: Shwang Shwing

You first encounter Schwang after defeating Hanz. Schwang is a huge alien who wears pink shades, speaks in a deep voice and has an ego as big as he is. He is the right-hand man of the alien emperor and delivers the quote of the game after flicking Kurt like a booger: "Oh, I'm just too good for my own bad self. Hello Earth, who's your daddy? Why yes, I am".

LEVEL FIVE BOSS: BadMax

As the name may hint, BadMax is an evil version of Max. The BFB created BadMax as another display of his superior brain, claiming Dr. Hawkins created a naughty "doggy". BadMax is a lot bigger than Max and attack with tracking lasers and fireballs. He also preserves himself via healing and use of a shield.

LEVEL SIX BOSS: BFB

Obviously BFB isn't dead and still quite full of himself. He concedes that human intelligence must be evolving after the Doc manages to confront him again. He is quite happy with the shield he uses and claims Dr. Hawkins'

attacks are of no concern to him.

#### LEVEL SEVEN BOSS: Shwang Shwing's Ship

No personality with this one obviously. You are under fire from the ship from the beginning of the level and returning outside puts you in the firing line again - until you can get back inside. When you finally battle the ship, you have to find its weak spots while avoiding laser blasts and battling aliens.

#### LEVEL EIGHT BOSS: Shwang Shwing

Although Shwang has got an arm in a sling, a leg in plaster and riding in a wheelchair - he's still as cocky as ever. He doesn't believe that 'fleabag' Max is a threat and hopes you won't "hit a guy in a wheelchair", but he's more than happy to zap you.

#### LEVEL NINE BOSS: None

'Nuff said.

#### LEVEL TEN BOSS: Zizzy Ballooba

The Grand Emperor of Swizzle Firma. He's a maniacal tyrant whose attack on Earth is seen as sport, because as a being who has figured out space and time, there is little to do for entertainment. He implies that he let you get this far. You're not going to take that, are you?

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| 11. SECRETS & CODES |  
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SECRETS  
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#### Easy way through checkpoint 5D:

If you managed to reach this checkpoint with 15 units of fuel left in the jetpack, you can take the easy way through 5D. Inch forward until the floor breaks and back up when it does. Now, you can use the jetpack to fly over the hole in the floor. At the end of the tunnel, shoot out the wall and drop down, taking 10 damage.

#### Easy way through checkpoint 8C:

Sick of falling back down to Earth after climbing so high? Then take the elevator instead of the stairs! It's completely hidden, so it takes some exact placement of landmarks to stand in the right place. Follow these steps:

1. Head to the side of the silo that is brightly lit. Max should be casting a strong shadow here.
2. Look up and find the last platform you land on before flying over to the tunnel out of the area. Directly below is an antenna from the lower set. Adjust your position to line up the platform and the antenna.
3. Making sure not to move left or right, move so that you are a bit closer

to the outside wall than the silo. You're close now.

4. The elevator will activate after you've stood on it for a few seconds. If it hasn't shown up, move slightly and wait. Continue until you've found it.

For a diagram of the tile pattern near the elevator, go to the URL below:

<http://www.dreamwater.net/game/ncognito/mdk/elevatr2.jpg>

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CODES  
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Unfortunately (for some), none of these codes will make the game easier, so if you came here because the game's a little tough, you're outta luck.

**KURT'S BOXERS:** To see your janitorial hero in his jocks, at the main menu screen, hold down L & R together and then press X, X, Y, X.

**CAR RACE CAMERA:** To feel like you're watching a car race, pause the game, then hold down L & R together and then press B, A, B, A.

**SLOW-MOTION:** To slow the game down and have a bit of Matrix-style fun, when you're playing as Max, hold down R and press Up four times.

**CLEAR PAUSE SCREEN:** To remove the pause menu so you can watch the cool rotation effect, press X & Y together when the game is paused.

**BODILY FUNCTION:** If you enjoy toilet humour (who doesn't??), while playing as Dr. Hawkins, press L, R, A & Left on the D-Pad all at once. Dr. Hawkins will "peel one off", "let one rip", "drop his guts", etc.

**GD-ROM SURPRISES:** Place the MDK2 GD-ROM in a PC's CD-ROM drive and look in the 'mdk2' directory for character artwork. You will also find silly songs done by BioWare and out-takes from the game in .WAV and .MP3 format\*.

**GAME MUSIC:** Start up your Dreamcast with the MDK2 disc in, but the lid open. The Dreamcast will go to the system menu screen. Select the audio CD player and then close the lid. The system will recognise the disc as an audio CD. Tracks 4 to 29 feature game music. Track 30 is a voice track which may be a spoiler.

\* NOTE: The songs and out-takes are not present on the PAL version disc. Derek French from BioWare told me that the PAL version disc has less free space on it. I guess this is because there are voice tracks for five languages on it. Go to <http://guides.ign.com> and find their MDK2 guide and you'll be able to download all this stuff.

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| 12. THINGS TO COME... |  
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Updates.

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| 13. CREDITS/THANK-YOU'S |  
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- IGN Guides -

<http://guides.ign.com>

For the cheat codes and some enemy names.

- BioWare Corp. -

<http://www.bioware.com>

For making the game, general character/enemy info.

- Interplay Entertainment Corp. -

<http://www.interplay.com>

For publishing the game, further enemy info.

- Shiny Entertainment -

<http://www.shiny.com>

For creating the original MDK game in the first place.

- Derek French from BioWare -

For answering my questions about the missing 'freebies' on the PAL version disc.

- 'doninss' of the Interplay MDK2 Forums -

For providing the diagram for the secret elevator in 8C.

- Eric-Paul Lecluse -

[EPL.Lecluse@gmx.net](mailto:EPL.Lecluse@gmx.net)

For providing the map of the 9B maze.

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End of File.

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