

MDK2 Level Six Bomb Guide

by KANE 79

Updated to v0.3 on Jul 5, 2000

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

```
-----  
| Game:      MDK2                               |  
| Console:   Sega Dreamcast                     |  
|           |                                   |  
| Author:    KANE 79                           |  
| Email:     kane79_@hotmail.com                |  
| Homepage:  http://www.angelfire.com/home/kane79/ |  
|           |                                   |  
| Version:   0.31                               |  
| Updated:   October 27th, 2001.                |  
-----
```

WELCOME: This is my first guide of any form, so please excuse any shortcomings.

CONTENTS

1. Copyright Info
2. Introduction
3. Revision History
4. How to diffuse a bomb
5. Walkthrough

1. COPYRIGHT INFO

This walkthrough is copyright the original author. It may be downloaded for personal use. You may give it to friends for free, it must not be sold or traded. If you wish to post it at yours or another site, please email me first for permission.

2. INTRODUCTION

This is a guide to level six only. I had such a blast (sorry, bad pun) playing this level, that I wanted to share it with others. There is a full walkthrough for the game on this site if you need help with any other level.

The emphasis of level six is to diffuse a series of bombs that the BFB (Balloons for Brains [though I prefer the name I assumed for him until I knew better - Big ****ing Brain]) has left throughout the Jim Dandy.

2. REVISION HISTORY

Version 0.1 - 30/06/2000

Wrote basic explanation of the basis of level six, how to diffuse a bomb and solutions to the bombs for 6B and 6C, plus a partial solution to 6D.

Version 0.2 - 01/07/2000

Added solution to bomb 6D, boss strategy and revised the beginning of this document.

Version 0.3 - 04/07/2000

Added solution to bomb 6A.

3. HOW TO DIFFUSE A BOMB

To diffuse a bomb you must step on a series of buttons that are attached to the bomb. The bomb itself has a layered section with a cable leading from each layer to a respective button. The currently active layer is pink in color while all others remain blue.

To diffuse a bomb, find the base and look at the layered section. Identify the currently active layer and follow the cable to its button and step on it.

Here is a diagram to help explain:

```

                +----+      +-+
                |Blue|-----| |
            +-+   +----+      +-+
            |X|-----|Pink|
            +-+   +----+
                |Blue|
            +-+   +----+      +-+
            | |-----|Blue|-----| |
            +-+   +----+      +-+
```

What I call 'layer two' is active so you would follow the cable from this layer to its button, which I have marked as 'X'. Finding and stepping on this button will deactivate that layer and activate the next one (believe me, you'll know if you were right or wrong). Repeat the process for each layer until the word "DEACTIVATED" appears on screen.

Sound easy? Well it isn't really. Unlike my diagram, the cables are a tangled mess so you won't have an easy time walking from bomb to button. This is where my guide comes in. I will attempt to illustrate which button corresponds to which layer.

4. WALKTHROUGH

This walkthrough focuese on bomb diffusing. The rest should be easy enough. I have included a basic walkthrough for the "non-bomb" section. The meat of this walkthrough is the diffusing.

REMEMBER: Switches are numbered according to which layer it is connected to. The order they must be hit can be random, so switch '2' is not necessarily the second one you hit.

Checkpoint 6A

Run up the hall and the BFB will run his mouth and the first bomb will be activated, counting down from 2:00 minutes. Continue forward and equip the ladder.

THE BOMB

The first bomb only has four layers and the cables are very easily followed to the buttons. However, the jumping is tough and with only two minutes, there's little room for error. I actually found 6B and 6C easier to do.

1 - On a girder opposite and above where you enter the room. Run left to the blue stairs. Jump from these to the pipe in front of them and then make a series of jumps from one pipe to the next (mind the switch on the way). When you land on a pipe with a ladder anchor, use it. You'll be high above the room. Use the small ledge circling the room to reach the girder with the switch.

2 - On the pipe with the ladder anchor. Refer to the above paragraph to reach it.

3 - The button alone on a pipe. Refer to button one's explanation to reach it.

4 - On the floor next to the bomb layers.

After diffusing the bomb, head down to the Bridge and grab the Mr. Fizzy to the left of the entrance and the Baguettes 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

You start the checkpoint just inside the Lounge, with 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.

Jump to the first patch and quickly (but carefully) walk onto the pipe. Carefully line up with the next patch and take a short run-up and jump. When you land, immediately take a step or two back and then run forward (this jump must be made off the patch itself). Jump to the next patch

and quickly step onto the pipe.

Carefully walk along the pipe and line up another jump. Jump to the next patch and when you land, back up a little and run and jump again. Repeat this for the next patch and you'll land on solid ground. Another bomb will activate.

THE BOMB

The bomb itself is down the hallway just before you round the corner to see Kermit. Jump to the girder and run 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, run back past the bomb and Kermit will ask for some help - he's surrounded by Bottrocks. Kermit will throw you some Plutonium. Drink up and you'll turn into Dr. Hyde. Use R to attack and go bash some Bottrocks! You have two shots of Plutonium, which should be plenty.

After you get rid of all the Bottrocks, Kermit opens up a passage for you. To find it turn and run back down the hall away from from Kermit and the passage is on Doc's left. Down the passage is the checkpoint.

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 looks familiar).

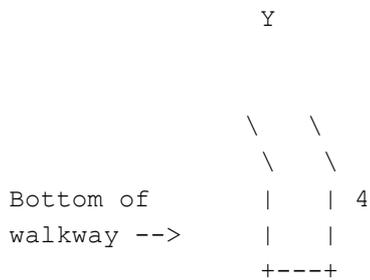
THE BOMB

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)

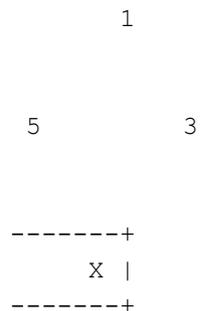


X
6

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.

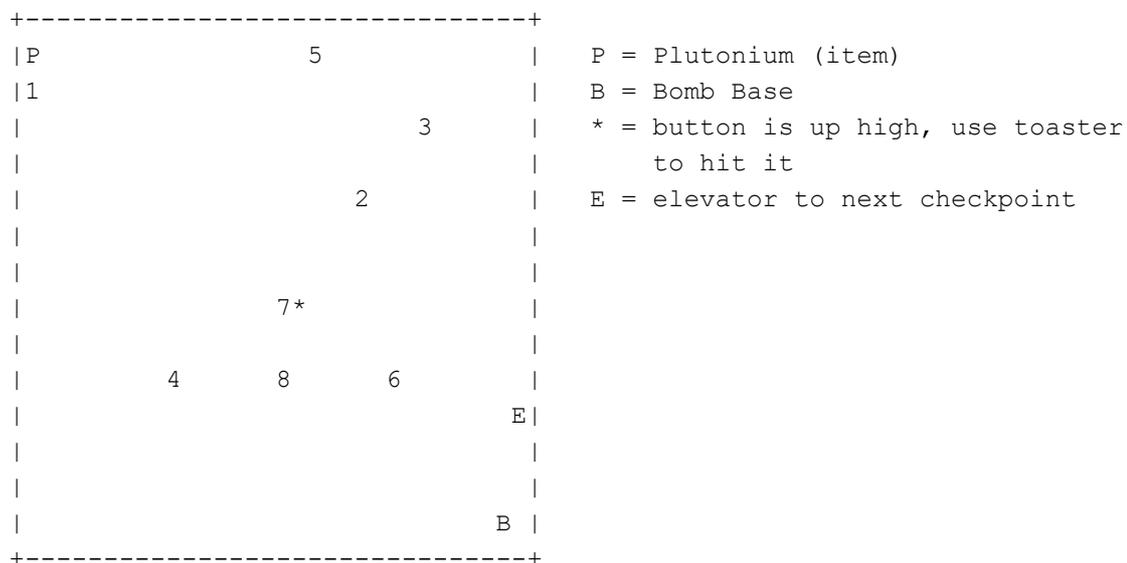
The Bomb

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...

Diagram:



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 him silly. 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 load 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.

When you're victorious the Doc will take the BFB's brain(s) to "put them to better use" and will send the BFB's body out to space. Once that is done the Doc fires up the Jim Dandy and goes after Kurt and Max.

5. CREDITS

- GameFAQs (<http://www.gamefaqs.com>)

For liking my first walkthrough enough to post it.

- BioWare Corp. (<http://www.bioware.com>)

For making the game and displaying their genius while they're at it.

- Interplay Entertainment Corp. (<http://www.interplay.com>)

For publishing the Dreamcast version.
