# **TimeSplitters 2 Walkthrough**

## by Dragonfly13

Updated to v3.0 on Dec 22, 2003

This walkthrough was originally written for TimeSplitters 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

TimeSplitters 2 Walkthrough Nintendo Gamecube (GCN) Game by Free Radical / EIDOS Entertainment Last Update: Version 3.0 - 11/26/2002 Dragonfly13 (jediyoda13@hotmail.com) Table of Contents =-=-=-=-=-=-= 1.0 Introduction 2.0 Copyright Version History 3.0 4.0 Story 5.0 Controls 6.0 Walkthrough 6.1 Siberia Chicago 6.2 6.3 Notre Dame Return to Planet X 6.4 6.5 NeoTokyo Arcade Leaque 7.0

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First and foremost, this is my VERY first walkthrough I've ever written. Ever. I know all of the basics, and I'm an expert video gamer, so don't expect any part of this guide to be too "n00b." Anywhoo, on with the guide.

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 Version 3.0 - 11/26/02 - Completed up to NeoTokyo. I'm sending the guide in to Ceej after a few minor adjustments... hope this helps everyone! (Note: all levels are for EASY mode, except Siberia, which is for all modes.)

Version 2.0 - 11/24/02 - Added the story (written by me) and walkthrough of the second level, Chicago. Note that this is for Easy mode only. I'll be updating all the way to Hard mode when the time comes. I'm not going to send this to Cjay yet... the guide's WAY too incomplete.

Version 1.0 - 11/23/02 - First version of the guide. Walkthrough up to Chicago is complete.

The year is 2401. An alien race, called the TimeSplitters, has come to take over Earth. Armed with high-tech weapons, Sgt. Cortez and Corp. Hart must prevent the TimeSplitters from destroying man's past, present, and future...

Basically, you can create your own controls for the game, as long as you have everything assigned to no more than one button. These are the controls as the game gives them to you. (Without your modifications.)

Main Default Start/Pause-----Brings up the Start Menu, as the button suggests. Control Stick-----< and > are strafe, ^ and v move character to and fro. C-Stick-----< and > are move left/right, ^ v are look down and up. |-(inverse look applies unless you set custom controls) D-Pad-----< and > switch weapons A Button-----Activate (open doors) B Button----Crouch L Button-----Aim (Note: aim controls can be set differently than the |-normal "look" controls) (see below) R Button-----Shoots current weapon's primary fire X Button-----NOTHING Y Button-----Manual Reload (your weapon will do it for you when your |-clip runs out, but in between firefights, you might want |-to use this.) Z Button-----Secondary fire (like grenades and such) As I said, this is my first Walkthrough, so let's hope for the best. Here goes... \_\_\_\_\_ EASY Objectives

-Disable the Communications Dish -Investigate the secret digging site -Retrieve the Time Crystal \*NORMAL Objectives -Find a way to the top of the dam -Restore power to the dam -Do not allow any mutants to survive \*\*HARD Objectives -Destroy 5 filing cabinets

At the start of this level, head forward and pick up the Silenced Pistol and the Sniper Rifle. DON'T go out of the tunnel. If you do, the guards might spot you and set off an alarm. Instead, stay inside the tunnel and take out your sniper. Kill the guy on the walkway to your left with a shot to the head, and then take out the camera to the right with a shot to the screen. (Or three from the side.) Now walk out of the tunnel, and turn right. There will be a guard at the fence, walking to and fro. Peg him in the head and look to the left of the center building through (I think) two fences. Shoot that stationary guard, and walk through the opening of the fence. Make your way over to the building with the communications dish on top of it, but be careful of a camera that quards the entrance to the camera control room. Enter the ground floor of this building, and go take control of a joystick. You will see through the eye of the cameras, press X on each screen to turn them off if you didn't shoot them. On the side of this building closest to the fence is a stairway leading up. Go up there to enter the top floor. Activate the switch at the far wall to open a door you will need later. Exit the top floor and head left. Walk across the rooftops to one with a hole in it. Drop through and collect the Timed Mines inside.

With these mines, you can destroy the dish and/or burn some files. To complete an optional objective, you must burn the files. There are two file cabinets in this area, just look in the buildings to find them. (To burn the files, you must open the file cabinet and throw a Timed Mine on the center drawer.) Now throw a mine on the communications dish to complete the objective.

### OBJECTIVE COMPLETE: Disable the Communications Dish

Now go through the door you opened earlier. If you are on NORMAL or HARD difficulty, then press the button next to the elevator in front of you to activate the objective labeled "RESTORE POWER TO THE DAM." After you've done that, make your way up the winding staircases and corridors, shooting every guard you see. Beware, however, of the camera above some barrels on the () floor.

Once you make it to the top, there is a door followed by a long hallway. Kill every guard here, and pick up your first machine gun, the Soviet SA7!!! There are three doorways in the wall to the left, go through each and turn down the steam pressure at each pipe. At the end of the main hallway, go past where the steam was, through the door. Now you go back down the dam.

Kill everyone on the way down, and open the door at the bottom to the outside at the touch of a button to your right. Watch out for cameras in this next area; there are quite a few. Once you have killed the guards outside the building, go inside it. (Duh) Murder all those in your way, and make your way through the rooms. When you see a door to your right, go through it to find the third file cabinet. You know what to do here. After you blow the files to oblivion, continue down. Two guards are in the next room, one in front of you and one by a vent to your right. If you get spotted by the camera, (don't) some guards rush in; dispose of them. To your left are the last two file cabinets, blow them up too. Go down the stairs. On your way down, it will say "checkpoint reached." This means that if you die, you can restart here if you would like, or at the beginning of the level. In the next room, a guard in front of you will spot you. There is nothing you can do about it but blow his head off, so have fun while doing it. After you drop the reinforcements, get on the platform above and shoot the two Sentry Guns facing the glass windows. After they explode, go up the stairs to the left. Inside is a door switch; activate it. Go through the door, and if you aren't playing on EASY mode, go through the door to your right with a "2" above it. If you are on EASY, then continue below at "EASY."

Past the door is a door to your left. Go inside, and take control of the Sentry Gun to take care of the guard. Easy picking. >:D Now open up both doors, and go through them. In the next room is a guard, kill him. Some zombies will appear, drop them too. Once the lockdown has shut off, pick up the computer disk that one of the foes dropped. You will need it later.

\*\*EASY MODE CONINUED\*\*

Exit room "2", and head down the corridor. (To your right.) At the end are some enemies and the time crystal. Pick it up to complete the objective.

OBJECTIVE COMPLETE: Investigate the secret digging site OBJECTIVE COMPLETE: Retrieve the Time Crystal NEW OBJECTIVE: Destroy the Biohazard Container

Another objective will appear: Destroy the Biohazard Container. To do so, just throw three Timed Mines on the container with an alien inside and back off. When it blows, the Time Portal will open if you are on EASY mode. (It's that big black hole thingy.) If you aren't, continue at N/H modes below.

OBJECTIVE COMPLETE: Destroy the Biohazard Container

Now just jump through the Time Portal to satisfy the last objective: Escape through the Time Portal.

Congratulations EASY mode players! You have completed Siberia!

#### \*\*NORM/HARD MODES CONTINUED\*\*

The intercom will turn on and tell you that you will be killed. Yep. They really think you're that weak after what they've already had in store for you. Anyway, head back to the room with the two generators and the Sentry Guns that you blew up. Inside are some baddies killing each other; let the police kill the zombies and then kill the rest of 'em for yourself. Go back up the stairs, and enter the room you used to open the door earlier. Activate the computer disk by walking up to the A:/ Drive on the computer to restore the power to the dam.

\*OBJECTIVE COMPLETE: Restore power to the dam

Head back out of this lengthy building, killing everything in front of you. (Quite a lot.) Once you're back inside the dam, get in the elevator and press the button to go up. Once at the top, some people will be after you; drop them all. Now man a stationary gun to your left, and get ready for a HUGE fight. (Well, not really.)

\*OBJECTIVE COMPLETE: Find a way to the top of the dam \*NEW OBJECTIVE: Destroy the gunship

A gunship will appear above you. Shoot madly at it and watch out for more land baddies. While the gunship is at a stop, use your secondary fire to shoot every

last rocket you have at it. Once depleted of ammo, run down the top of the dam to the next stationary gun. Shoot all of its rockets, and hope the gunship dies soon. This battle has been far too easy...

\*OBJECTIVE COMPLETE: Destroy the gunship \*NEW OBJECTIVE: ESCAPE THROUGH THE TIME PORTAL

Now just run through the portal to finish the level.

------6.2 Chicago------

EASY Objectives -Rendezvous with your informant -Obtain the Nightclub pass card -Eliminate Big Tony -Retrieve the Time Crystal

You start out in a room on a balcony. Make your way down (via a ladder) and kill all of Tony's henchmen down here. (There are two.) Make your way up the stairs. Ahead of you and to the left is one of three whisky barrels. Shoot it near the bottom to drain it. (A secondary objective.) Now go up the stairs.

Once up, Go into the next room and down those stairs. Another whisky barrel is in front of you, shoot it. Beware, however, of a guard in the alcove to your right. Drop him. Now, go to the left of the stairway to find a path leading outside. Kill the crony who stands there with a clean shot to the head, not the crotch. (You people!)

Once outside, run to your right and get in the phone booth. Activate the phone to call your informant, Marco. He tells you to meet him by the newspaper stand. Continue down the road and shoot the guy to your right. (Not the guy walking around, he's a civilian!) This baddie I'm talking about is in an alcove. Once he's deceased, pick up his Tommy Gun (sweet) and continue on.

An old car will come down the road, shoot it like mad until one of its tires come off. It will crash into a fire hydrant, completing the secondary objective.

SECONDARY OBJECTIVE COMPLETE: Prevent Tony's brother from escaping

Make your way forward; to the right is another alcove with the last whisky barrel.

SECONDARY OBJECTIVE COMPLETE: Drain the Whisky barrels

Keep following the road; soon you'll come upon the newspaper stand. In an alcove to the left is Marco, your informant.

OBJECTIVE COMPLETE: Rendezvous with your informant \*NEW OBJECTIVE: Protect Marco as he returns to his hideout

This part is VERY easy, just kill everyone, front and back, that tries to hurt Marco. The last guy is a sniper on a balcony to the left. Once he's down, Marco will get inside; follow suit. He says there's a pass on the table to the nightclub, go up to the table to receive it.

OBJECTIVE COMPLETE: Protect Marco as he returns to his hideout OBJECTIVE COMPLETE: Obtain the Nightclub pass card

Now go out of his worthless hideout. (heh... right..) Anywhoo, turn right, and at the intersection, take a left. To your right is a phone, use it to call a cab. Shoot everyone here; some are on rooftops. Once you're done with that, take the Y intersection left. Now, go through the gate to your left that says: "TAXIS AND MEMBERS ONLY." Now go up the stairs to your right, killing the two henchmen in your way. Once inside the next room, take a left and go down the stairs. Go through the next door labeled "Members Only," (of course you're a member! You have a pass! (duh)) and kill the dude on your right. Go down these stairs and through the door to the left.

In this part of the Nightclub, kill the dude on your left and pick up his Tommy Gun. (Not that you'll need it...) The alcove to the left has double Tommy Guns! (Now you know what I'm talking about...:) ) Anywhoo, now that you have two weapons of mass destruction at your disposal, continue through. Kill everyone until you come to a room with a high staircase. In here is Big Tony. Don't worry; even though he's a boss, he doesn't have 2 Tommy Guns, so he'll be down in no time. Now, Pick up the Time Crystal and go through the Time Portal.

OBJECTIVE COMPLETE: Eliminate Big Tony OBJECTIVE COMPLETE: Retrieve the Time Crystal \*NEW OBJECTIVE: Escape through the Time Portal OBJECTIVE COMPLETE: Escape through the Time Portal \*\*EASY MODE: CHICAGO COMPLETE!!!\*\*

------6.3 Notre Dame------

EASY Objectives -Make your way to the rooftop to escape Notre Dame -Eliminate Jacque de la Morte -Rescue the three maidens -Retrieve the Time Crystal

When you start out, you have the all powerful shotgun. Anywhoo, go down the path, and kill the zombie coming after you. Now go up to the next one which will rise. Kill it, and turn left down the next passage. Go down and activate the lever on the right. Turn around and blast the head off of the zombie who played dead. Keep going on the original path (turn left) and Kill the zombie on the right. Now go down the sewage pipe (kinda gross in my opinion, but anyway) and activate the lever on the left to open the gate in front of you. Go up the stairs to the right and grab the body armor. Now continue on with the passage to the right. Once you round the corner, a zombie will be after you. Kill it as well. Kill the zombie that spawns on the staircase, and go up the staircase.

Keep going up the spiral staircase and grab the Shotgun ammo in front of you. Go to the end where the path is boarded up to be met by two flaming zombies. Shoot them and continue on. (DON'T STEP IN THE FLAMES!!!) Kill the zombie to the left, and free the maiden with the Activate button. Continue on. Kill the two zombies to the right, and free the maiden. Two down, one to go.

Go down the right path. Turn left, and kill the zombie in front of you. Go up the stairs to the right, and kill that zombie. Kill the zombie at the top of the next set. Now you will enter the main Cathedral.

To the left is a praying area with two zombies standing at the seats. Kill the first with a shot from behind, and then just kill the other one as it turns around. Now turn around yourself, and kill a zombie sneaking up on you. Go back to the praying area, and grab the Time Crystal.

#### OBJECTIVE COMPLETE: Retrieve the Time Crystal

If you haven't noticed already, the third and final maiden is hanging from the ceiling of the cathedral. DO NOT SHOOT THE ROPE, AS THIS WILL KILL HER AND YOU WILL FAIL THE MISSION!! Instead, go down to where the sneaky zombie came from, and enter the red door on the red wall. In here is some body armor, and a path leading to the right. Go down the path, killing the one zombie that tries (to no avail) to kill you. Now go up the VERY long spiral staircase. At the top is a zombie and two ropes. Kill the zombie, then pull the rope that is closest to you. That will free the last maiden. Now go back down the never ending staircase, and back into the main area of the cathedral. Go up to the maiden, and a new objective will appear. (Note: even though you should kill the zombies, it's a SECONDARY Objective.)

NEW OBJECTIVE: Help the hunchback escape with the maiden

To do the new objective, just kill all of the zombies that come after you. (It isn't that hard.) Once you kill about 10 zombies, the objective will be complete, and the maiden will be rescued.

OBJECTIVE COMPLETE: Rescue the maidens OBJECTIVE COMPLETE: Help the hunchback escape with the maiden

Now go down the left path and through the open door. Go up the other spiral staircase, (there's some body armor at the bottom) and if you need more Shotgun ammo, go in the alcove to the right. Continue up, and at the top is that eerie cross that, during the starting cutscene, Jacque de la Morte was torturing the final maiden with. Anywhoo, continue through to come up on the balcony of the cathedral.

NEW OBJECTIVE: Fight off the portal daemon

This "boss" is pretty easy. Just shoot it and dodge the lasers it fires by strafing. Thirteen shots should do the trick. (If you are using the Shotgun.) Now go through the door on the other side of the balcony to come outside Notre Dame.

OBJECTIVE COMPLETE: Fight off the portal daemon OBJECTIVE COMPLETE: Make your way to the rooftop to escape Notre Dame

Now just kill three undead priests and a Splitter and Jacque de la Morte will appear. Shoot him three times with the shotgun and he'll be dead.

OBJECTIVE COMPLETE: Eliminate Jacque de la Morte

Now just go back across the rooftop to get inside the Time Portal.

Notre Dame Complete!

EASY Mode Objectives -Locate the crashed UFO -Retrieve the Time Crystal

At the start, some UFOs are shooting at you! Go forward and to the left a

little to find a hole that you should fall through. Once you're underground, take one of the paths (it doesn't matter which one) around the pillar in the middle. Now continue on, but kill the alien in front of you by punching it. Now you have the Scifi handgun! Continue on, and take the next path right. An alien will appear in front of you; kill it and keep going. Now, after you've turned the corner, shoot the alien standing on the bridge above. Once he's down, kill the alien that appears in front of you and fall through the hole. There's some body armor in front of you; pick it up if you can.

Now you're in an open area. Go up to the right and some UFOs will appear.

NEW OBJECTIVE: Repel the beach attack

Once every alien is dead, you should have the Plasma Autorifle.

OBJECTIVE COMPLETE: Repel the beach attack

Go through the doorway that disappeared (the laser one) and take the ammo lying to the right of the green mushrooms. Turn left and go down that path. In here, you can kill the two groups of "bees" by shooting a Plasma grenade at each group, or you can just keep going. The path out is to the left of a yellowish rock. In the next path to the right is some more body armor if you need it; continue down the left path and pick up the weapon part.

OBJECTIVE COMPLETE: Locate the crashed UFO

This area is HUGE! Anyway, get on the edge of the UFO and walk to the right for a good sniping spot. You'll see why you need to be up here in a moment.

NEW OBJECTIVE: Fight off the raid on the crashed UFO

Now just shoot everything that's heading towards the UFO. (you're standing on it) Once every attacker is down, jump off the UFO and turn around. Shoot your allies (they're attacking you!!! Those numbskulls!) And walk into the blue light to be teleported to the inside of the UFO.

OBJECTIVE COMPLETE: Fight off the raid on the crashed UFO

Once inside, an alien will follow you, so turn around and blast it to hell. Now head to the right, and go out the opening in the wall. (The LARGE opening.) On the new path, head right to collect the Time Crystal.

OBJECTIVE COMPLETE: Retrieve the Time Crystal

Now that the Portal has been stabilized, run back the other way and hop in.

Return to Planet X: COMPLETE!

------6.5 NeoTokyo------

EASY Mode Objectives -Follow the hacker to the research area -Retrieve the Time Crystal

In this level, just follow kinda far behind the chick in front of you, and also directly behind. (Sometimes when she crosses the street, if you don't cross at exactly the same spot she does, some cameras will see you and you will fail the mission.) When she goes down some steps, duck so she can't see you. When she goes into the sewers and turns right for the third time, stay back for a little while. Her partner will open up the next area, guarded by blue lasers.

OBJECTIVE COMPLETE: Follow the hacker to the research area

Now jump into the room to the left.

NEW OBJECTIVE: Obtain the hacker's password

Activate the joystick to look through the cameras. When the hacker gets to the area you're looking at, switch to the next camera. When she gets to the end, you will see her type a password into a computer, completing the objective.

OBJECTIVE COMPLETE: Obtain the hacker's password

Now go down the hallway and kill the baddie. Keep going and press A next to the computer. That will open the door. Go up the stairs and through the door to be in a new area. Turn left and kill the dude. Walk down to the end of the hallway and kill the other dude in the room at the end. To the right of that room, before you enter, is a baddie; kill him, too. In the room at the end of the hallway, pick up the body armor. Turn around and press A while standing next to the lockers to find a SBP90 Submachinegun! Go through the door that the baddie to the right came out of.

NEW OBJECTIVE: Deactivate the TimeSplitter machine

Now go into the door at the far end of this hallway. (To the right.) In this room, a TimeSplitter will wake up and try to kill you. You can't kill it, but to the right of it is a switch. Activate it to shut off the machine. Now the gang leader comes after you. Shoot her and she will run away.

OBJECTIVE COMPLETE: Deactivate the TimeSplitter machine NEW OBJECTIVE: Eliminate the gang leader before she escapes

Basically just shoot her until she dies with the submachinegun; you shouldn't have too much trouble. Sometimes she turns invisible, just look around for some transparent-looking human, and KILL IT! When she's dead, get out of the hideout.

OBJECTIVE COMPLETE: Eliminate the gang leader before she escapes

When she dies, pick up the Time Crystal she leaves behind.

OBJECTIVE COMPLETE: Retrieve the Time Crystal

Now go back through the sewers and look around the bottom floor (the one you're on) of NeoTokyo to find the Time Portal and end this nutty game. (Oops, I meant level. :) )

NeoTokyo: COMPLETE!

COMING SOON!

COMING SOON!

If you need help with one of the later levels on EASY mode, (or any other help on this game) you can email me at jediyoda13@hotmail.com . Please include "TimeSplitters 2" in the title of the mail so I can quickly check it and help you. If you don't include that in the topic, then I might just delete your mail. Don't ask stupid questions, or questions that can be answered with this quide. Thank you. \_\_\_\_\_\_ First, I would like to thank GameFAQs.com for being the best game site in the world! Thanks CjayC! Next, I would like to thank the readers of this guide for actually caring about my many hours put into it. Third, 18u8k8e8, for helping me beat Hard mode on Co-op. Also, I would like to thank every other person who wrote a TimeSplitters 2 guide; for helping ME get through the game! And finally, me, for writing this guide. I hope I'll have time for more in the future! YOU COULD BE HERE! Just email me of something you think no one else has for this game, and I WILL credit you for your discovery! Peace out!

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