

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
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-----1.0 Introduction-----

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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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-----2.0 Copyright-----

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-----3.0 Version History-----

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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.

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-----4.0 Story-----
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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...

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-----5.0 Controls-----
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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)

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-----6.0 Walkthrough-----
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As I said, this is my first Walkthrough, so let's hope for the best.
Here goes...

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-----6.1 Siberia-----
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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 guards 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.

**OBJECTIVE COMPLETE: Destroy the 5 filing cabinets

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.

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=====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!!!

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=====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.

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!

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-----7.0 Arcade League-----
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COMING SOON!

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-----8.0 Multiplayer-----
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