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=====
1.0 >Introduction<
=====

Hello Readers! Raining Metal is at your service! I wrote this guide to balance the biases between the three systems (Gamecube, PS2, and Xbox) and for the weapons. I also know quite unique strategies, and as we all know, the Timesplitters series is known for its awesome gameplay (Multiplayer especially). It should not be a question for someone who likes the game so to produce a guide for it. Enjoy this FAQ!

1.1 >Version History<

Version 1.09

Added new ASCII art to the title.

Version 1.08

Added more questions to the FAQ.

Version 1.07

Made a few minor adjustments to this guide.

Version 1.06

Added my own Robot Factory walkthrough, now that I know firsthand of the horrors of the entire level.

Version 1.05

Changed the weapon names to make them more generic and less confusing.

Version 1.02

Modified the Controls section.

Version 1.01

Added an extra tip on the Dam Bursters Challenge by Gregor "Dubble_G" Wilke.

Version 1.00

Finally! A complete version of this guide, thanks to Richard "Guitar Freak" Arnatt and Matt "Crazy Reyn" Reynolds for the maps for the Banana Chomp Challenges.

Version 0.99 A

Added some fun arcade scenarios! Information on Retro Racer added.

Version 0.99

I need a map layout for the Banana Chomp Challenges and information on the Retro Racer minigame. Additionally, I need a better strategy on "Burns Department".

I worked on some of the multiplayer concepts.

Version 0.90

Again, I need a walkthrough for the Robot Factory and maps for the Banana Chomp Challenges. Also, there is some work needed on the Retro Racer game. I need a good strategy for the "Burns Department" League.

James Rhoten has provided some strategies for a league and a challenge. Also, I have brushed up on the paragraphs and maps.

Version 0.85

What's needed here is still the walkthroughs for the Robot Factory and the maps for the Banana Chomp challenges. Also I require some instructions on how to play Retro Racer and some in-depth information about the mapmaker.

I have completed all of the other challenges, the other two minigames, and a brief introduction to the mapmaker.

Version 0.75

I require a walkthrough for the Robot Factory and the Banana Chomp challenges. For the Bannana Chomp, I will need a map.

I have a walkthrough for the Space Station and the Planet X levels. I also

organised some paragraphs to make it look neat. Additionally, I have completed a unique ASCII title as a gift to my readers. To be mathematically correct in the versions, I have renamed them accordingly.

Version 0.60

I have yet to get a walkthrough for the Robot Factory and the Space Station. Along with those, I need a map for the banana chomp challenges.

I have fully completed the Elite League and some of the challenges.

Version 0.50

I still need a walkthrough for the levels labeled below and the banana chomp challenges. Feel free to send an e-mail of one.

I have completed the other story walkthroughs and the Amateur and Honourary leagues and some of the Elite League.

Version 0.40

I need a walkthrough for these Levels:

Planet X
Robot Factory
Space Station

I also require a walkthrough for the banana chomp challenges. Feel free to send an e-mail of one of these.

I have also completed the Amateur and Honourary Leagues.

=====
2.0 >Basics<
=====

These will provide instructions on how to play the game, and how to do some cool techniques. A weapon guide is after those, so keep some eyes open for them!

2.1 >Controls<

The Controls for the three systems are very different, so I should keep this quick.

These are the Gamecube Controls:

A Button: Action.
B Button: Crouch.
Y Button: Reload.
X Button: None.
L Button: Manual Aim/Use Scope.

R Button: Fire.
Z Button: Secondary Fire.
C Stick: Look, Turn.
Control Stick: Move, Strafe.
Control Pad Up/Down: Zoom Scope.
Control Pad Sideways: Change Weapon.
Start: Pause.

It should be noted that the controls can be customized via the options menu.
Feel free to submit the controls for the other systems.

2.2 >Basic Tactics<

Out there in the field, there aren't many allies (or there may be, but there will certainly be lots of enemies). Here are a few tips on survival and efficiency.

-Strafe like crazy when in combat. This will decrease enemy accuracy. The auto-aim system can take care of most of the aiming during combat.

-Find Cover. Cover can be used for extra protection.

-Glass can be penetrated by bullets, so go ahead and shoot that person through the window in the head!

-Use Stealth. Headshots are essential to stay under the radar. Punching someone in the back kills the victim instantly.

-When caught on fire, the only way to put it out is to use the Fire Extinguisher or to jump in bodies of water.

-Zombies can be easily killed by a headshot.

-Use and preserve Armour, as Health in Story Mode cannot be replenished. Health is indicated on the left while Armour is indicated on the right.

-Weapons are automatically reloaded/cooled down when switched.

=====
2.3 >Weapons<
=====

As well as using these weapons, people can use their fists to fight.

P220 9mm

In-game Name: Silenced Pistol.
Clip Size: 8.
Carrying Capacity: 52.
Power: Average.
Accuracy: High.
Rate of Fire: Semi-automatic.
Range: Medium.
Dual-wieldable: Yes.
Alternate Fire: None.

The conventional player's old sidearm, this weapon has exceptional accuracy

with a useful silencer. For stealthy opportunities, aim for the head. When in firefights, run and gun. Using two of them will significantly give the player some help in a firefight.

Luger 9mm

In-game Name: Luger Pistol.
Clip Size: 7.
Carrying Capacity: 53.
Power: Average.
Accuracy: Average.
Rate of Fire: Fast Semi-automatic.
Range: Medium.
Dual-wieldable: Yes.
Alternate Fire: None.

Similar to the P220, but is non-silenced, has a faster firing rate, and has a slightly smaller clip and lesser accuracy. It should be noted that a silenced variant is available in Chicago and in the Hospital's recommended weapon set. Otherwise, it's unavailable. Both the Luger and the P220 use 9mm bullets.

Garret Revolver .357

In-game Name: Garret Revolver.
Clip Size: 6.
Carrying Capacity: 74.
Power: High.
Accuracy: Medium.
Rate of Fire: Semi-automatic.
Range: Medium.
Dual-wieldable: Yes.
Alternate Fire: Different Gunshot Sound.

The Revolver is common in the Wild West (obviously) and is a formidable pistol capable of clearing opponents quickly for a pistol. When dual wielded, this pistol should not be messed around with.

Science Fiction Handgun

In-game Name: Sci-fi Handgun.
Clip Size: 30.
Carrying Capacity: 170.
Power: Medium.
Accuracy: Medium.
Rate of Fire: Burst.
Range: Medium.
Dual-wieldable: No.
Alternate Fire: None.

This futuristic Handgun has been infamous among certain players due to its reflecting shots. That's not entirely a benefit, since it bounces off walls and usually hits the player instead! Not much of a problem in the spacious landscape of Planet X and dodge-able the lengthy streets of Neo Tokyo, but becomes a REAL pain in the Robot Factory. To avoid this, shoot and run to

cover! Try not to miss either.

Aztec Crossbow

In-game Name: Crossbow.

Clip Size: 4.

Carrying Capacity: 46.

Power: Medium-High.

Accuracy: Medium.

Rate of Fire: Fast Semi-automatic.

Range: Low.

Dual-wieldable: No.

Alternate Fire: None.

A weapon good for run and gun strategies, this primitive weapon has renewable ammunition. If lighted by a torch, the crossbow can be an effective fire-starter (Torches are only found in the Aztec jungles and in the underground of the Mexican Mission).

Dragunov Rifle

In-game Name: Sniper Rifle.

Clip Size: 5.

Carrying Capacity: 35.

Power: High.

Accuracy: Very High.

Rate of Fire: Bolt Action.

Range: Very High.

Dual-wieldable: No.

Alternate Fire: None.

In single player, this weapon is invaluable. It is one of the best weapons for stealth and long ranges. For short range, the player should switch to something else. In multiplayer, the rifle is only useful in the Assault campaigns, where it can shoot the turret's cameras, blinding the turret.

Lee Enfield Rifle

In-game Name: Vintage Rifle.

Clip Size: 5.

Carrying Capacity: 35.

Power: High.

Accuracy: Very High.

Rate of Fire: Bolt-action.

Range: Very High.

Dual-wieldable: No.

Alternate Fire: None.

The Lee Einfeld is similar to the Dragunov, except for the fact that it's a retro weapon. Useful in the dark town of Chicago.

Gauss Laser Rifle

In-game Name: Laser Rifle.
Clip Size: N/A.
Carrying Capacity: Shown on Battery.
Power: Varies.
Accuracy: High.
Rate of Fire: Varies.
Range: High.
Dual-wieldable: No.
Alternate Fire: Anti-plasma Shield.

Not much to talk about, this is probably the sniper rifle for the future. The rifle must up its shots. Its best feature is that it can provide a shield that can save its user's life big firefights (In "Nice Threads" especially).

Sawed-Off Shotgun

In-game Name: Shotgun.
Clip Size: 2.
Carrying Capacity: 38.
Power: Very High.
Accuracy: Medium.
Rate of Fire: Semi-automatic.
Range: Short.
Dual-wieldable: Yes.
Alternate Fire: None.

This might as well be a bolt-action rifle due to its short clip. It's the ideal weapon for beheading zombies and a very reliable weapon all around. It can dispatch even the toughest non undead enemies in a single hit!

Franchi SPAS-12 Gauge

In-game Name: Tactical 12 Gauge.
Clip Size: 8.
Carrying Capacity: 32.
Power: Very High.
Accuracy: Low.
Rate of Fire: Pump.
Range: Short.
Dual-wieldable: No.
Alternate Fire: Double Barrel Shot.

The SPAS-12 is the conventional version of the Shotgun. It trades its accuracy for the bigger clip and double barrel shots. It also has to reload individual shells. A good way to skip this reloading process is to simply switch to another weapon and then switch back.

Tommy SMG

In-game Name: Tommy gun.
Clip Size: 32.
Carrying Capacity: 168.
Power: Medium.

Accuracy: Medium-High.
Rate of Fire: Fast Automatic.
Range: Medium.
Dual-wieldable: Yes.
Alternate Fire: None.

The most versatile weapon in the game has been used in the 30s and 40s. The Tommy is also a formidable opponent in multiplayer. It's very accurate and reliable.

Plasma SMG

In-game Name: Plasma AutoRifle.
Clip Size: Not Required.
Carrying Capacity: 200.
Power: Medium.
Accuracy: Medium.
Rate of Fire: Overheat Automatic.
Range: Medium.
Dual-wieldable: No.
Alternate Fire: Launch Plasma Grenades.

The main gun used in the future, this gun can really clean house. Not only it has a decent firing rate, its plasma grenades certainly speed up the job! In the process of overheating, it fires faster until it reaches the point where it has to cool down. Overheating weapons need to be used carefully.

AK-47

In-game Name: Soviet S47.
Clip Size: 30.
Carrying Capacity: 170.
Power: Medium-High.
Accuracy: Medium.
Rate of Fire: Automatic.
Range: Medium.
Dual-wieldable: Yes.
Alternate Fire: Launch Grenade.

The AK-47 has a very good reputation among players, with its automatic firing rate and its faithful grenade launcher. It also has a moderate scope for the longer ranges, and when using the scope, its accuracy increases dramatically.

SB P90 SMG

In-game Name: SBP90.
Clip Size: 64.
Carrying Capacity: 192.
Power: High.
Accuracy: High.
Rate of Fire: Automatic.
Range: High.
Dual-wieldable: Yes.
Alternate Fire: None.

A very lethal SMG, this weapon can bring fear to opponents in multiplayer. The gun also has a scope and a VERY big clip. Having two of these guns can raise hell.

Chaingun

In-game Name: Minigun.
Clip Size: Not required.
Carrying Capacity: 400.
Power: High.
Accuracy: High.
Rate of Fire: Overheat Automatic.
Range: Medium.
Dual-wieldable: No.
Alternate Fire: Default Charge Up.

No doubt the best bullet weapon in the game, this can spew out weapons faster than Wayne Greztky can score goals (or faster than Family Guy spews out gags). A Scope is not required, since the Chaingun can take out the victim anyways. If overheated, the Chaingun will still spew out bullets, but very slowly.

M2-2 Flamethrower

In-game Name: Flamethrower.
Clip Size: N/A.
Carrying Capacity: Shown on battery.
Power: High.
Accuracy: Medium.
Rate of Fire: Automatic.
Range: Very Short.
Dual-wieldable: No.
Alternate Fire: None.

The volatile Flamethrower should be used against non-zombies in story mode. Seldom is this used in multiplayer. It is mainly used as a utility to support other weapons for its frequent damage.

Shock Electrotool

In-game Name: Electrotool.
Clip Size: N/A.
Carrying Capacity: Shown on Battery.
Power: Medium.
Accuracy: High.
Rate of Fire: Automatic.
Range: High.
Dual-wieldable: No.
Alternate Fire: None.

The Electrotool is also mainly used as a utility. It can overload plasma engines and can paralyze robots. It is rarely used in multiplayer.

Grenade Launcher

In-game Name: Grenade Launcher.
Clip Size: 6.
Carrying Capacity: 34.
Power: High.
Accuracy: Low.
Rate of Fire: Semi-Automatic.
Range: Low.
Dual-wieldable: No.
Alternate Fire: Incendiary Grenades.

Don't miss out on this one! The Grenade Launcher is a very fun weapon to use, because of its fire grenades; players will laugh their heads off when hearing their victims yell out because of the fire! When used normally, if the Grenade bounces off a surface, more grenades come out.

Rocket Launcher

In-game Name: Rocket Launcher.
Clip Size: 3.
Carrying Capacity: 27.
Power: VERY High.
Accuracy: Medium.
Rate of Fire: Semi-automatic or Burst.
Range: Short.
Dual-wieldable: No.
Alternate Fire: Burst Fire.

A Good weapon for clearing out many enemies, there isn't much else to talk about this weapon. When used in burst mode, it guarantees a kill. Its name says it all.

Homing Rocket Launcher

In-game Name: Homing Launcher.
Clip Size: Not required.
Carrying Capacity: 30.
Power: VERY High.
Accuracy: High.
Rate of Fire: Semi-automatic or Burst.
Range: Medium.
Dual-wieldable: No.
Alternate Fire: Burst Fire.

This is a weapon for taking out individual foes, or numerous foes if bundled together. The burst mode is kind of overkill, but is still fun to use. Likewise, its name says it all.

Concrete Brick

In-game Name: Brick.
Clip Size: N/A.

Carrying Capacity: 40.
Power: Low.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: Throw farther.

One word for this weapon: Useless. The Brick is lacking in every category! Even when throwing farther, the brick will usually miss. On a personal note, I would stick to the Fists (or any weapon for that matter).

Proximity Mines

In-game Name: Proximity Mines.
Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

For all Mines, Including the Proximity version, they are thrown and will explode in different styles. The mines should be thrown onto another player for best effect. Also, they can be instantly destroyed if hit by bullets or other explosives.

The Proximity Mines are Mines that explode on impact. They explode when a player comes close.

Timed Mines

In-game Name: Timed Mines.
Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

The Timed Mines explode in a few seconds after they have been thrown, useful for objectives in Siberia. The Mines beep for countdown.

Remote Mines

In-game Name: Remote Mines.
Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.

Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

The most fun of all the mines, the remote mines explode via detonator, used in Atomsmasher.

TNT

In-game Name: TNT.
Clip Size: N/A.
Carrying Capacity: 1.
Power: VERY High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

Similar to the timed mines, only that it trades it capacity for its higher damage.

Fire Extinguisher

In-game Name: Fire Extinguisher.
Clip Size: N/A.
Carrying Capacity: Shown on Battery.
Power: None.
Accuracy: High.
Rate of Fire: Press.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

Used to take out fires, it can also be used to extinguish the player too. Look down and spray.

Temporal Uplink

In-game Name: Temporal Uplink.
Clip Size: N/A.
Carrying Capacity: N/A.
Power: None.
Accuracy: N/A.
Rate of Fire: N/A.
Range: Medium.
Dual-wieldable: No.
Alternate Fire: None.

The Uplink is mainly used as a map. In all story modes, the uplink is available. Press the reload button and play some unlockable minigames!

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3.00 >Walkthrough<

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Welcome to the Walkthrough! All of these walkthroughs are specifically for NORMAL difficulty, but I can provide the differences for easy and sometimes hard too. Here we go...

Note: Siberia is initially available in Easy, Normal, and Hard modes. All other missions must be unlocked in order, and will be available in different difficulties depending on the difficulty the previous mission was completed on.

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3.01 >Siberia<

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Objectives:

- Deactivate Communications Dish
- Restore Power (Normal/Hard only)
- Investigate Digging Site
- Retrieve Time Crystal
- Destroy the Biohazard Container
- Access the top of the dam (Normal/Hard only)
- Destroy the Gunship (Normal/Hard only)
- Escape through the Time Portal

Secondary Objectives:

- Burn all the files in the cabinets
- Kill all the Mutants (Normal/Hard only)

Weapons:

P220 9mm
Dragunov Rifle
AK-47
SPAS-12
M2-2 Flamethrower
Timed Mines
Fire Extinguisher

Unlockable: Character: Hybrid Mutant. Minigame: Anaconda.

Enemies:

-Private Nikolai, Sgt. Shivers, Lt. Frost, and Captain Snow
These soldiers are the people Ilsa fights during the first part in the area. All of the soldiers have different attributes. Sgt. Shivers has more stamina, while Captain Snow has better accuracy.

-Turrets

Turrets can be a pickle (not literally of course!). The best way to neutralize them is to aim for their little "box" on them to blind the turrets. Upon hearing a beeping noise, be sure to find some cover, since this means the Turret is about to fire!

-Private Poorly, Sgt. Slate, Lt. Chill, and Feeder zombie

The zombies must be beheaded to be killed. Ilsa meets them mostly in the laboratory. Unless their heads are knocked off, they can take a lot of damage.

-Trooper white

The Special Forces are deployed when Ilsa destroys the biohazards. They have more health than Sgt. Shivers.

-Hybrid Mutant

The mutants are released also when Ilsa destroys the biohazards. They must be treated like zombies, only that they are a lot tougher.

Briefing:

A secret research facility under a Siberian dam has unearthed preserved organic specimens which are over ten thousand years old.

Following a number of mysterious accidents, the original scientific team has left the site and a Russian military garrison has been assigned to the excavation project.

Intelligence has revealed that the military's attempts to develop biological weaponry from the finds has had dreadful results. They must not be allowed to continue this research.

Although Biohazard cleanup forces are on their way, there is an opportunity to investigate the site and destroy the samples and research records before they arrive.

The base is currently under lockdown - the perimeter guards are jumpy and the automated security has been engaged. Avoid the cameras, if necessary they can be switched off or destroyed.

Cutting off the communications uplink should buy some time to explore the base more fully.

Even though this is the first mission, it is one of the slightly harder ones. Knowledge of throwing mines and stealth are highly recommended.

Grab the P220 and Dragunov and snipe the Camera and the officer on the post. Walk left and snipe the soldier that Ilsa sees. Then walk to the furthest building on the right and assassinate the soldier. Walk around the building and plug a hole in the female lieutenant and the Captain. Shoot the camera in the lenses and then search the buildings for ammunition and files to burn. Then snipe the camera to the opposite building and climb up the stairs and click the switch on the second floor. Ilsa should walk across the planks of wood and jump into the building and get the timed mines. There is also a sniper in on of the dam's towers. Climb up again and throw a mine onto the dish. Proceed into the dam.

Ilsa should press the button beside the elevator to get the "Restore Power" objective. Ilsa must eliminate the guards and dodge the steam while climbing up the dam. On the highest floor, kill the Sergeant and the Private with the P220 and then go left to block off a valve and collect the AK-47 and some Armour. Ilsa should then plug the female with a headshot and the Officer and then go left. Kill the two sergeants and block off the two valves (in separate rooms). This will block off the steam preventing access towards the lab. Walk down and headshot any soldiers Ilsa encounters. On the bottom floor, snipe the sniper and proceed up towards the lab. There are two ways Ilsa can get past.

1. Simply eliminate all the guards and cameras.
2. Sneak behind them and only kill one guard and one camera.

After Ilsa gets into the lab, she locates the crystal. Ilsa should Headshot both soldiers and collect the "Anaconda" cartridge and then walk down. Snipe the Officer, the female, and the camera. Collect the Fire extinguisher and walk

down to a checkpoint. Dispatch all the guards in the room and shoot the little "Box" on the turrets above. This will blind them. Run up to the control panel and click the switch on the left and then walk back down. If on easy difficulty, skip to where Ilsa restores the power. On other difficulties, read on!

Walk to door #2 and Go into the first door on the left. Ilsa can control the turret and shoot the SPAS-12 armed Private, and then unlock the two doors. Enter and collect the SPAS-12 and shoot the other Private with the pistol. Notice the corpses lying about.

After Ilsa picks up the CPU disk, the zombies will rise! Behead them to conserve ammunition. After Ilsa returns to the Terminal, more zombies come out of the doors beside #2 due to a containment failure! Slay them all and collect the goodies in door #1. This cache includes the Flamethrower and some grenades for the AK-47. Run into the tunnel and lob some grenades out of the AK-47 and use the P220 to take out the remaining zombies. After Ilsa picks up the crystal, she must throw about 4 mines onto the container (containing a Timesplitter), and then run out.

In easy mode, Ilsa can escape through the time portal. On normal or higher, Ilsa should arm the AK-47 and hear an announcement saying that Containment Troopers have been deployed to prevent any "unidentified" personnel. This, of course, includes the zombies, Ilsa, and some mutants. From now on, there are two teams that Ilsa fights, the Russians, and the zombies. The Russians mainly include the troopers, but can also include some survivors from the infiltration. The zombie team is made up of zombies and mutants. Only kill the enemies that threaten Ilsa initially, instead of fighting each other. If Ilsa is caught on fire, she can use the fire extinguisher on herself or go into the showers somewhere in the laboratory. After she gets out of the laboratory, she should kill on sight and run to the nearest dam elevator (no pun intended). 4 zombies are encountered and should be beheaded before Ilsa steps into the elevator. When she gets on top of the dam, she should go to a turret and shoot the Troopers (the Troopers will occasionally pop out of the two ends of the dam while Ilsa is shooting the gunship). The gunship should be relieved of its missile launchers and should be destroyed in no time! Escape through the portal!

To burn file cabinets, don't use the Flamethrower, use the timed mines! Other explosives also work.

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3.02 >Chicago<
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Objectives:

- Rendezvous with Marco
- Escort Marco to his home
- Drain the 4 whisky barrels (3 in Easy)
- Acquire the Sunrise pass card
- Eliminate Big Tony
- Retrieve the Time Crystal
- Escape through the Time Portal

Secondary Objectives:

- Don't let Tony's Brother Escape
- Minimize civilian casualties (Normal/Hard only)

Weapons:

Luger 9mm (Silenced)

Lee Enfield Rifle
Tommy SMG (x2)
Sawed-Off Shotgun
TNT

Unlockable: Character: Big Tony.

Enemies:

-Hatchet Sal & Slick Tommy

These two mobsters in brown suits are the main grunt Jake will fight in the dark town of Chicago. Hatchet Sal has more stamina than Slick Tommy, but Tommy has better agility than Sal. They carry a big assortment of weapons.

-Louie Bignose

Louie's favourite weapon is the Lee Enfield. He also has more stamina, speed, and accuracy than both Sal and Tommy.

-Jimmy Needles

Jake won't meet Jimmy until he reaches the Nightclub. Jimmy has exceptional accuracy with his Tommy gun, and has more stamina than Louie. Still, he isn't as strong as the next character described...

-Armitage Braces

A big brute, He obviously has the most stamina of all of Tony's followers. He is very slow though, and has a bit less accuracy than Jimmy. His main weapon is the Luger 9mm.

-Big Tony

The Mr. Big himself, Jake wants revenge against him to get rid of the mafia dilemma once and for all. He is best taken out with dual Tommy Guns.

-Scourge Splitter

The first splitter the Player fights against. This particular splitter is on human form, and wields guns. Unlike humans though, they are a great deal more deadly than regular enemies, and have LOTS of Stamina.

Briefing:

Big Tony's operations have got a little out of hand. It seems his mob isn't content with running bootleg liquor and the usual protection rackets.

Word on the street is that Tony has knocked off a shipment of priceless gemstones and he's bringing his brother in to expand operations.

He isn't counting on a hard boiled detective like Jake Fenton showing up...

Tony's hiding out in the Sunrise Club, an exclusive speakeasy - his goons don't like strangers showing up unannounced so you'll need to get a membership card. Marco the Snitch should be able to help you out.

This is the easiest mission, but is also one of more fun levels. There is a renewable TNT spawn in Marco's house in Normal/Hard. After Jake spends the TNT on a safe, he can have lots of fun with it, planting on people's bodies!

Jake starts in his apartment. Instead of sniping the two brown-suited mobsters with the Lee Enfield, he should sneak up on the one on the left with the Silenced Luger, then the other one on the docks. Collect the armour and go into the building. A lone guard is patrolling a whisky barrel. Shoot him and the

barrel. Jake should go upstairs and shoot the mobster (but not through the glass). Then snipe the walking foe and then the stationary one through the glass. Drain the barrel inside. Walk out (a sniper is nearby in hard) and shoot the Tommy armed mobster inside an alcove. Go to the nearest telephone booth and talk to Marco the Snitch. Head to where he tells Jake where he wants him to go. On the way, Tony's brother's car appears. Instead of wasting precious SMG ammo, Jake should shoot the radiator with the Luger 9mm. Try to worry as many civilians as possible. Continue after the car crashes and head right to find a barrel and some armour with ammo. There are two options to make.

1. Head to Marco and he'll tell Jake that he won't budge until the O' Leary's Bar has been cleared. Clear the place and return.

2. Head straight into the bar and clear it out. Either way, just hope there are civilians around to draw fire away from Jake.

There will be a total of six mobsters that attack this site, two of them wielding Tommy Guns. The last three won't appear until the first three are killed.

After the O' Leary's incident, return to Marco and he will be on his way to his home. Guard him from the mafia. When Marco makes a turn at the sidewalk, he makes a poor judgment by assuming that the place that Jake came from is safe. An agent appears. Also, ahead are two snipers, one on the smaller building's roof, and another one in one of the apartment windows. Take the nearer sniper out with the Luger 9mm and the long-nosed one with the Lee Enfield. 2 more foes appear from both directions after Marco decides to go inside.

Marco tells Jake where a Sunrise Club pass is; inside the highest floor in the apartment inside a safe. Nab the TNT and head into the building. Shoot the boxes near the brown-suited character and then shoot the long-nosed guy on Jake's left. If Jake doesn't headshot him, or he spots Jake, another man comes. Drain the Final Barrel that was behind the long-nosed man and head upstairs. An agent and a long-nosed mobster await the first two floors. Dispatch them and collect the Sniper ammunition inside a room. On the final floor is a beefy man, capable of BIG stamina (Braces!). On hard, a brown-suited goon also guards the safe Jake is looking for. Throw the TNT onto the safe and grab the Sawed-Offs Shotgun on the chair. After the explosion, grab the pass.

Talk on the phone inside and Marco will warn Jake that some snipers and goons are waiting to assault him. Snipe the 3-4 snipers and then descend downwards. Back at the entrance, a brown-suited man and either a long-nosed Tommy armed or a Beefy Luger 9mm armed goon ambushes Jake. After the kill, grab the "Renewable" TNT and then head to the road on the left (facing the apartment). Snipe the goon that comes from the right and then the sniper. Another goon is inside a window. There are three more foes to dispatch (on normal mode at least).

1. A long-nosed sniper
2. A shotgun-wielded brown-suit
3. A long-nosed guard with a Tommy gun.

Take them all out and grab the second shotgun.

Enter the gates and use the Thompson SMG to take out the two guards. Enter the Sunrise Club and use the shotgun to take out Hatchet Sal and Louie Bignose. Then take out Slick Tommy likewise and search the glass areas for the dual Thompson gun! Take out Jimmy and Braces ahead. Head into the Foyer. Mr. Big and maybe some of his guards and even scourge splitters arrive! Take them down with the Tommy and collect the crystal. Then head down to complete the mission.

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3.03 >Notre Dame<

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Objectives:

- Rescue the Maidens
- Retrieve the Time Crystal
- Slay the Portal Demon
- Assassinate Jacque de la Morte
- Escape through the Time Portal

Secondary Objectives:

- The Hunchback Must Survive

Weapons:

- Luger 9mm (x2)
- Sawed-Off Shotgun

Unlockable: Jacque de la Morte.

Enemies:

-Sewer Zombie

These are the basic zombie Viola faces. Like most zombies, they must be beheaded to be killed. Unlike others though, some of them have the ability to spit out acid.

-Crypt Zombie

The scariest of them all, the crypt zombies do not have the ability to spit acid, they still have a dangerous potential. They're naked too.

-Changeling

These beastly monsters try to trick Viola into rescuing them. The trick to telling the difference is to compare their attitude to the real Maidens. They try to hide their face.

-Undead Priest

These unholy people have sold their "souls" for their promise of immortality from their leader. Don't be fooled by their cross, their face also explains it all. They don't act like zombies, so don't be scared. They do have weapons however, so these blasphemous priests should not be taken lightly.

-Jacque de la Morte

The leader of his cult, Jacque is an insane murderer and wishes to sacrifice maidens to open the gates of heaven. The timesplitters are what Jacque calls "The angels of time".

-Scourge Splitter

These splitters should be taken out with the Sawed-Off shotgun in this level. Throw what Viola has for them!

Briefing:

Night falls on the Ile de la Cite` and another Parisienne maiden screams within the cold stone walls of Notre Dame.

The rivermen talk of a crazed madman leading a cult of undead followers. Who is this Jacque de la Morte? What devils does he worship? And what black magic does he wield?

You must release the damsels in distress from the dark vaults and make your way through the cathedral to confront Jacque.

But hurry! - the full moon signals another Black Mass and who knows what demons might be summoned within Our Lady's hallowed halls.

This mission's objectives are unchanged throughout the difficulties, only that there are more zombies to behead. Get a good aim at the head, Viola will need that.

Viola will walk and encounter a sewer zombie in the sewers. After the beheading, shoot the two zombies that awaken. Two more zombies awaken when Viola walks into the room with a switch that will raise a portcullis. Run into the deeper sewers and behead the two zombies. After the second portcullis, a zombie will appear after Viola picks up the half-armor. Another zombie waits for her behind a corner. Run up the stairs and behead the recently spawned zombie. When Viola runs into the wine cellar, the portcullis will close behind her and some flaming crypt zombies will come from the debris ahead! There are also a few sewer zombies inside too. Try not to get caught on fire, the only way to extinguish it is to shoot a wine barrel and crouch underneath.

Viola will soon see a maiden, but two crypt zombies appear. Slay them all and free the girl. Another maiden is inside a locked chamber. Shoot the lock and dispatch the two zombies. A FAKE maiden is hung. Shoot her, or it, or whatever! A real maiden is blocked off by two zombies and will soon be attacked by another one. Behead and free. Viola should now have freed one less amount of maidens required (The last one will come soon). A crypt zombie is on the stairs. After the zombie loses its, Viola will run into the temple. Three undead priests pray to the crystal. Shoot them and get the crystal and then go to the other end, where another unholy priest arrives. Shoot the dual-wielded Luger armed Priest and get the armor. A zombie is in the spiral. Another undead priest is beside the ropes on the highest floor. Dispatch him and use one of the ropes to free the woman in distress.

When Viola returns, some zombies spawn! Depending on difficulty, the zombies spawn in different places. Under those circumstances, shoot the zombie nearest to the hunchback. Quasimodo is a professional beheader, so only shoot the ones he isn't focusing on. After the waves, he'll thank Viola for her efforts. Go to where the hunchback came from and Viola shoot the zombie in the spiral. After the long climb, the Cropolite (Aka, the Portal Demon) will come out of a portal. On the higher difficulties, enemies will also appear. Shoot them and the Cropolite. After the demon's death, nab the shotgun shells and run to the top. There are no zombies afterwards, so don't worry. There are still some priests and splitters. Run and gun to the end to encounter Jacque. Although he really isn't immortal, he is armed with a shotgun, making him more dangerous than his followers. Dispatch them all and return to that portal!

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3.04 >Planet X<
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Objectives:

- Repel the Beach Attack
- Locate the Crashed UFO
- Fight off the raid on the Crashed UFO
- Shoot down the escaping UFOs (Normal/Hard only)

- Find the UFO airbase (Normal/Hard only)
- Retrieve the Time Crystal
- Escape through the Time Portal

Weapons:

Sci-fi Science Fiction Handgun
Plasma SMG
Homing Rocket Launcher

Unlockable: Character: Ozor Mox.

Note: Bees are not playable characters!

Enemies:

-Ozor Mox

The Ozor Mox are the aliens Hank fights against who are at conflict with the Meezor Mox. The Ozor are the blue variant and are the defending party in this level.

-Meezor Mox

The Meezor Mox are the aliens Hank fights against who are at conflict with the Ozor Mox. The Meezor are the red variant and are the attacking party in this level.

-Bees

These annoying things are creatures that Hank will use his explosives on. Simply shoot them.

-Reaper Splitter

The main kind of Timesplitter, these quite scary enemies can turn invisible and can teleport! They use electric bolts as attacks.

Briefing:

There's been a lot of UFO activity in the Gamma Sector - the Academy has traced their telemetry back to Planet X.

The Ozor and Meezor Mox have been battling to gain control of the planet for some time now and we suspect that factions are constructing ships and launching them from a concealed subterranean base.

Wing Commander Hank Nova's patrol has engaged the alien ships just inside the planet's atmosphere.

Perhaps its time to take a trip down to the surface and see what you can find out.

This will be a tricky mission, but the fighting between the Mox can be used to your advantage. Remember the Ozar and Meezor hate each other more then they hate you!

Don't be afraid to fight for one side or the other as long as it helps you get closer to the base!

This is the first futuristic level the player gets to play in story mode. This is mainly a shootout battleground, so hardly any stealth is needed.

Hank starts where he landed. He must IMMEDIATELY grab the Sci-Fi handgun and hop into the hole nearby. When he walks through the tunnel, he will encounter

some Ozor Mox, both on his level and on some high vantage-points. After trudging through the ravine (and picking up a weapon part on the way), Hank should reach a beach. It is suggested that he pick up the Homing rockets and man the upper turret. Some Meezor Mox are assaulting the beach! Hank can repel the attack by using the turrets and his handgun. After the Meezor retreat, a laser gate opens, allowing Hank to proceed to his main objective. A civilian runs out of the next area, where some bees are present. Hank should grab the Plasma SMG and its grenades and move on. Two hives are here, so Hank should shoot the bees in both hives. The plasma grenades will help Hank a lot here. After the hunt, Hank can grab the weapon part, giving him the Homing Rocket Launcher.

Hank should now be at the crashed UFO that he has been searching for. Unfortunately, there is an assault underway. Hank should dispose of the Meezor and the sentry guns on the UFO. Once Hank has survived long enough, the Ozor inside of the UFO will defend for themselves. Hank should ignore the firefight and enter the UFO. In easy difficulty, Hank can collect the crystal on the desk and complete the mission. For others however, he can observe in the camera and locate the UFO base. There are two Meezor soldiers that teleport into the UFO, so Hank should dispatch them before they get to him. There are two ways Hank can go to after he reaches a checkpoint. The right leads to some Ozor Snipers and some useful body armour, while left leads to the UFO base's surface. After going right and then left, Hank should join the brawl between the Mox (unless he is searching for a good challenge). There are also some Ozor snipers who will take on Hank rather than the Meezor.

After the fight, Hank should look around the open space and should find a small opening leading upwards. Hank will now come across a bridge guarded by an Ozor and a pack of bees. Explode the bees and kill the Ozor. While fighting the Ozor, Hank should walk across the bridges leading to some huge gun turrets (don't forget to shoot the bees ahead!). When Hank mans the second gun, he will have a clear view of the base. Along with the view will be another objective. He must destroy the Ozor UFO fleet. After the gunshots, the elevator will activate and there will be an opening guarded by even more Ozor! Hank will now fight through the Ozor and reach another UFO. He should teleport in, grab the crystal inside, and escape into the time portal, shooting the Reaper Splitters.

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3.05 >Neo Tokyo<
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Objectives:

- Follow Krayola into the Hacker's hideout
- Gather Evidence of Timesplitter Research (Normal/Hard only)
- Upload Evidence to Local Police CPU (Normal/Hard only)
- Deactivate the Timesplitter Machine
- Retrieve the Time Crystal
- Escape through the Time Portal

Secondary Objectives:

- Minimize Civilian Casualties

Weapons:

- P220 9mm
- Dragunov Rifle
- SBP90 SMG
- Science Fiction Handgun

Unlockable: Character: Sadako. Minigame: Astrolander.

Enemies:

-Krayola

She is the hacker that Ghost must follow into the hideout; if she spots him (until she enters her password), victory is lost. It IS possible to kill her, just read on...

-Barby Gimp & Milkbaby

These are the main followers in Sadako's Gang. They are really tough, so Ghost should aim at a distance or to the head. Milkbaby has more health than Barby Gimp.

-Turrets.

Same as in Siberia, only that the design here is futuristic white. Found in Sadako's hideout.

-Riot Officer

The Police think Ghost is the culprit behind a recent crime. These officers have more stamina than Sadako's gang, but are armed with only pistols.

-Sadako

She is the leader of the hackers. She has very lethal potential and should be shot in the head for the fastest kill.

Briefing:

Sedako's hacker gang have stolen a prototype Cyber Rig from the government research labs. Rumour is that the rig incorporates some kind of alien biomatter and is powered by crystal lattice energy.

Faked computer records, which the hackers planted at the labs, have framed Ghost for the break-in and now police are crawling over the Tek quarter looking for him.

The only way for Ghost to clear his name is to tail one of the hackers to their secret research area and gather evidence of their activities.

This mission is one of the more confusing ones, mainly because Ghost has to follow Krayola throughout the streets. It's even harder on co-operative mode. If so, one player should stay behind while another one follows Krayola. Using the Uplink though, this will make the job easier. The rest is also a breeze, with only running and gunning included. There is an Astrolander cartridge and an Easter egg in this level...

Follow Krayola until there is a T-junction on the sidewalk. Instead of following her directly, turn left and head downwards. There are some weapons in the store that Ghost can use. Follow Krayola throughout and watch out for the police hovercraft and the cameras. Once Ghost has reached the sewers, he should wait for Krayola to move into the entrance with another hacker following her. Access the cameras and use the final one to get a look at her password. If Ghost wishes to make Krayola pay for the grief she caused him, he should NOT headshot the hacker ahead of him. Shoot her somewhere else with the auto-aim and that will alert Krayola. Too bad Ghost can't pick up her weapon though.

Afterwards, enter the password and go up to the lab. There are three hackers here, so take them down. After they have been killed, collect the armour, the camera, and search the lockers for some goodies. Take a picture of the Timesplitter Machine and one of the blueprints. Shoot the turret's cameras, then go back to where Ghost found the camera and activate the computer. The turrets will turn on, but they will be no harm, since they have been blinded.

Go to where the timesplitter machine is and press the switch. Hurry out of the base, clearing the hackers on the way. On the streets, there will be a big brawl between the hackers and the police. Go to where Ghost found his first weapons and take out Sadako. She will leave behind the time crystal. If Ghost needs healing, head downstairs and after some long corridors, there will be a Buddha-like person who will heal Ghost if necessary. The exit is near the sewer Entrance, at the end of the street.

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3.06 >Wild West<
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Objectives:

- Rescue Ramona Sosa from Prison
- Save Venus from the Barn fire
- Eliminate the Colonel
- Retrieve the Time Crystal
- Escape through the Time Portal

Secondary Objectives:

- Rip off the Wanted Posters to clear out Ramona's name

Weapons:

- Garret Revolver 357 (x2)
- Lee Enfield Rifle
- Gunpowder Barrel

Unlockable: The Colonel.

Enemies:

- Jared Slim

These bandits are the most numerous in this level and can be taken out in 2 hits, due to the high power from the Revolver. Jared is the blond guy.

- Mikey Two-Guns

Mikey Two-Guns is much more skilled in shooting than Jared. He is also stronger, able to take 3 hits in Hard mode. Mike is the red-head.

- Deputy Hector Baboso

This guy is found a few times, and has better accuracy than Jared or Mikey. He is usually found in buildings. According to his profile, Hector and Mikey have a strong relationship.

- Jebediah Crump

These miners are seen nearer to the end of the level. These guys should be treated likewise to the normal bandits.

- The Colonel

This guy is a retired confederate, before the civil war?!?! Anyhow, this man needs some justice and is behind some operation, something richer than gold..

- Reaper Splitter

These Scary splitters are back in this level; these beasts can teleport as well as being cloaked!

Briefing:

The good people of Little Prospect live in terror of The Colonel - a megalomaniac deserter from the Confederate army who like to shoot first and ask questions later.

He slandered the local law lady - Ramona Sosa, by putting a false bounty on her head. Now she's slammed up in gaol. 'cos folks round these parts just don't seem to know right from wrong anymore.

But grizzled bounty hunters like Elijah Jones aren't so easily put off the trail - The Colonel's a wanted man and there's a reckoning a-comin'.

They say he's holed up in the old mine works where he's been a-digging fer something more valuable than gold, something that ain't quite natural...

Known for its popular music, the Wild West brings the player some great run-and-gun fun! No stealth is available, as it is not required.

Elijah starts at the gates of Little Prospekt. He should equip the Revolver to dispatch the red-head who ambushes him. Another bandit is on a rooftop and two more bandits are ahead. A deputy is inside the "Sheriff's office". Rip the poster nearby and collect the gunpowder somewhere inside the building. Return outside and go into the hall somewhere and make the sniper on the tower fall. Rip the nearby poster and push the explosives Cart towards Ramona's cell. Elijah must now use the gunpowder and drag it to a crate. He then will shoot the box and the explosives will blow up a hole in Ramona's prison! Eliminate any bandits back at the Building and move deeper into Little Prospekt. Dispatch any bandits Elijah sees and go to where the closest bandit came from. Grab the armour and head into the barn (There are three more bandits nearby). To put out the fire, shoot the barrels above. Then clear all the other foes. Search for ammunition in the buildings and then move on.

After the Checkpoint, use the Enfield rifle on the dual-wielded bandit and the miner. Take down three more enemies and head into the mines. Another explosives cart is here, but don't use it yet (on normal or higher that is). The Colonel has been waiting for Elijah, and heads to his shack. Follow him, clearing any resistance on the way. After the Colonel is dead, activate the switch and return to the cart. Push it and follow it to a blocked off area. It will explode the wood, and then head into the Path leading to the time crystal. Some timesplitters will come! Head to the lowest area and escape through that portal!

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3.07 Atomsmasher
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Objectives:

- Defuse the 5 Bombs (4 in Easy)
- Activate the reactor
- Defeat Khallos
- Retrieve the Time Crystal
- Escape through the Time Portal

Secondary Objectives:

- Minimize Scientist Casualties

Weapons:

- P220 (x2)
- Dragunov Rifle
- AK-47 (x2)
- Remote Mines
- Fire Extinguisher

Unlockable: Character: Khallos.

Enemies:

-Henchman

The common classic soldier, these guys are numerous, really numerous. While not as much as a threat to their Dark brothers, they can be still a problem in the harder difficulties.

-Dark Henchman (Aka, Elite Henchman)

The veteran soldier, who can take more hits than the regular. Take these special henchmen down, because these elites can be very dangerous in hard difficulty. To neutralize these threats, go for a headshot, because they excel in every way possible compared to their regular counterparts.

-Turrets

Same design as in Siberia, only on the ground instead of the ceiling.

-Khallos

He is a boss character with a street fighter-ish voice. I like it. For hard, he should be taken out with the remote explosives.

-Reaper Splitter

Can teleport, can be cloaked, blah, blah, blah.

-Scourge Splitter

In human form, and has blue fire in it, blah, blah, blah.

Briefing:

Mr. Khallos has been trying to take over the world again.

His secret island base houses a state of the art atom smasher. Who knows what his terror organisation could do with the unleashed power of subatomic particles? Does Khallos even know himself?

Only the most suave and daring international playboy could escape from Khollos' clutches and foil his twisted plans; Special Agent Harry Tipper is such a man...

Be careful though! This crime genius is so evil that he would blow up his own island and particle accelerator rather than be brought to justice.

The last and hardest of the conventional eras takes place in a frantic situation; the place is going to blow up in any second! If the player wishes to get victory on hard, my advice would be helpful. However, time is not the biggest problem. There are many henchmen, who can really turn kevlar into swiss cheese in seconds (The dark ones especially)!

After the malfunctioning laser pops the panel, Harry should get the uplink and open the door. Return and deactivate the cameras. Use the Turret to pull off a headshot on the stationary Henchman, then go through the door and punch the other man in the back. Kill the last Henchman with a direct shot to the head. Encourage the scientist to defuse the bomb. Return to where Harry killed the first henchman and open the door. Harry must headshot any henchmen in the corridor and go to where a scientist is wandering about in worry. Lots of regular and Dark Henchmen will come to the scientist's position. Try to get as many headshots as possible and then get the scientist to "cut the blue wire". Destroy the Turret with the dual P220s. Shoot any Henchmen on sight. A sniper is on the stairs! Wait for him to fire, and then nail him! Grab the fire extinguisher and the remote mines underneath the stairs. Activate the wheel on the pipe and head upwards.

Take out the two foes, collect the two Dragunov Rifles and put out the fire with Harry's extinguisher. After the door opens, dispatch the sniper and the Dark Henchman. Grab his AK-47 and throw some lead back at those Henchmen! More henchmen appear as Harry advances. Search the boxes for some grenades. A turret is on a box. After taking all of the turrets and henchmen out, head to the room on the right. Turn the valve and head back. Some henchmen come out of a box, ambushing Harry. Counter the ambush and run to the other room. To get the bomb, get the magnet to move over the bomb and activate it. Afterwards, drop it into the pit. Proceed onward to find another turret and another henchman. Take them both out, as well as a sniper. Take him out with some more henchmen. 2 more henchmen come out of 2 boxes. Take them down and then arm the AK-47.

Use the fire extinguisher for the fire to open the door. Shoot the sniper ahead and get his Dragunov. Use the lift and launch a grenade up into the alcove (A turret is there). While the lift goes down, fire at the dark sniper up ahead. Go up the lift and go along the balconies to where the dark sniper was. There's a cache of goods here, although on hard, people would want to skip the lift part. Continue on to see another sniper. Shoot him in the head and do the same with two more guards. Open the enormous door and find a scientist. Search for henchmen and armour in the boxes and go to where Harry unlocked the door. On easy, skip to where Harry goes through right. Other wise, Read on!

Knowing not to go through those tripwires, Harry goes left and shoots any henchmen he sees. When he goes up to the final bomb, a scientist does a favour. Activate the switch nearby.

After Harry's wiped the sweat off his hands, snipe the two henchmen and go across the pipes. Try not to get Harry burned though! On the other side, press the little red button to extinguish the fires inside, and then launch a grenade at the turret. At the control room, activate the switch and then grab the goodies on the balcony. Return to where the lasers were.

3 more dark henchmen will try to stop Harry. On hard, Players would want to plant some remote mines in the corner. When Harry approaches the reactor, Khallos will come, angry. Hard players will want to detonate the mines. For sadistic players, they should use the dual P220s to hear Khallos yell in pain. After Khallos makes a final scream, activate the 3 switches in the room and pick up what he left behind. Take out any timesplitters Harry sees.

Hard notes:

-After Harry goes up the stairs at the checkpoint, he will see some scientists on fire!

-For the reactor tips, after Harry has blown Khallos to bits, he should grab his dual AK-47s and run to where the fifth bomb was, and then jump down, misleading the scourge splitters. That way, he can buy some time to activate the first and maybe even the second switch without losing too much health.

-Harry can also plant Remote Mines on the Scourge Splitters so that his only worry when activating the reactors is the lone Reaper Splitter.

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3.08 >Aztec Ruins<
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Objectives:

-Find the Lost Temple
-Defeat the 7 golems (4 in Easy)

- Retrieve the Time Crystal
- Escape through the Time Portal

Weapons:

- Luger 9mm
- Aztec Crossbow
- Lee Enfield
- Grenade Launcher

Unlockable: Character: Stone Golem.

Note: Bees are not playable characters!

Enemies:

- Aztec Warrior

These warriors are very weak, and they always carry the Aztec Crossbow. They can only take 2 hits in normal difficulty.

- Monkey

Some of the monkeys like to throw explosive watermelons (?) at Ash. They usually sit on high areas and should be killed.

- Bees

Different from the Planet X bees. Ash must light their hive on fire to get rid of them.

- Aztec Priest

These priests are tougher than their lower warriors. They are first met in the Temple.

- Stone Golem

One stone golem is a fair challenge. If Ash does not have any explosives, he should use trapdoors.

- Reaper Splitter

Oh come on! We already know this creature!

Briefing:

The Lost Temple of T'hocek has haunted the mind of Captain Ash ever since he gave up the military life to pursue daring deeds across the continents. In the deepest Guatemalan jungle it seems that his quest has become to fruition. Finally the ancient jade crystal artifact will occupy pride of place in his trophy cabinet.

But the darker forces are afoot. A lost tribe guards these legendary walls and natives speak of mighty elemental golems and sentient simians. In whispers, some even say that gods from another time walk among them...

This is where non-puzzle happy people get stuck in normal mode. The pillars must be rotated in the field of 6. If they face each other with the same symbol, the stone door will open.

Captain Ash lands in a soft area and then sees a monkey. He follows it and observes a party of monkeys. A horn blows and he follows them. Suddenly, an Aztec Warrior comes! The players should headshot him with the Luger and equip his/her crossbow. Ash should then search for a torch to light his crossbow, avoiding the bees. Then he must fire at the beehive, lighting it on fire. Light it on fire again and continue once the hive is burned down. He must then shoot

for a battle, without permission! Anyway, a brown wooden square is a trapdoor, and a tile that is higher than most others, can be stepped on to open a trapdoor. Ash should use these to defeat the golems (hopefully not himself though!). Do this to the first two golems. After he is done with the second, he should go through the passage IN THE WALL and shoot the monkey nearby. Rush to the right and step on the tile to kill the golem. Go to the area with the two monkeys and shoot them. Hope the golem steps on the tile and falls through the trapdoor (stupid!!) Otherwise, get Ash to do it for him. After the 4 golem's deaths, a door will open and Ash can continue on to search for the crystal. On easy though, Ash can escape through the time portal, otherwise, read on!

The monkey can be shot in one hit. WOAH!! Watch out for those spikes Ash! We wouldn't want to get impaled by them! Anyway Ash must approach the spikes, wait for them to come out, and then zoom through them once they re-deploy. When he gets to a wooden bridge, he should pick up the Lee Enfield and use either the Enfield or the Crossbow for this puzzle here. Listen carefully; a scraping noise will let the player know that one of the seven faces have turned from a plain face to an evil face with red eyes. To get past this puzzle, shoot the red-eyed face to destroy it. Also, be sure to determine where all the faces are so that Ash can quickly examine all of them before any of them fire. I recommend using the crossbow to take out the closer ones, and the Lee Enfield for the far ones in the back.

After the last face is destroyed, the bridge will somehow expand (or the walls get closer to each other) and the doors will open. A warrior on the back and a priest on the newer side will try to flank Ash! Dispatch both of them with the Luger and move to where the bridge has expanded. There will be a golden, intimate staircase. Snipe the Priest with the Lee Enfield without letting the other warrior notice. If the warrior is just standing, use the Lee Enfield. If he attacks, use the Luger. A boulder is sitting on the top of the staircase. Move downward and get a sinking feeling about an Indiana Jones Reference! Shoot the warrior with the Luger and head right! If the warrior isn't dead yet, he is likely to be hurt by the boulder, so don't worry!

After the run, go to a giant golden room with the crystal located! On the sides is a Grenade Launcher and some grenades on the right. After collecting the crystal, use the M13 to blast the last three golems away! They cannot be lit on fire, but that is only a problem in the league, "Golem Guru" (see below). After they are no more, Reaper splitters will come! Ash can light those on fire! Run into the portal Ash!

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3.09 >Robot Factory<
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Objectives:

- Gain access to the inner processing area
- Locate and Collect an Electrotool
- Overload the energy nodes with electricity
- Locate the Factory Core
- Defeat the Machinist
- Retrieve the Time Crystal
- Escape through the Time Portal

Weapons:

- Science Fiction Handgun
- Plasma SMG
- Gauss Laser Rifle
- Shock Electrotool
- Homing Rocket Launcher

Unlockable: Character: Machinist. Minigame: Retro-Racer

Note: Most of these enemies are not playable in arcade.

Enemies:

-Chassis Bot

These robots aren't very strong. They usually carry the Sci-Fi handgun. The only thing that makes them a threat is that they come in groups.

-Sentry Bot

Unlike the Chassis bots, these are very strong and bigger weapons should be used on them and should be assaulted on the back, or with traps.

-Turret Bot

These menacing robots can have the option to move! For the stationary ones, aim for their turrets. For the mobile ones, a Plasma Grenade to the face should be able to destroy it immediately.

-Missile Bot

These tiny frights are one of the reasons that I hate this level. Gretel Mk II should destroy these immediately with accurate shots. They come out of little stations with two bumps. There's a high chance that they will come out.

-Rail Bots

Although it seems to be infinite, there are only a few Rail Bots on each rail.

-Machinist

The Machinist Child has just armed a HUGE Gigantic robot, with lots of crazy weapons. Gretel Mk II should use the Launcher against this big...thing.

-Reaper Splitter

These guys are back, but should be ignored here.

Briefing:

After the Machine Wars the mighty foundries and protection lines finally fell silent...except for one!

UltraNet sources are revealed that the Dark Machinist Child has activated a power node network and seeks to build a robot army to exact his revenge. Neutralise his factory before he can reawaken a dreadful conflict.

Once you have accessed the inner processing area, you should proceed immediately with destroying the individual energy nodes. These nodes are extremely robust, and cannot be damaged using conventional firearms.

However, the factory may still contain a small number of ElectroTools - portable generators that were used in the construction of the factory itself - which may be capable of overloading the nodes using a sustained beam of electricity. Once the nodes have been disabled and the production lines finally silenced, your last objective should be to find the Dark Machinist Child and ensure he is stopped for good.

This is the hardest futuristic level, and the hardest level altogether in easy and normal (Atomsmasher wins for Hard). I REALLY Hate this level, due to that it's dark and gloomy, tiny scary missile bots are present, and it's hard. It's also long. Extensive use of the traps is essential to completing this insane mission. Good luck!

Head on out, and dispatch the Robots occupying this room. Head right and notice the laser trap monitoring the room along with the six stationary Chassis Bots. Use the pair of boxes to the left for cover, and then sneak past the laser. When the laser gets closest to Gretel, use the terminal to switch the trap to Defence Mode, killing or severely weakening the Robots. Switch it back to Detection Mode for good measure. Remember this room for the first half of this mission, as it can dispatch those tough-as-nails Sentry Bots. Listen for their footsteps as they come by, and use the Uplink to see when they're coming.

The next room is quite dark, and has some Armour. Grab the vest, and use the Rail Bot to blow up the Force Field blocking off the other portion of the room. Search the room for some Plasma Grenades and a switch. Use the switch to extend the bridge. More Chassis Bots will enter the room, so take them out.

Head back to where Gretel started. Gretel will run into some more reinforcements, so head back to the Laser Trap room and activate it on Defence Mode, destroying those Robots.

Head to the other end of the first room and destroy those Turrets with carefully aimed shots. Go through the door and grab the attention of the Sentry Bots in this open area. Retreat back to the Laser Room and use the trap on the slow Sentry Bots (patience, this is a lifesaver). When the Sentry Bots meet their demise out of their stupidity, head back to where they were and destroy the Rail Bots above. Enter the room to the right and destroy the Turrets, then dispatch the Chassis Bots in the room with the furnaces. Attract the attention of the Sentry Bot and lead it into the Laser Trap!

When the room is clear (and the Sentry Bot is no more), head up to the bridge. Destroy the Turrets and beat back the ambush of Chassis Bots. Move on. The station to the left will release a Missile Bot, so shoot it immediately! The next room has the first Energy Node, so make one of the Sentry Bots angry. This will cause the Stations in this room to release their Missile Bots, so shoot them at once. When the Sentry Bots are in "hot pursuit", fall back to the Laser Trap.

At the Energy Node, head to both hallways and make sure that the Missile Bots for each Station have been blown to smithereens. The area the hallways lead to has the first Electrotool in the level, so grab it after dispatching the Turret Bot in this room (to take it out, attach a Grenade to its main gun). Some Chassis Bots will teleport here, so take them out! Once all Bots have been torn apart, use the Electrotool on the Energy Node, causing it to explode. Beat back the ambush force in this room, and head through the area previously blocked off by a laser grid.

This hallway has a Sentry Bot and a few Turret Bots. Use the Laser Trap on the Sentry Bots, excruciating as that process may be. When the corridor is clear, blow up that Node, and wipe out the Robots that teleport themselves here.

Use the terminal to control one of the Railbots, and send it to a hidden room with another Node. Shoot the shield generators surrounding the Node and then shoot at the Node to annihilate it.

The room ahead is a death trap, full of Missile Bot stations, waiting to send their minions at Gretel when she least expects it! Cautiously walk through the room, keeping her eyes and possibly ears out for the distinguishing noise of Missile Bots. Make sure that all Missile Bots in the room have been exterminated.

Gretel has reached her Checkpoint for this mission. She has also reached a

circular room with numerous Missile Bot Stations and Turret Bots. Use the terminal to position the Rail Bot above the undeployed Turret Bot. Advance, and cause the Turret Bot to awaken. Quickly retreat to the terminal and use the Rail Bot to destroy the Turret Bot safely (it won't notice the Rail Bot!). Repeat this process for the rest of the Turret Bots in this room. While doing this, destroy any Missile Bots that come out of the Stations.

When Gretel reaches the end of this room, a Sentry Bot will teleport in! Instead of using the Rail Bot (as the Sentry Bot knows of its presence), launch a Grenade on the Sentry Bot's face, or simply strafe and kill it. Head on out, and taunt the Sentry Bots. Fall back and use the Rail Bot to destroy them (be sure to shoot them when they're about to cross through the "Airlock" leading to the round room, as they cannot shoot the Rail Bot in that location).

Secure the next room with the next Node in it, using brute force against the Chassis Bots and using the Rail Bot trap on the Sentry Bots. Wake up the Turret Bot in this room and use the Rail Bot trap on it likewise.

Use the terminal to bring out the Node, then blow it up with the Electrotool. Fight off the enemy reinforcements in this area, and then proceed to the next room. Before using the terminal, catch the attention of as many Sentry Bots in this enormous area as possible, then use the Rail trap on them! When all Sentry Bots are no more, explore this vast room.

Walk on the ramps and take out each and every Turret Bot in this room with the Rail Bot trap. When the place is clear, grab any goodies in this area (which includes a Kevlar vest, a Homing Rocket Launcher, and possibly a RetroRacer game). When ready, use the Terminal at the entrance to bring out the Node. Use the Electrotool on the Node, then quickly run back to the Rail Bot trap!

Although the Chassis Bots are far too fast to get killed by the Rail Bot trap, they will still need to enter through the narrow airlock, so Gretel can pick them off easily. As usual, use the trap on the Sentry Bots. When all of those evil robots are scrap metal, the laser grid will be deactivated, so go through that way.

Gretel must outgun the Machinist! There are boxes of ammunition on the left and right sides of this arena, and some Chassis Bots will come in, heavily armed! Plant Gretel on the spot where the Chassis Bots teleport in, and use any explosives on the Machinist (this position will never be attacked by the Machinist)! When the Machinist is defeated, go up the ramps and grab the Time Crystal, then run like hell to the Time Portal before the Timesplitters overwhelm Gretel! That's an order!

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3.10 >Space Station<  
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Objectives:

- Grab the Time Crystals
- Activate the Self-Destruct Sequence
- Destroy the Timesplitter ship fleet
- Escape the Space Station

Weapons:

Plasma SMG
Chaingun

Unlockable: Levels: Streets, Compound, and Site. Characters: Reaper Splitter.
Cheats: Cardboard Characters, Big Heads, all Characters Cloaked, and Unlimited

Ammo.

Note: Bees are not playable characters!

Enemies:

-Reaper Splitter & Scourge Splitters

We know these aliens all too well!

-Bees

Same from Planet X. Avoid these.

-Turrets

These futuristic turrets are not at all like the ones in the Robot Factory.

They are stationary, but still a threat.

-Adult and Baby Drone Splitters

These splitters are simply melee attackers. The baby ones are very short though.

Briefing (Custom):

The year is 2401. A futuristic space station loiters on the fringe of time and space, inhabited by an evil race known as the TimeSplitters. Growing in strength and numbers, they have only one purpose in life to destroy all human existence!

An elite troop of space marines has been sent to overpower these evil creatures but they are fighting a losing battle. The last two remaining marines fight their way to the heart of the station, where the TimeSplitters keep their secret weapon the time portal. Powered by nine rare crystal shards it enables the TimeSplitters to leap from one generation to another, changing the course of history for the good of their own. The marines arrive as the last two crystals disappear through the portal in the hands of the enemy.

The only way to stop the TimeSplitters evil reign continuing is to follow them into the portal and recover the nine crystals before they are lost forever. The marines take a leap into the unknown, without any idea as to which time period they will end up in and without any idea as to what the future, or past, will hold!

After Sergeant Cortez and Corporal Hart had collected the crystals, they were ambushed by some TimeSplitters. Cortez managed to survive the attack, but Hart was killed in action. Cortez must activate three terminals to activate the self-destruct sequence, and then he must evacuate the station before he dies with his apprentice!

Pretty short, since it has no boss character in any difficulty. Still, guideless people can get lost in this place easily.

After the tragic demise of Corporal Hart, Cortez should nab the crystal bundle, and jump down to the lower floor to collect the Ammo and the Armour. Try to outrun the bees, and head through the door. Go left and keep activating any Terminals Cortez comes across in order to start the self-destruct sequence. Cortez will now be at the lowest floor, so go through the door and make a run for the door on the other side of this dome. The Bees will be blocked off by the door leading to a wide hallway.

Shoot down the Scourge Splitters and head down the elevator, killing off the

Reaper Splitter if he has the chance. At the lower end of the elevator, turn right and eliminate any Splitters in the area.

Cortez MUST obtain the environment suit and should get all the other supplies in this room. Then go back and keep going, shooting any enemies or turrets blocking Cortez's way. He should go into the airlock and man a turret once he is outside (This is where the suit comes handy for him). Cortez should have no trouble taking down the Timesplitter ships, as he has hundreds of powerful bullets in some turrets (the farthest one is the best one). After he slaughters the fleet, he must then go back to the airlock (note that there will be a timesplitter that teleports into the airlock) and run to where a T-junction is, again, killing any Timesplitters. He must then go left and proceed to a newer area.

Cortez should now find a Chaingun and some armour. He should now have the least of trouble getting through the splitters. He must then go to the left path and get the elevator up to his level. While the lift comes up, splitters will come in all directions! When the lift finally comes up, Cortez must now go down the elevator and once he reaches the hangar, he will then go into his spacecraft! The end!

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4.0 >Arcade League<
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If anybody knows the Super Smash Brothers Event mode, we will know how this will be: a bunch of scenarios for the most of unlockables.

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4.10 >Amateur League<
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A set of beginner scenarios, these will be a breeze (Except for "Too Hot to Handle").

4.11 >Beginner series<

These will introduce the player into the basics of Arcade Mode.

Adios Amigos!

Game Mode: Deathmatch.

Level: Mexican Mission.

Character: Elijah Jones.

Score:

-Platinum: 10 points in 0:40.

-Gold: 10 points in 3:00.

-Silver: 10 points in 5:00.

-Bronze: 10 points in more than 5:00.

Difficulty: Easy.

Unlockable: Characters: Hector Baboso, Lean Molly.

Briefing: Everyone was enjoying a siesta at the mission until that dirty dog Hector Baboso decided to liven things up. Now everyone's at each others throats! Make 10 kills within ten minutes for a trophy!

Getting gold is easy in this one, use every weapon Elijah has to get those 10 points! The dual Lugers will be sufficient. Other weapons will do the trick also. Elijah should stay near the crowds and steal the kills altogether.

Casualty

Game Mode: Deathmatch.

Level: Hospital.

Character: Professor Peabody.

Score:

-Platinum: 15 points in 1:00.

-Gold: 15 points in 3:30

-Silver: 15 points in 5:30.

-Bronze: 15 points in more than 5:30.

Difficulty: Easy.

Unlockable: Characters: Professor Peabody, Crypt Zombie.

Briefing: Dr. Peabody left the morgue door open and now zombies are running loose all over the Hospital. Visiting time starts in ten minutes- try to kill 15 of the living dead before then!

This is another easy gold. Use a fast firing weapon like the Electrotool and smash 15 heads off as soon as possible.

Top Shot

Game Mode: Elimination.

Level: Hangar.

Character: Sergeant Shock.

Score:

-Platinum: 1st 1:10

-Gold: 1st 3:00

-Silver: 1st 4:00

-Bronze: 1st in more than 4:00

Difficulty: Medium.

Unlockable: Level: Hangar, Character: Sgt. Shock. Game Mode: Elimination.

Briefing: Prove your authority to the young cadets during combat training! Everyone has 6 lives each, but lose them all, and you'll be out of the military for good!

Hunt down all the loners and try to balance the character's lives to get as much chance for anarchy brawls as possible.

4.12 >Mode Madness<

These are unique game modes that aren't often found in any other scenario.

Chastity Chased

Game Mode: Regeneration.

Level: Compound.

Character: Chastity.

Score:

-Platinum: 10 points in 1:10

-Gold: 10 points in 3:00

-Silver: 10 points in 4:00

-Bronze: 10 points in more than 4:00

Difficulty: Easy.

Unlockable: Game Mode: Regeneration.

Briefing: Chastity is honing her combat skills in a simulated shootout against

Sadako at the Compound. Virtual health regenerates so you should hold back if you are wounded. The same applies to Sadako- so persevere to score kills.

Search the area for good weapons like the SBP90 SMG. Hunt Sadako down and repeat the process 10 times.

Shrinking from the cold

Game Mode: Shrink.

Level: Siberia Exterior.

Character: Lieutenant Frost.

Score:

-Platinum: 10 points in 0:50

-Gold: 10 points in 3:00

-Silver: 10 points in 4:30

-Bronze: 10 points in more than 4:30

Difficulty: Easy.

Unlockable: Characters: Pvt. Sand, Sgt. Slate. Game Mode: Shrink.

Briefing: The Time Portal has caused spacetime anomalies around the Dam. People have been shrinking! Lt. Frost, Nikolai and Sgt. Shivers have spiced up guard duty by making a game out of it. Remember, you won't win if there's anyone bigger than you!

Turn off the Auto-Look-ahead system and search for the Minigun on the top. If Lt. Frost runs out of Minigun ammo, she should use the AK-47 Grenades.

Scrap Metal

Game Mode: Vampire.

Level: Scrapyard.

Character: Female Trooper.

Score:

-Platinum: 10 points in 1:05

-Gold: 10 points in 3:00

-Silver: 10 points in 4:00

-Bronze: 10 points in more than 4:00

Difficulty: Easy.

Unlockable: Level: Scrapyard. Character: Chassis Bot.

Briefing: UltraNet headquarters want this ChassisBot disposed of as quickly as possible. Although not heavily armoured, it is very agile, so be careful! Power drained from the ChassisBot will refresh your EnviroSuit batteries- don't let them run down!

This one really doesn't need a bigger strategy. Just Hunt down the Bot until the Female Trooper has 10 kills.

4.13 >It's a Blast<

These scenarios have lots of explosions due to lots of rocket launchers!

Night Shift

Game Mode: Leech.

Level: Robot Factory.

Character: R-109

Score:

-Platinum: 1st and 50 points.

-Gold: 1st and 25 points.

-Silver: 1st and 15 points.

-Bronze: 1st.

Difficulty: Easy.

Unlockable: Characters: Chassis Bot, Sentry Bot. Game Mode: Leech.

Briefing: It is night shift at the factory, and the Machinist is having a nap. Time to play! Inject some enthusiasm into the other workers before he wakes up. Your health is replenished by damage inflicted so keep up a good hit rate to stay alive!

This is the hardest of the Blast series, but can be beaten. Go into the big room with all of those ramps. Use the homing launcher to detect any opponents. There really is nothing much to say here.

Spoils of War

Game Mode: Thief.

Level: Ice Station.

Character: Cortez.

Score:

-Platinum: 25 coins in 2:40.

-Gold: 25 coins in 4:30.

-Silver: 25 coins in 6:00.

-Bronze: 25 coins in more than 6:00.

Difficulty: Easy.

Unlockable: Character: Meezor Mox. Game Mode: Thief.

Briefing: Kills count for nothing in this game, only the rewards left behind by dead contenders are worth collecting. Be the first to 25 points!

Run around collecting coins and killing opponents at close range. There really is no other tactic in this one.

Demolition Derby

Game Mode: Deathmatch.

Level: Scrapyard.

Character: R-109.

Score:

-Platinum: 1st and 50 points.

-Gold: 1st and 25 points.

-Silver: 1st and 15 points.

-Bronze: 1st.

Difficulty: Easy.

Unlockable: Characters: Male and Female Troopers. Game Mode: Vampire.

Briefing: There's nothing like high explosives for reducing Chassis Bots to chassis bits. The game lasts 4 minutes. Make sure you score top!

Use the same strategy as "Night Shift", just on a flat field.

4.14 >Too Hot to Handle<

These leagues are the hardest in the Amateur league. If anybody knows the game "Friend or Foe", then the basic rules of Virus will be familiar. Here are some tips:

1. Protect the other players from becoming on fire! It doesn't matter which

place the player comes in, it's how long he/she lasts!

2. Get the best weapon. The viruses won't shoot. Take advantage of that and put some lead in the fiery horde!

3. If outnumbered, try to lead the viruses in a linear path.

4. Otherwise, just pray for luck.

Monkey Immolation

Game Mode: Virus.

Level: Mexican Mission.

Character: Venus Starr.

Score:

-Platinum: Last for 3:00.

-Gold: Last for 2:00.

-Silver: Last for 1:00.

-Bronze: Last for 0:30.

Difficulty: Hard.

Unlockable: Character: Crispin. Game Mode: Flame Tag.

Briefing: Those pesky pyromaniac primates have been juggling burning torches, with disastrous results! The game ends when everyone is set on fire, so avoid those frantic furry flamers!

This one can be hard if the glitch is not heard of. The glitch is to run to the top of one of the pilliars. Stand on it and see the monkeys try to get up (Note: Try not to attempt this)! Otherwise, run around in the Field.

Disco Inferno

Game Mode: Virus.

Level: Nightclub.

Character: Lady Jane.

Score:

-Platinum: Last for 3:00.

-Gold: Last for 2:00.

-Silver: Last for 1:00.

-Bronze: Last for 0:30.

Difficulty: Insane!

Unlockable: Characters: Louie Bignose, Lt. Wild.

Briefing: Lady Jane is busy strutting her stuff in the nightclub, and the dancefloor is hotting up. literally! Avoid the night fever for as long as possible!

This one is even harder, since there is no glitch to help get confident platinum. Get a Tommy gun and head to where the Maximum Power upgrade is. When the viruses come, and when Lady Jane gets outnumbered, "jump" over the gap and eliminate the viruses. Repeat the process as long as necessary.

Burns Department

Game Mode: Virus.

Level: Hospital.

Character: Viola.

Score:

-Platinum: Last for 3:00.

-Gold: Last for 2:00.

-Silver: Last for 1:30.

-Bronze: Last for 1:00.

Difficulty: More than Insane!

Unlockable: Level: Nightclub. Characters: Undead Priest. Game Mode: Virus.

Briefing: You might want to keep away from the other patients in the hospital. There's a nasty hot fever going around. You wouldn't want to catch it!

This is the hardest scenario in the Amateur league, and in my opinion, the hardest one in the game! Viola will rely on lots of luck on this one, as well as some decent knowledge of Virus. If more than two opponents are on fire at the first 30 seconds, don't even bother getting gold! The best thing here is a shotgun, so just run! Not only that there is no radar and the time requirement has been extended, but the Hospital Level is TIGHT. Instead of camping, Viola must keep traversing through the Hospital in hopes of having the infected foes follow her in a linear fashion. Since there's no radar, it's not easy.

4.15 >Team Series A<

The Team Series altogether is about fighting with a team and against others. It's usually a 2 team brawl, but sometimes it has 3 teams!

Club Soda

Game Mode: Team Deathmatch.

Level: Nightclub.

Character: Louie Bignose.

Score:

-Platinum: 20 points in 1:30.

-Gold: 20 points in 3:00.

-Silver: 20 points in 4:00.

-Bronze: 20 points in more than 4:00.

Difficulty: Easy.

Unlockable: Characters: Slick Tommy, Jimmy Needles.

Briefing: Slick Tommy, Hatchet Sal, and Jimmy Needles just knocked over your drink, and they're refusing to buy another! Teach them some manners, and score 20 kills before they do! Braces and Marco will back you up.

This one is fun. It's Louie (that's our protagonist by the way!), Braces, and Marco against Jimmy, Tommy, and Sal. Mathematically, Louie's team has the advantage (Human + 6 stars vs. 5 stars). If Louie knows the map correctly, then the platinum should be no problem to get. Friendly Fire is on, so he should be careful.

Station Stand

Game Mode: Zones.

Level: Ice Station.

Character: Female Trooper.

Score:

-Platinum: 1000 points in 3:00.

-Gold: 1000 points in 4:30.

-Silver: 1000 points in 5:30.

-Bronze: 1000 points in more than 5:30.

Difficulty: Medium.

Unlockable: Character: Lt. Shade. Game Mode: Zones.

Briefing: A squad of SentryBots are attempting to take over the Ice Station

asteroid. Team up with the Space Troopers to secure critical locations and repel the attack.

Use the radar to locate the zones and patrol the area and kill any robots in the way. It's pretty much that strategy all the way here.

Men in Grey

Game Mode: Assault.

Level: Assault Training Ground.

Character: Private Grass.

Score:

-Platinum: Complete in 1:15.

-Gold: Complete in 2:00.

-Silver: Complete in 6:00.

-Bronze: Complete in 10:00.

Difficulty: Hard.

Unlockable: Level/Game Mode: Assault Training Ground. Characters: Accountant, Lawyer.

Briefing: A bunch of suits have been seen near the Training Ground blockhouse. They've put in some computers and it looks like they might be starting a dotcom consultancy business. Hit them hard and fast before they try to float the company and pocket the cash!

This is the only scenario that has the Training Ground Level. This is also the hardest non-Virus scenario in the Amateur league.

First, Pvt. Grass should collect the Homing Launcher and the Chaingun and shoot the turrets. Blast his way through the businessmen and reach the canyon. Next, make his way into the base and destroy the fuel barrels. They're usually in the buildings or in the back. When the fuel barrels are gone, use explosives to quickly destroy the CPU system. Try to take out the Sentry Guns first, as they don't respawn when they die.

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4.20 >Honourary League<
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This is league that has moderately difficult scenarios, although the platinum awards are easier.

4.21 >Maximus<

The Gladiator Game is described when one player is the gladiator. The Gladiator is the only one that can get points, so keep those eyes open!

Cold Corpse Caper

Game Mode: Gladiator.

Level: Hospital.

Character: Cyberfairy.

Score:

-Platinum: 1st and 30 points.

-Gold: 1st and 15 points.

-Silver: 1st and 10 points.

-Bronze: 1st.

Difficulty: Easy.

Unlockable: Characters: Cyberfairy, Gargoyle.

Briefing: After dark, the freaks crawl off their slabs and prowl the Hospital morgue. Cyberfairy has dropped in to sprinkle some hot lead pixie dust and send them back to sleep!

An easy introduction to Maximus, the dual Tommy guns will definitely rack up some kills. Hunt down the Gladiator, then camp.

Killer Queen

Game Mode: Gladiator.

Level: Aztec.

Character: Jungle Queen.

Score:

-Platinum: 15 points in 1:30.

-Gold: 15 points in 3:00.

-Silver: 15 points in 4:00.

-Bronze: 15 points in more than 4:00.

Difficulty: Medium.

Unlockable: Character: Leo Krupps.

Briefing: "...the monkey wasn't too happy but the lion said he was glad he ate her!" Ha ha ha! The Jungle Queen is sick and tired of what passes for humor round these parts. Crack some heads and wipe those silly smiles off their faces.

Only slightly harder than Cold Corpse Caper, the Jungle Queen should follow the same strategy as the one in Cold Corpse Caper. With the dual shotguns, she should not have a problem getting 15 kills. Oh and she should be warned about the stone golem, who has lots of stamina.

R-109 Beta

Game Mode: Gladiator.

Level: Ice station.

Character: R-109.

Score:

-Platinum: 1st and 45 points.

-Gold: 1st and 40 points.

-Silver: 1st and 25 points.

-Bronze: 1st and 15 points.

Difficulty: Hard.

Unlockable: Level: Ufopia. Character: Lt. Chill.

Game Mode: Gladiator. Cheat: Roman Hat.

Briefing: The latest production run of R109 prototypes is being combat tested. The most lethal unit will be awarded with a command firmware upgrade. Demonstrate that you are the best.

The hardest of the 3 Gladiator scenarios takes place at the Ice station. Hunt down the gladiator. Depending on how the player uses rockets, they should use it that way. For tight areas, go to the central building and fire those rockets. For the Spacious grounds, go outside and shoot.

4.22 >Elimination Series<

The Elimination Mode, as we readers know, includes the classic survival with lives. These aren't too hard.

Baking for the Taking

Game Mode: Elimination.

Level: Chinese.

Character: Chinese Chef.

Score:

-Platinum: 1st in 2:00.

-Gold: 1st in 3:00.

-Silver: 1st in 4:00.

-Bronze: 1st in more than 4:00.

Difficulty: Easy.

Unlockable: Characters: Chinese Chef, Gingerbread Man.

Briefing: Chef's baked up nine delicious gingerbread fortune cookies. Looks like he used too much raising agent - they're running away!

This was really meant for the Amateur league! Simply run with a charged up Chaingun and shoot any gingerbread men. The only drawback is that the gingerbread men are all alike, so the chef really can't tell the difference to balance the lives. Still, the player should be able to get platinum on this.

Brace Yourself

Game Mode: Elimination.

Level: Nightclub.

Character: Braces.

Score:

-Platinum: 1st in 1:30.

-Gold: 1st in 1:45.

-Silver: 1st in 2:30.

-Bronze: 1st in more than 2:30.

Difficulty: Easy.

Unlockable: Characters: Braces, Trooper Brown.

Briefing: It had to happen. Braces just caught Louie Bignose and Jimmy Needles badmouthing him in front of Big Tony. Doity rats, now they're gonna pay, see?

Another easy league, the power on the dual Lugers seems to be high. Braces can kill Louie and Jimmy in just a few shots! Hunt them both down!

Starship Whoopers

Game Mode: Monkey Assistant.

Level: Scrapyard.

Character: Candi Skyler.

Score:

-Platinum: 1st and 30 points.

-Gold: 1st and 25 points.

-Silver: 1st and 15 points.

-Bronze: 1st.

Difficulty: Medium.

Unlockable: Level: Chinese. Character: Trooper Black. Game Mode: Monkey Assistant.

Briefing: Hank, R109, and Gretel II are helping Candi learn advanced combat techniques. During the lesson, prototype space monkeys will be beamed in to help the weakest player. Never a dull day in the Academy!

This is similar to Deathmatch, except that monkeys spawn to help the underdog! Focus more on the players rather than the monkeys.

4.23 >Burns n' Bangs<

These are similar to "It's a Blast!", but with flamethrowers too. Expect lots of death.

Chinese Burns

Game Mode: Team Deathmatch.

Level: Chinese.

Character: Chinese Chef.

Score:

-Platinum: 20 points in 1:30.

-Gold: 20 points in 2:00.

-Silver: 20 points in 2:30.

-Bronze: 20 points in more than 2:30.

Difficulty: Medium.

Unlockable: Character: Calamari. Cheat: Chef Hat.

Briefing: The Chinese Chef insists on only the freshest ingredients. Look's like he's got more than he bargained for with the latest air freighted shipment of Calamari; they leapt straight out of the pan and now they're trying to flamb, him!

Just use whatever the Chinese chef has to burn or blast the calamari in half. If the chef becomes on fire, make him run into the calamari to get kills.

Snow Business

Game Mode: Team Deathmatch.

Level: Ice Station.

Character: Machinist.

Score:

-Platinum: 20 points in 1:45.

-Gold: 20 points in 2:30.

-Silver: 20 points in 3:15.

-Bronze: 20 points in more than 3:15.

Difficulty: Medium.

Unlockable: Character: Snowman, Trooper Grey.

Briefing: All the children love a Snowman. well, nearly all the children. The Machinist and his twisted siblings like nothing better than torching their chilly chums. Frosty's nose isn't just shiny, it's dripping with gasoline! Anyone got a match?

Using the M1A4-7 Flamethrower is the only option into melting the snowmen. If the Machinist is caught on fire, he will die quickly.

Rocket Man

Game Mode: Team Deathmatch.

Level: Streets.

Character: Sergio.

Score:

-Platinum: 40 points in 1:05.

-Gold: 40 points in 1:30.

-Silver: 40 points in 2:00.

-Bronze: 40 points in more than 2:00.

Difficulty: Medium.

Unlockable: Characters: Venus Starr, Captain Sand.

Briefing: Sergio loves to visit the Streets at night! He relishes the feel of the cold snowy air gusting through his loincloth as he scampers up and down. But most of all, he loves to show off with his rocket launcher in front of all the lovely ladies.

The 2 rocket launchers are the ideal weapons for getting 40 points. Run around in the streets hunting opponents. Just keep killing until Sergio has 40 kills.

4.24 >Outnumbered, but Never Outpunned<

These devilish missions force the player into fighting hordes of enemies. The best strategy for all of them is to camp.

Someone has got to pay...

Game Mode: Team Deathmatch.

Level: Hospital.

Character: Big Tony.

Score:

-Platinum: 80 points.

-Gold: 60 points.

-Silver: 50 points.

-Bronze: 40 points.

Difficulty: Medium.

Unlockable: Characters: Duckman Drake, Captain Night.

Briefing: Big Tony's been having some discrete hair transplant work done down at the Hospital. But in an anaesthetic induced daze he thinks that some giant ducks are after his new thatcth to feather their nests! Help him out by whacking dem malicious mallards.

This one is not too hard. If Tony gets a dual Sawed-Off shotgun pair, he should have less trouble hunting down those ducks. Camping or Rushing are both effective tactics.

Time to Split!

Game Mode: Team Deathmatch.

Level: Compound.

Character: Krayola.

Score:

-Platinum: 15 points in 2:00.

-Gold: 15 points in 2:30.

-Silver: 15 points in 3:00.

-Bronze: 15 points in more than 3:00.

Difficulty: Medium.

Unlockable: Characters: Barby Gimp, Scourge Splitter.

Briefing: Krayola thought her tattoos and piercings were pretty freaky until the Scourge Splitters turned up down at the Compound. Show them that there's more to it than just looking hard.

Camp at a SBP90 SMG spawn and shoot any Splitters that come close to Krayola's position. Enough said. Hopefully the Splitters won't get in the way of the weapons too frequently.

Can't Handle This!

Game Mode: Team Deathmatch.

Level: Nightclub.

Character: Hatchet Sal.

Score:

-Platinum: 40 points in 2:30.

-Gold: 40 points in 3:30.

-Silver: 40 points in 4:00.

-Bronze: 40 points in more than 4:00.

Difficulty: Hard.

Unlockable: Level: Chasm. Characters: Hatchet Sal, Handyman.

Briefing: Welcome to Hatchet Sal's cheese induced nightmare. Well, at least now we know what Big Tony's left hand man looks like. Just goes to show, if you mutilate people for a living you've got to expect to lose some sleep.

This is where some players get stuck. Sal should camp at one of the Dual Tommy SMG Spawns listed below.

1. The entrance to the nightclub on story mode.
2. The Big Sunrise Symbol on the upper floor.
3. The Balcony with lots of downward stairs.

If successful, Sal should get 40 kills in no time! The heads of the Handymen are rather large, so aim for those.

4.25 >Team Series B<

It's another Team Series.

Hack a Hacker

Game Mode: Team Deathmatch.

Level: Compound.

Character: Riot Officer.

Score:

-Platinum: 20 points in 1:00.

-Gold: 20 points in 1:20.

-Silver: 20 points in 1:40.

-Bronze: 20 points in more than 1:40.

Difficulty: Easy.

Unlockables: Characters: Krayola & Milkbaby.

Briefing: Sadako's gang have been selling warez down at the Compound. It's time for the anti-piracy riot squad to instigate a crackdown. They made 20 illegal copies, so kill them 20 times!

This is not too hard, though the riot squad will have to rely on each other to get 20 points quickly. Use the SBP90 SMG to kill.

Rice Cracker Rush

Game Mode: CTB.

Level: Streets.

Character: Ghost.

Score:

-Platinum: 5 bags in 4:00.

-Gold: 5 bags in 4:30.

-Silver: 5 bags in 5:00.

-Bronze: 5 bags in more than 5:00.

Difficulty: Medium.

Unlockables: Characters: The Master, Riot Officer.

Briefing: Ghost and a crack team of pacifistic Monks are taking on the Riot Squad in a running Streets battle for some bags of munchies. The Monks are riding a heady sugar rush after a rice cracker binge and are pretty wired. So much for non-violent protest!

This one is also a breeze as long as Ghost knows what he's doing. Get the Cloak upgrade and sneak past the fight. Run across the streets, grabbing a Minigun on the way, and get the bag. The Riot Officers are alerted and will go back to get their bag. Shoot any bad guys and score a bag back at the red base. Repeat this five times.

Superfly Lady

Game Mode: Assault.

Level: Hangar Assault.

Character: Kitten Celeste.

Score:

-Platinum: Complete in 1:30.

-Gold: Complete in 2:00.

-Silver: Complete in 3:00.

-Bronze: Complete in 6:00.

Difficulty: Hard.

Unlockables: Level: Hangar Assault. Character: Captain Pain.

Briefing: Khallos is hoping to escape in his executive evil leer jet- but typically, he has forgotten to fuel it up. If Kitten can just manage to beat off the henchmen and blow their barrels then his evil flight plans will be foiled once again.

This would be a LOT easier if there was a sniper rifle available. Disable the turrets with the AK-47 and its grenades. Kill any enemies in the way and destroy the three turrets. Then head upstairs and destroy the turrets. Kitten should now activate the switch. Go to the hangar and use grenades to blow up the barrels.

=====
4.30 >Elite League<
=====

The hardest of them all (altogether that is), this league will give the player some frustration!

4.31 >One Shot Thrills<

These levels are quite easy (except for Nikki Jinki Bricky). They consist of one shot killings, so be ready!

Babes in the Woods

Game Mode: Shrink.

Level: Aztec.

Character: Harry Tipper.

Score:

-Platinum: 1st and 25 points.

-Gold: 1st and 20 points.
-Silver: 1st and 15 points.
-Bronze: 1st.

Difficulty: Medium.

Unlockables: Character: Jo-Beth Casey

Briefing: Harry Tipper alone in the Aztec Jungle, with a bunch of gorgeous young ladies. with his reputation? Has no one thought of the consequences? Just keep your bow in your hand, Tipper, and don't be getting shrunk just so you can look up their skirts!

Keep moving around to hunt down the girls. It shouldn't be too long for Harry to get 25 kills.

Double Bill

Game Mode: Thief.

Level: Chasm.

Character: Big Tony.

Score:

-Platinum: 20 coins in 2:30.
-Gold: 20 coins in 3:30.
-Silver: 20 coins in 4:30.
-Bronze: 20 coins in more than 4:30.

Difficulty: Medium.

Unlockables: Characters: Beetleman & The Impersonator.

Briefing: Big Tony thought he was on to a winner when he booked the King and the Beetles to play a gig at the famous Chasm club. Imagine his surprise when these jokers turned up! And he'd paid in advance! Needless to say, Tony wants his money back.

This shouldn't be difficult either if the Tony knows how to use the SPAS-12 Gauge. Tony should only kill at close range and take his victim's coins. Also, he can steal other player's coins from their kills.

Nikki Jinki Brickly

Game Mode: Team Deathmatch.

Level: Chinese.

Character: Nikki.

Score:

-Platinum: 20 points in 1:35.
-Gold: 20 points in 2:00.
-Silver: 20 points in 2:30.
-Bronze: 20 points in more than 2:30.

Difficulty: Insane!

Unlockables: Characters: Nikki & Jinki.

Briefing: Nikki and Jinki have taken over the Chinese restaurant. But it is haunted by the restless spirits who hit themselves on the head with bricks while attempting to master the Brick Flung High challenge from the TimeSplitters! Help your sister lay their souls to rest!

This is the hardest level in the One Shot Thrills series. The Brick is a total liability, players cannot punch, and the crypt zombies are all over the place! The best adjustment is to switch the Fire/Alternate Fire buttons to each other. The Alt Fire button allows characters to throw bricks much farther! Still, with one shot kills from bricks, this is one frustrating scenario! Also, hog all the bricks. Jinki is less likely to pick them up than the zombies.

Here's a Strategy from "Mike":

"Um, yeah, my strategy is a camper strategy so if you are a opposed to camping then just use the one above. Okay, to use this strategy to its full potential, Nikki will need to know the level. Well, not exactly the start points and junk like that, but the overall layout of the level. When Nikki first starts high, tail it to the brick ammo. Once she gets enough, run to the kitchen as fast as she can running past any crypt zombies unless she is a really good shot. Once Nikki is in the kitchen, there are 5 doors, 3 on one side and 2 on the other. One of the doors leads under the kitchen and ends in a room with a table. Go in that door and go to the right away from the stairs. When she hits the wall turn around and face the door way. Wait for any crypt zombies to come and press the "alternate fire" button. She should hit and kill them. Do this for the rest of the match and the player should at least get silver. I got platinum on the 8th try. Once you get the hang of it you will be able to do it easily."

4.32 >Duel Meaning<

These scenarios, as the name states, are one-on-one battles. The only place that most players will get stumped on is "Golem Guru". The first two scenarios' scores are based on how many lives the player has left, so camping is an ideal move in them.

If I'm ugly, you smell!

Game Mode: Elimination.

Level: Mexican Mission.

Character: Jared Slim.

Score:

-Platinum: 5 Lives Remaining.

-Gold: 4 Lives Remaining.

-Silver: 3 Lives Remaining.

-Bronze: 1-2 Lives Remaining.

Difficulty: Medium.

Unlockables: Characters: Mikey Two-Guns & Jared Slim.

Briefing: Mikey told Jared that his centre parting made him look like a water buffalo so then Jared told Mikey that he smelt like one. There's only one way to settle a difference of opinion out West- a good ol' shootout! Yeehaw! Get yer guns!

Jared needs to be observant, patient, accurate, and trigger-happy to get the highest score. The best place for him to camp is, of course, the large park with the fountain. Jared should get a gun and wait for Mikey to come. Then, open fire! Repeat the process 5 times. If Jared is to come across dual revolvers, then that will increase the chances of a good score. Remember: If Jared is killed twice, than the chances of him getting a fine medal is shot too.

Golem Guru

Game Mode: Elimination.

Level: Site.

Character: The Master.

Score:

-Platinum: 5 lives remaining.

-Gold: 4 Lives Remaining.

-Silver: 3 Lives Remaining.

-Bronze: 1-2 Lives Remaining.

Difficulty: Hard.

Unlockables: Character: Kypriss. Cheat: Fat Characters.

Briefing: Two years have passed down at the Site and the building still isn't finished! The reason? A mass of discarded hardcore has come to life and chased all of the builders away. Only the lightning reflexes and guile of the Master can finally lay the Golem to rest.

This one is the hardest of the three, since the stone golem is tough, accurate, and immune to fire. The best place for the Master to camp is to stay at the rockets cache in the tall building area. Collect the two rocket launchers and give that golem a fireworks show! Use the weapons in this order for the most success.

1. Homing Rocket Launcher.
2. Rocket Launcher.
4. Grenade Launcher.
5. The Sawed-Off Shotguns.

Using Rockets and direct hits will kill the golem in the fastest rate.

Golden Thighs

Game Mode: Deathmatch.

Level: Siberia Exterior.

Character: Kitten Celeste.

Score:

-Platinum: 5 points in 1:35.

-Gold: 5 points in 2:00.

-Silver: 5 points in 2:30.

-Bronze: 5 points in more than 2:30.

Difficulty: Easy.

Unlockables: Characters: Aztec Warrior & High Priest.

Briefing: Kitten Celeste is pretty miffed 'cause Harry Tipper has been spending rather too much time in the company of the Jungle Queen. Kitten says too many muscles look bad on a lady and her tan's fake anyway. So it looks like it's a cat fight at the Dam!

The easiest of the duels takes place at the bottom of the dam. Kitten must grab an AK-47 or two and must rely on the grenades to take out the Jungle Queen. If she ever runs out of grenades, she should use the SBP90 SMG or the Dual AK-47 bullets while she looks for more. Kitten can get a platinum medal in no time!

4.33 >Frantic Series<

The Frantic Series is all about fast-paced gameplay and harsh scores. On your mark, get set, GO!

Hangar Hat's off!

Game Mode: Team Deathmatch.

Level: Hangar.

Character: Sergeant Shock.

Score:

-Platinum: 30 points in 1:15.

-Gold: 30 points in 1:30.

-Silver: 30 points in 2:00.

-Bronze: 30 points in more than 2:00.

Difficulty: Medium.

Unlockables: Characters: Regular & Dark Henchmen.

Briefing: The Henchmen think they're hard enough to beat a Special Forces' Team in a shootout down at the old Hangar. They need to be taught a lesson.

Professional soldiers don't prance around dressed like bananas- and baseball caps and IR goggles are so 90's...

Just like in "Hack a Hacker"; the Special Forces team will need to rely on each other to get a fast score. Find a good weapon and hunt down the loners, since the Special Forces are more skilled than the henchmen. This might need a few tries for gold.

Can't Please Everyone

Game Mode: Zones.

Level: Hospital.

Character: Maiden.

Score:

-Platinum: 800 points in 2:30.

-Gold: 800 points in 3:00.

-Silver: 800 points in 4:00.

-Bronze: 800 points in more than 4:00.

Difficulty: Hard.

Unlockables: Characters: Maiden, Challenging.

Briefing: The Hospital needs redecorating. The Maidens like the idea of a cheerful red but the Priests are dead set on blue. Test out your colour scheme in key rooms to see what would be best.

The maiden can use a grenade launcher against the priests to light them on fire, distracting them from their real goal. Otherwise, just run around, marking zones and killing foes.

Big Top Blowout

Game Mode: Deathmatch.

Level: Circus.

Character: Ringmistress.

Score:

-Platinum: 1st and 45 points.

-Gold: 1st and 35 points.

-Silver: 1st and 25 points.

-Bronze: 1st.

Difficulty: Hard.

Unlockables: Characters: Mr. Giggles, Stumpy.

Briefing: There's been unrest at the Circus since Stumpy hammered a tent peg up Mr. Giggles' nose as part of last night's show. Mischief has cracked open a crate of homing rocket launchers and now it's every freak for themselves!

Always go for the crowds for more kills. The Ringmistress should use some speed upgrades to her advantage. Oh, and always fire burst mode on that Homing Rocket Launcher!

4.34 >Team Series C<

The third Team Series includes two of the most frustrating scenarios every player comes across!

Bags of Fun

Game Mode: CTB.

Level: Ice Station.

Character: Corporal Hart

Score:

-Platinum: 10 bags better.

-Gold: 7 bags better.

-Silver: 5 bags better.

-Bronze: 3 bags better.

Difficulty: Insane!

Unlockables: Character: Ringmistress. Cheats: Big Hands, Slow motion deaths.

Briefing: When Cortez and Hart aren't knocking seven bells out of the TimeSplitters they like to invite them over to the Ice Station for a friendly game of capture the bag. The TimeSplitters are inclined to take it a bit too seriously.

For this part, players' faces will be red due to anger and frustration. It is no wonder why that is. The reason is that there is only 1 teammate accompanying Hart, and the other AI players totally cheat with their SMGs, since theirs do not overheat! Thank heavens Cortez (Hart's teammate) is a legionnaire!

Now for the walkthrough. Hart should grab as many Rocket Launchers as she can and run to a speed upgrade. While Cortez fights the splitters, Hart should run to the blue bag and capture it. The splitters have likely caught the red bag, so Hart should kill the one holding the red bag as she runs back to the red base. After retrieving her own bag, she should run back up, only picking up medical kits, and score a bag. There are two speed powerups, so she should have no trouble finding another after she uses one. Repeat the process as many times necessary. If the splitters score a bag, the player is better off to restart. Hart should have no trouble finding the blue bag; it's on top of the grey helipad.

They're not Pets!

Game Mode: Team Deathmatch.

Level: Circus.

Character: Mr. Giggles.

Score:

-Platinum: 1st and 55 points.

-Gold: 1st and 40 points.

-Silver: 1st and 30 points.

-Bronze: 1st.

Difficulty: Medium.

Unlockables: Characters: Baby Drone, Bear.

Briefing: Mr. Giggles and Stumpy ordered a bunch of Baby Drone 'Splitters off the Internet. When they arrived they bit the Bear's nose and ripped off Lola's costume. The Ringmistress is not pleased- she wants rid of them! Watch out for the Bear, though, he's pretty mad.

This one is a breeze compared to the last scenario. For this part, all of the weapons available here are good for killing hordes of enemies! The crossbow is a good hit-and-run weapon, the SPAS-12 is superior at close range, flamethrowers are good for the baby drones, the SMG features its grenades, and we all know the value of the SBP90 SMGs, especially when they're doubled!

If Mr. Giggles encounters:

Baby drones: Shoot them first since they are in big numbers and are lethal in that way.

Bear: Shoot him second. Using the flamethrower or a grenade will take care of this animal.

Stumpy will give Mr. Giggles some support when he can.

Nice Threads

Game Mode: Assault.

Level: Scrapyard Assault.

Character: R-One-Oh-Seven (Aka, R-107).

Score:

-Platinum: Complete in 2:30.

-Gold: Complete in 5:00.

-Silver: Complete in 10:00.

-Bronze: Complete in 15:00.

Difficulty: Insane!

Unlockables: Level: Scrapyard Assault.

Briefing: United only by a passion for dressing up in silly costumes, R107 and Leo Krupps join forces to storm the Scrapyard Control Room. It's a death defying assault against the SentryBots- but watch out for those thread lasers, Leo! Oops, too late!

Another level that will give some players some nightmares, this takes LOTS of practice. R-107 MUST get a Gauss laser rifle and activate its shield. If he is lucky, he will make it through the thread lasers alive using the shield and get through the airlock. If he dies, the player is better off to restart. After he gets through, he should destroy the grenade turret and the laser turrets at the front of the airlock only. He will find a homing rocket launcher at the top of the stairs handy. Grab any armour and weapons he can find and continue on with the assault. On the right in a tight area is another laser turret, so he should destroy it. When he gets to a tall staircase, he should destroy the turret on the right. Then repeat the process for the other two turrets below. When sees a rocket turret, he should destroy it IMMEDIATELY and rush into the cooling towers, completing his second objective. At the spawn, he should destroy the turrets surrounding him and proceed. There are two turrets, one on each side, and R-107 should neutralize them! Proceed, destroying anything in his way while getting to the tower. There is onemore laser turret guarding the area where R-107 needs to go, so he should give it no mercy! When he gets to the tower, he should be finished!

Leo Krupps (R-107's teammate) should only be used to draw fire away. Note that there are lots of enemy Sentry Bots present too.

4.35 >Sincerest Form of Flattery<

For a funny joke, Free Radical gives a few parodies of other games! This will give players some fun!

Aztec the Dino Hunter (Turok the Dinosaur Hunter)

Game Mode: Team Deathmatch.

Level: Aztec.

Character: Aztec Warrior.

Score:

-Platinum: 90 points.

-Gold: 70 points.

-Silver: 60 points.

-Bronze: 45 points.

Difficulty: Easy.

Unlockables: Character: Dinosaur.

Briefing: Aztec Warrior just loves to hunt dinosaurs! The Aztec Priest has tried to convince him otherwise by explaining all of the ethical and ecological reasons which make it a morally questionable activity. Aztec Warrior ignores him, he says the Priest's just a cerebral bore.

The warrior should go to the bridge and camp, facing the T-junction. Make sure that there's no enemies behind him, and he should be able to mow down the dinosaurs with his crossbow.

Half-Death (Half-Life)

Game Mode: Team Deathmatch.

Level: Hangar.

Character: Professor Peabody.

Score:

-Platinum: 20 points in 2:00.

-Gold: 20 points in 2:30.

-Silver: 20 points in 3:00.

-Bronze: 20 points in more than 3:00.

Difficulty: Medium.

Unlockables: Character: Drone Splitter.

Briefing: The Scientists have been experimenting with reactor cores and anomalous materials with the usual result- a trans dimensional rift and aliens running amok. The marines have been sent in to shoot anything that moves. That includes you, Dr. Peabody!

Peabody should get the weapons he can get and then hunt down the team with the most kills. The military is the BLUE team, while the aliens are the YELLOW team. Still say there's nothing to chaos theory?

Dead Fraction (Red Faction)

Game Mode: Team Deathmatch.

Level: Chasm.

Character: Jebediah Crump.

Score:

-Platinum: 20 points in 2:00.

-Gold: 20 points in 3:00.

-Silver: 20 points in 4:00.

-Bronze: 20 points in more than 4:00.

Difficulty: Hard.

Unlockables: Character: Jebediah Crump. Cheat: Small Heads.

Briefing: The Miners of the Ulcer Corp are dying of a strange Pox and the company executives are running a cynical sweepstake on the mortality figures: 'Guess the Dead Fraction'. The Miners with the Pox are revolting, none more so than Jebediah Crump!

The hardest joke (but not the hardest scenario) forces Jebediah Crump to ditch his P220s and use the SBP90s and the Rocket Launcher. He should also avoid the flamethrower-armed troopers and should hang out at the chasm bridges for the most success. If he gets caught on fire, he should run into other soldiers to

get some kills.

=====
5.0 >Challenges<
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These Challenges can be really difficult sometimes. Most of the strategies listed are for gold, so try something different for platinum.

5.1 >Glass Smash<

These levels, as anybody might guess, are challenges that the player will have to smash glass with objects. It's recommended that the player switches the fire/alternate fire buttons around (like in Nikki Jikki Bricky) to make it easier for him/her to complete the challenge.

Pane in the Neck

Level: Siberia Exterior.
Character: Lieutenant Frost.
Score:

- Platinum: Complete in 0:11.
- Gold: Complete in 0:18.
- Silver: Complete in 0:30.
- Bronze: Complete in 1:00.

Difficulty: Medium.

Unlockables: Cheat: Rotating Heads.

Briefing: Those Russian soldiers aren't that bright! Today's military training involves breaking all the glass in the Siberian compound. Nikolai managed this in one minute flat. Beat his time or you'll be the laughing stock of the barracks for weeks!

This challenge is nearly impossible to get platinum! Fortunately, gold is on a different page.

Frost starts at the dam's entrance. She should lob some grenades in the communications post in both floors. If she is left with 12 panes to smash, she is on the right track. Head left and shoot a grenade in the building. She should do the same with the other two buildings, the ones with the file cabinets in story mode.

Bricking it

Level: Siberia Exterior.
Character: Lieutenant Frost.
Score:

- Platinum: Complete in 0:28.
- Gold: Complete in 0:35.
- Silver: Complete in 0:45.
- Bronze: Complete in 1:30.

Difficulty: Hard.

Unlockables: Weapon: Brick.

Briefing: After Private Poorly's incident with a grenade yesterday, all ammunition has been confiscated until further notice. This is no excuse to miss training though, so you'll have to improvise!

Use the same method as above, just try to get close enough to the panes and throw! Frost should get as far as possible from the panes when throwing to save

herself some time.

Stain Removal

Level: Notre Dame.

Character: Undead Priest.

Score:

-Platinum: 32 panes in 0:47.

-Gold: 32 panes.

-Silver: 28 panes.

-Bronze: 23 panes.

Difficulty: Hard.

Unlockables: Character: The Hunchback.

Briefing: The life of a zombie would be far more pleasant if it weren't for the Hunchback spoiling the Wednesday morning sacrifices. Get your own back on him, and knock out as many stained glass windows as you can within the time limit.

The fiery grenades from the grenade launcher are essential to getting a good medal. There are two hidden glasses, one on each side, which should be smashed.

5.2 >Behead the Undead<

These classic challenges make the player kill waves of zombies. The player must also stay in a certain area to survive. There's only one way to do that! Behead the Undead!

Fight off the Living Dead

Level: Compound.

Character: Henchman.

Score:

-Platinum: 145000 points.

-Gold: 20000 points.

-Silver: 15000 points.

-Bronze: 10000 points.

Difficulty: Easy.

Unlockables: Character: Sewer Zombie.

Briefing: Another one of Khallos' attempts to take over the world has failed at the hands of Harry Tipper. As usual, Khallos has fled the scene, leaving a henchman to deal with the consequences (lots of zombies in this case). See how long you can keep him alive for...

The shotgun is the weapon of the day. For all waves, the zombies will come out of the storage boxes outside of the building, and increase in size in the harder waves. Starting on wave 2, zombies will spawn at the left room. Starting on wave 3, zombies will appear at the hallway on the left. The henchman should shoot the zombies on the left, then the right, and then the centre.

Being overrun? Try to run around the field while reloading, and try to aim for the head as always. Try to keep earning perfect wave bonuses! It should not be difficult for the henchman to get gold, but getting platinum will take quite some time...

Sergio's Last Stand

Level: Circus.

Character: Sergio.

Score:

-Platinum: 35000 points.

-Gold: 25000 points.

-Silver: 15000 points.

-Bronze: 5000 points.

Difficulty: Insane!

Unlockables: Character: Sergio.

Briefing: The last act performed at the circus tonight, this will star our very own Sergio the Strongman. We feel privileged to welcome our guests, a time traveling troupe of flaming zombies. Ladies and gentlemen, put your hands together for Sergio's Last Stand!

The SPAS-12 gauge is the weapon of the day. On the lesser waves, Sergio should not have trouble beheading, but starting on wave 5, things will become serious. Flaming zombies will spawn everywhere and very fast! Sergio must run across the arena and gather the zombies close enough to use the SPAS-12 gauge effectively on them. The key point to getting good medals is to get as many perfects as possible.

If Sergio gets caught on fire, there are fire extinguishers on both posts that can help. Sergio can also extinguish the fires on individual zombies and punch their heads off for more points, but mainly, that tactic should be avoided here.

Day of the Damned

Level: Siberia Interior.

Character: Nikolai.

Score:

-Platinum: 25000 points.

-Gold: 20000 points.

-Silver: 15000 points.

-Bronze: 10000 points.

Difficulty: Hard.

Unlockables: Character: Feeder Zombie.

Briefing: It looks rather like curiosity got the better of Nikolai. Gunshots or no gunshots, he'd have been better off steering clear of the research centre altogether, and he should definitely have taken his gun. Keep him alive for as long as you can, using just his fists!

The fists are the weapons of the day. For all waves, female zombies will spawn at the entrance. Starting on wave 2, feeder zombies will spawn in the front areas of the square. Starting on wave 3, feeder zombies will appear at the back! It's best for Nikolai to get a perfect on wave 1 or 2, since that could be his only perfect wave! To survive, circle around and make the zombies punch each other by mistake. Wait for the zombies to attack first, and then punch their heads off. Otherwise, just go into a punching frenzy.

5.3 >Infiltration<

These challenges require the player to sneak across enemies undetected. For the first two, headshots are the potential to stealthy approaches.

Silent but Deadly

Level: Siberia Exterior.

Character: Gregor Lenko.

Score:

-Platinum: 1000 points in 0:39.

-Gold: 1000 points.

-Silver: 800 points.

-Bronze: 0 points.

Difficulty: Medium.

Unlockables: Cheat: Viking Hat.

Briefing: Even highly dangerous mercenaries like Gregor Lenko need to use stealth when outnumbered. Destroy the radar and enter the dam, without being detected by any of the Russian guards.

Gregor should follow the same strategy as the normal story mode tactic. Keep in mind though:

1. The sniper and the camera across the dam are gone, so don't waste time on those.
2. The file cabinets are gone too, so ignore those.
3. Use the Dragunov on all of the guards, just to be safe.

Trouble at the Docks

Level: Chicago Warehouse.

Character: Lady Jane.

Score:

-Platinum: 1000 points in 0:25.

-Gold: 1000 points.

-Silver: 800 points.

-Bronze: 0 points.

Difficulty: Easy.

Unlockables: Cheat: Pirate Hat.

Briefing: It's 3am and a new shipment has just arrived by barge, so there are goons crawling all over the docks! If you want to get through the Falucci Bros. warehouse alive, particular care will be needed.

Jane should follow the same strategy as the normal story mode tactic. Keep in mind though:

1. Rush through the building to get platinum.
2. The Enfield rifle is not available here.
3. For the mobster on the docks, ignore him and the agent in the building, but shoot the guy on the barge.
4. Ignore the last man nearest to the last alarm, but assassinate the other guy.

If Jane does this correctly, she is bound to get platinum.

Escape from Neo Tokyo

Level: Neo Tokyo Streets.

Character: Chastity.

Score:

-Platinum: 1000 points in 0:19.

-Gold: 1000 points.

-Silver: 800 points.

-Bronze: 0 points.

Difficulty: Hard.

Unlockables: Cheat: Big Ears Hat.

Briefing: It's late past curfew, and Chastity Detroit has ended up stuck in a rough district of Neo Tokyo. If the police find her, she'll spend the night in a cell, so get her out without being spotted! The temporal uplink should come in handy here.

This one is totally different from the first two. Chastity should use the uplink to avoid the cameras' lines of sight. When she comes across the police car, she should hide in one of the glass-protected counters and wait for the car to drive by.

5.4 >Banana Chomp<

Banana Chomp Challenges are always set in the Aztec level, and the main objective is to collect the bananas on the map. The maps are provided by fellow GameFAQs guide writers "Guitar Freak" and "Crazy Reyn".

Gone Bananas

Level: Aztec.

Character: Monkey.

Score:

-Platinum: Complete in 0:45.

-Gold: Complete in 0:55.

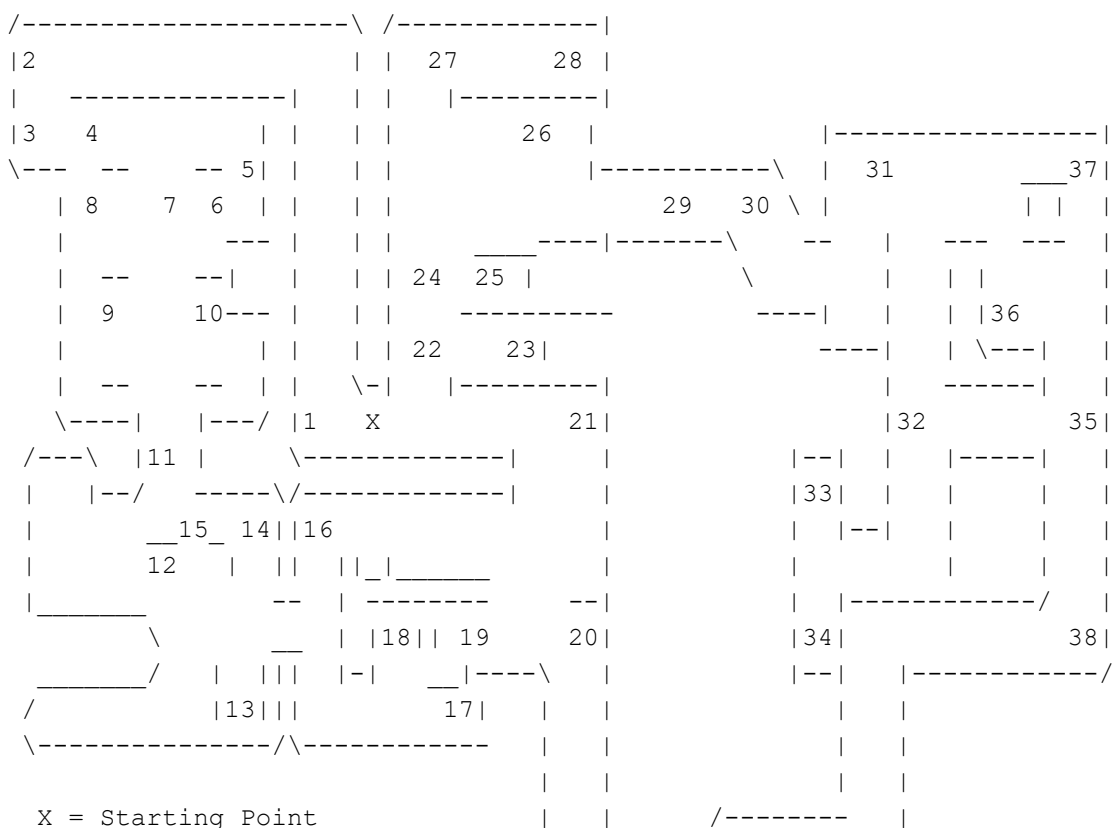
-Silver: Complete in 1:00.

-Bronze: Complete 1:30.

Difficulty: Medium.

Unlockables: Character: Private Coal.

Briefing: Jojo the Monkey has been causing mischief around the village, and the villagers have had enough. To teach him a lesson they've thrown his bananas away. Help him get them back!



Numbers represent Bananas that should be collected in their respective orders

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Monkey Business

Level: Aztec.
Character: Monkey.
Score:

- Platinum: Complete in 0:48.
- Gold: Complete in 0:58.
- Silver: Complete in 1:05.
- Bronze: Complete 1:30.

Difficulty: Hard.

Unlockables: Character: Private Poorly.

Briefing: Jojo's been up to his old tricks again, and the villagers are really riled now. Not only have they taken the bananas, but they've conjured up some zombies to stop Jojo forever. Keep that monkey alive!

Use the exact map and strategy from Gone Bananas, and try to outrun the zombies. Try to outflank the zombies.

Playing with Fire

Level: Aztec.
Character: Monkey.
Score:

- Platinum: 24 Bananas with 1 second left.
- Gold: 24 Bananas.
- Silver: 22 Bananas.
- Bronze: 18 Bananas.

Difficulty: Medium.

Unlockables: Character: Wood Golem.

Briefing: Jojo shot The Wood Golem with a flaming crossbow bolt. The Golem's not got long left, but he's intent on getting his own back by eating as many of Jojo's bananas as possible. Go for the burn, Woody!

There's no getting a Platinum after getting a Gold on this Challenge! If this ever happens, quit the game without saving. Try to get a Platinum and not a gold!

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should be collected in their | * \ / ----- |
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5.5 >Cut-out Shootout<

These challenges are my favourite. They make the player shoot cardboard figures to score points.

Take 'em Down

Level: Wild West Town.
Character: Elijah Jones.
Score:
-Platinum: 4000 points.
-Gold: 3500 points.
-Silver: 2500 points.
-Bronze: 1500 points.
Difficulty: Medium.
Unlockables: Character: Ample Sally.
Briefing: Uh-oh! The small town of Little Prospect is under siege by some vicious cardboard figures, and it looks like they have no intention of leaving. Take 'em down!

For the first and last shootouts, accuracy gives the most points. For the maximum, aim for the groin. Don't shoot the unarmed however, penalties are present.

Shoot the bull at the far end and shoot the two bad guys on each side. Proceed through the streets to find a few more enemies. Take the foes on the top of and inside the "Sherrif's Office" and then run through to find another enemy with a hostage. There are many bad guys and bulls here, but there is one hidden where the first armour pick up is.

Fall Out

Level: Chicago Streets.
Character: Marco the Snitch.
Score:
-Platinum: 1700 points.
-Gold: 1650 points.
-Silver: 1500 points.
-Bronze: 1200 points.
Difficulty: Easy.
Unlockables: Character: Marco the Snitch.

Briefing: After turning snitch on Big Tony, it seems poor Marco didn't have his escape route planned. Tony's not the brightest of guys though, and he's sent some cardboard cutouts after Marco. Help Marco through Chicago without killing any old ladies...

Here, reflexes are what Marco needs to get a good score. If he delays, then he will gradually lose points whenever an enemy pops up. To get a platinum medal, he should take both routes around obstacles. Also, he MUST make it through the streets in time. Oh, and make sure then he doesn't hit any unarmed people.

Pick Yer Piece

Level: Compound.

Character: Elijah Jones.

Score:

-Platinum: 1250 points.

-Gold: 1000 points.

-Silver: 875 points.

-Bronze: 700 points.

Difficulty: Medium.

Unlockables: Character: Sgt. Rock.

Briefing: A lawman needs a gun he can rely on. Elijah's gone down to the Compound to test out the performance of some firearms. Shoot as many cutouts as you can- but remember, accuracy will also improve your score.

Here, Elijah should utilize every weapon and keep an eye out for any foes. There are no civilians here, so if anything moves, shoot it. By using different types of weapons, he should get a gold medal in no time!

5.6 >Timesplitters "Story" Classic

These missions are based on the original story levels in the first Timesplitters (They make the player get an item and then run back to the starting point).

Badass Bus Pass Impasse

Level: Streets.

Character: Badass Cyborg.

Score:

-Platinum: Complete in 0:45.

-Gold: Complete in 1:30.

-Silver: Complete in 3:00.

-Bronze: Complete in 5:00.

Difficulty: Easy.

Unlockables: Character: Badass Cyborg.

Briefing: Badass Cyborg is having one of those days. First of all he loses his bus pass and now he's realized that his spare brain is on the other side of town. It's not going to be easy going to get it back on foot. Especially when Special Forces have been deployed... again!

Simply rush through the level, grab the brain, and then run back. When the cyborg comes across a female soldier, he should shoot her in the head to grab her AK-47. Otherwise, ignore the soldiers, running and gunning.

But Where do the Batteries go?

Level: Scrapyard Assault.

Character: R One-oh-Seven.

Score:

-Platinum: Complete in 4:30.

-Gold: Complete in :30.

-Silver: Complete in 7:00.

-Bronze: Complete in 10:00.

Difficulty: Hard.

Unlockables: Character: R One-oh-Seven.

Briefing: R107's therapist won't be pleased. Just when it looked like he was finally cured, his will has crumbled. He's slipped on a dark lycra bodysuit and donned the crudely crayoned cardboard boxes once again. I-am-Robot!

This one is much harder than the last one. At the start, R-107 should shoot all the chassis robots nearby. He must then proceed to the gate where two more robots guard the gate. More robots are inside the area where the staircase is. After they are all defeated, R-107 should run into the lower corridor. An R-100 unit, armed with a plasma SMG and another chassis bot blocks the path.

R-107 should now fire at the turret bot that walks (like the ones at the robot factory) and take it down. Behind it, there is some armour R-107 might need. He must then proceed downward, shooting any enemies or turrets he sees. Basically, he should take every enemy down. Once he has obtained the disk, he should rush out of the complex. There is a homing launcher, and some miniguns held by R-100 units, so he should take advantage of those. There is a lot of time for R-107 to get a platinum medal, so he should not worry.

Hit Me Baby One Morgue Time

Level: Hospital.

Character: Mr. Underwood.

Score:

-Platinum: Complete in 1:00.

-Gold: Complete in 2:00.

-Silver: Complete in 4:00.

-Bronze: Complete in 8:00.

Difficulty: Medium.

Unlockables: Character: The Cropolite.

Briefing: It's autopsy turvy down at the Hospital, the corpses just won't stay put and undead priests are roaming the corridors. Mr. Underwood can't believe his luck; he's brushed up his bowler hat and grabbed his trusty shotgun...

Mr. Underwood should ignore most of the zombies. If any enemies get in his way (Directly), he should take them down accordingly, but he should only be rushing through the hospital. The only enemies he should be cautious about are the zombies on fire and maybe a few priests. Once he retireves the skull, he should drop down and return to the entrance.

5.7 >Monkeying Around

These are challenges that have almost nothing in common other than having monkeys. The second one is one of the most frustrating challenges though.

Simian Shootout

Level: Mexican Mission.

Character: Mikey Two-Guns.

Score:

-Platinum: 2000 points.

-Gold: 1800 points.

-Silver: 1000 points.

-Bronze: 600 points.

Difficulty: Hard.

Unlockables: Character: Insect Mutant.

Briefing: An unscrupulous merchant is trying to flood the market with imitation clay monkeys. Use your trusty shotgun to dust those cheap replicas and put him out of business!

Mikey should go up close when he tries to shoot the monkeys, because that's how he will actually hit them with his SPAS-12. The ones that come from the bell are the hardest to smash. Combinations will help Mikey get a good score.

Monkey Mayhem

Level: Circus.

Character: Ringmistress.

Score:

-Platinum: 3000 points.

-Gold: 2500 points.

-Silver: 1500 points.

-Bronze: 1000 points.

Difficulty: Insane!

Unlockables: Characters: Mischief, Lola Varuska.

Briefing: Some evil circus clowns have enslaved the performing monkeys and forced them to carry their watermelons! Free the monkeys by shooting the watermelons out of their paws, but aim carefully...

This is the hardest challenge of them all! I personally, am terrible at using rifles at moving targets! Although the monkeys come from only two directions, they can overwhelm the Ringmistress. For the bigger prizes, the Ringmistress will have to rely on combinations of melon bursts.

Here's another strategy from James "Mike" Rhoten:

"As soon as the challenge starts, look at the doors to the Ringmistress' left. Zoom in on the lower one. When the first monkey comes out, find where the watermelon is and memorize that spot. Restart and aim at that particular spot again and wait for the monkeys to come out. Shoot every one of them (don't worry about the other monkeys from the other entrance). If she shoots all of them, the player should get at least gold. To get platinum, she either needs to be lucky and get a bunch of combos or she needs to be handy with a rifle. If the player thinks (s)he is good enough with a rifle, try hitting some of the other monkeys from the other door. Combinig luck with skill will let the player pull it off after a few tries. I got platinum on my 7th try."

Dam Bursters

Level: Siberia Dam.

Character: Sgt. Shock.

Score:

-Platinum: 9300 points.

-Gold: 8000 points.
-Silver: 6000 points.
-Bronze: 4000 points.

Difficulty: Hard.

Unlockables: Character: Robofish.

Briefing: The Russian Mafia object to the building of the Siberian Dam, and are trying to destroy it through the tactical use of exploding monkeys. It's up to you to save the villages downstream by blowing up the monkeys before they reach the dam!

Shock should activate his chaingun and strafe to face the incoming monkeys. That way, he should have an easier time blowing them up. If his chaingun overheats, then he should switch to his fists and then back. His chaingun will instantly be cold again. This takes practise, but it is a great deal easier than the previous challenge.

Here's a tip from Gregor "Dubble_G" Wilke:

"First turn on the auto aim option under preferences. When the challenge starts hit the button to keep the mini gun spinning (Z for Gamecube). Now for the part that made or broke my score. DO NOT USE THE CROSSHAIR TO AIM (L for Gamecube)! At first this challenge seemed impossible, and I barely bronzed it. That's because aiming manually at the monkeys is a painfully annoying challenge, and most people can't hit enough of the quickly to rack up points. When the match starts stand to the left of the central extended area to get the best angle at killing monkeys. Now aim into the fog and toward the incoming monkeys. With auto aim turned on, and the crosshairs off, your mini gun bullets will sort of home in on the monkeys, and free you up time, and be more accurate. You'll be hitting monkey combos in no time, and rack up points quickly. Rolling monkeys are the top priority, and don't waste time shooting monkeys you will have a hard time getting because plenty more will come. Just keep trying (took me 8 tries for platinum.) "

=====
6.0 >Arcade<
=====

Here's where the Timesplitters series shines! There are many modes to play!
10 available bots and over 100 playable characters spice things up!

6.1 >Arcade Modes<

Here, players can select how fast the gameplay goes.

-Chilled: All players move slowly and always get flinched by bullets.
-Normal: All players move at a moderate pace and sometimes get flinched by bullets.
-Frantic: All players move fast and never get flinched by bullets.

Then comes the game mode.

-Deathmatch: Classic deathmatch free-for-all.

-Team Deathmatch: The team with the most kills wins! Up to four teams can be entered.

-Capture The Bag: Two teams go against each other and try to take each other's bags. Teams score if they get the opposing team's bag and return it to their's.

-Bag Tag: One bag is at a random location. The objective? Try to hold onto the bag to score. Other contestants will chase after the bag-carrier.

-Elimination: A Deathmatch that gives all the players a certain amount of lives. The last player standing is the winner!

-Shrink: Like Deathmatch, but shrinks and grows players according to their rank. The smallest is last, while the normally sized player is first.

-Vampire: Like Elimination, but requires players to kill to extend their lifespan. If it runs out, they're dead! Campers beware!

-Thief: When someone is defeated, they leave a coin along with their corpse. The player who collects the most coins wins!

-Flame Tag: Like tag, but with flames. Try not to get touched by the flaming player! The player that gets flamed the least amount of time wins!

-Virus: Like friend or foe, but with green flames. Try not to get touched by the quickly-growing infection! The player left untouched by fire wins!

-Regeneration: All the players get their health replenished gradually overtime. Can be played like Deathmatch or Team Deathmatch, except with only two teams.

-Leech: All the players can get their health replenished when they hurt or kill opponents. Can be played like Deathmatch or Team Deathmatch, except with only two teams.

-Zones: There are many zones to control. Overtime, teams score depending on how many zones they control during that time. The team with the most zone points wins!

-Assault: The attacking team must complete objectives in order to win before time runs out! The defenders must hold the attackers off until time runs out. There are also turrets on the defenders' side. Human players can only attack.

-Gladiator: One player starts as the gladiator. Only the gladiator can get points by killing the others. When the gladiator is killed, the player that killed the gladiator becomes the new king! The player with the most gladiator-earned kills wins!

-Monkey Assistant: Like deathmatch, except that bot slots are used by monekys that occasionally appear to help the player in last place.

Modes Deathmatch to Bag Tag are available at the start. Modes Elimination and down must be unlocked by certain arcade leagues. Assault has different maps than the normal ones, so therefore, its maps must be unlocked individually.

6.2 >Arcade Maps<

There are over 15 maps to play in (16 maps specifically)! They all have different layouts, and a default music setting, but the music can be changed to the player's/players' taste.

-Mexican Mission: A map based on the Wild-West story level. It features a fountain in the middle of a plateau, and lots of mazes inside the buildings.

-Ice Station: The plains of an ice meteor feature a central tower HQ and many

other outposts on the corners, and has a helipad. Additionally, there's a secret complex underground. Good for the Virus mode.

-Hospital: A creepy hospital with lots of hallways, corridors, infirmaries, and such. There's also a shower somewhere, and many toilets.

-Training Ground: The map with two bases! It also has a waterfall and many useable turrets! Excellent for team-based maps.

-Aztec: The map is based on the outer section of the Aztec level. It has torches that can light crossbows. It also has many corridors and mazes.

-Scrapyard: A large map with bunkers on each corner. There's a central building too, leading to a big bunker. The assault version expands the map, leading underground, through mazes and to the core. Also good for the Virus matches.

-Nightclub: Based on the sunrise club in Chicago, this map has lots of bright rooms and many corridors and an outside area. Fun for the whole family!

-Hangar: This map has a HUGE hangar, as well as other areas with lots of shootouts!

-Robot Factory: Based on the spacious section in the Robot Factory, this map has lots of dark areas and bridges, with some mazes in it.

-Ufopia: Talk about maze city! Based on the UFO depot in Planet X, newer players can get lost easily in here!

-Chinese: Back from the first TS game, this map has an Asian-based scenery with lots of rooms to fight.

-Chasm: Two buildings facing one-another with planks, this map is one of the crazier ones. Don't fall off! The music has the same as the Hangar's.

-Streets: The streets are back! The streets themselves are wide, and the buildings surrounding them are filled with action!

-Compound: A small map, with lots of rain. The compound is filled with boxes and ambushes, and it also has a building with two bunkers.

-Site: Not much is known about this map, since it's the hardest to unlock.

-Circus: Madness lies here, as well as the big-top and sideshow tents.

The levels from Mexican Mission to Aztec are available at the start. Levels Scrapyard to Chasm must be unlocked via the arcade leagues. Streets, Compound, and Site must be unlocked by completing story mode on different difficulties. Circus is unlocked by completing the challenge "Dam Bursters".

The levels available in CTB are:

- Mexican Mission.
- Ice Station.
- Training Ground.
- Hangar.
- Streets.

Also, the Assault levels must be unlocked by the final league in the team series (A,B,and C).

6.3 >Arcade Options<

The games can be customized further with these options.

-Score Limit: The points limit. When the winner reaches this amount of points, the game is over.

-Score Method: Usually, games go by the "Kills-Suicides" method. Here, people can also play by losing points by being defeated, or to just earn points by killing.

-Time Limit: The time limit. When the time's up, the game's over and the player with the most points (or under the winning condition) wins.

-Bag Carrier Can Shoot: On the Bag series, the player wielding the bag can fend off his/her assassins. Even then, the bag carrier cannot dual wield (single wield only).

-Teampay: In Regeneration and Leech, players can play as two teams like in team deathmatch (except with only two teams).

-Friendly Fire Damage: In the team-based modes, friends can get hurt by their teammates. Adds a little extra difficulty.

-Bloodlust: In Vampire, the higher the bloodlust, the faster the "life span" goes down.

-Always Start With A Gun: If on, all players start with the first weapon in the weapon list. This is the only way to get the first weapon, apparently.

-Display Radar: The radar can be displayed or hidden.

-One Shot Kill: If on, one shot will defeat an opponent instantly.

-Handicaps: After players select their character, they have the option of adding a little handicap to their character. The 7 handicaps are: Normal (0), Inexperienced (+1), Novice (+5), Beginner (+10), Veteran (-1), Elite (-5), and Professional (-10). Good for starting and experienced players.

-Music: Each map has a recommended set of music. But some people have a different taste of music. Select a music track for everyone's pleasing if necessary (I do!). Note that the Random music track is bugged.

-Character Abilities: On means that each character has his/her/its own advantages and disadvantages. The bots' skill cannot be changed. Off means that every character has medium accuracy, stamina, and speed. The bots' skill can be changed to fit the player's/players' taste.

-Powerups: There are four types of powerups in the game. Speed, Cloak, Damage, and Shrink powerups. But some people say that powerups mess up the balance in games. So therefore, this can be turned off as well as being available.

-Weapon Set: Selecting this will let players choose a different set of weapons. Each map has its own recommended set of weapons. There are many pre-made sets that has a certain category. Five custom sets are also available to the players.

-Bot Set: This is what makes the multiplayer so fun! Not only 10 bots can play at the same game, but there's over 100 characters to make them play as! Bots can

play as teams and can have a certain difficulty. One to Five indicates their difficulty. The more stars, the more skilled they are. To change their difficulty, character abilities must be off. Like the weapon sets, there are many pre-made sets with a certain category and five custom sets. The tick/cross indicates if the bot is playing or not.

6.4 >Arcade Scenarios List!<

Here's some fun Arcade settings from many TS players (including me!). Try these arcade settings for some neat action! Sometimes, the scenarios will require the players to be a certain character or to be on a certain team.

"Brick people"

Team Deathmatch
Score Limit: 100
Score Method: Kills - Suicides
One Shot Kill: Yes
Time Limit: 15 mins
Friendly Fire Damage: Yes
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: Yes
Powerups: No
Music: Recommended

Weapon Set:
Slot 1: Brick
Slot 2: Brick
Slot 3: Brick
Slot 4: Brick
Slot 5: Brick

Players:
Red: Gingerbread Man x2 + Players

Blue: Handyman x8

Level: Ice Station, Compound, Site, Chinese, Circus.

"Don't those crazy-lookin' chaps like throwing stuff at each other or what?"

"Time Wars!"

Team Deathmatch
Score Limit: None
Score Method: Kills - Suicides
One Shot Kill: No
Time Limit: 15 mins
Friendly Fire Damage: No
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: No

Powerups: No
Music: Recommended

Weapon Set:
Slot 1: x2 Pistols (any)
Slot 2: Tommy Gun
Slot 3: Tommy Gun
Slot 4: SPAS-12
Slot 5: TNT

Players:
Red: Players and another favourite character.

Blue (Team 2000): Khallos, Sgt. Shock, Riot Officer.

Green (Team 1900): Jared Slim, Marco the Snitch, Jacque de la Morte.

Yellow (Team 3000): Mox (any), Sentry Robot, Male Trooper.

All are 3 stars, the bot on the red team is 5.

Level: Nightclub.

"Two friends stumble upon the Time Machine and cause a total time rift among the universe! Notable characters from numerous time periods team up together and duke it out on 3 factions! It's up to the two pals or gals to survive!"

"Mox Wars"

Team Deathmatch
Score Limit: Any
Score Method: Any
One Shot Kill: Either
Time Limit: Any
Friendly Fire Damage: Maybe
Always Start With Gun: Maybe
Display Radar: Maybe
Handicaps: Maybe
Character Abilities: Maybe
Powerups: Maybe
Music: Recommended

Weapon Set:
Sci-fi Handgun
Electro Tool
Plasma Autorifle
Lasergun
Homing Launcher

Bot Set:
Ozor Mox x5 Blue
Mezor Mox x5 Red

Level: Ufopia.

"Take a real understanding of the Mox conflict!"

"Attack of the Clones!"

Team Dethmatch
Score Limit: None
Score Method: Kills - Suicides
One Shot Kill: No
Time Limit: 15 mins
Friendly Fire Damage: No
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: No
Powerups: No
Music: Recommended

Weapon Set:

Slot 1: x2 Pistols (any)
Slot 2: Tommy Gun
Slot 3: Tommy Gun
Slot 4: SPAS-12
Slot 5: TNT

Players:

Red: Trooper White and Nikolai (be either).

Blue: Khallos, x2 Trooper Black, x3 Trooper Green, x3 Pvt. Coal.

The Red Bot and Khallos are 5 Stars, the rest are 2-3.

Level: Any.

"Poor Nikolai and his Gas-Masked friend have been experemented by the evil maniac, Khallos. To get their revenge, the two have decided to smash all of Khallos' specimens and hunt down Khallos themselves!"

"Real Life"

Team Deathmatch
Score limit: 100
Score Method: Kills - Suicides
One Shot Kill: Yes
Time Limit: any
Friendly Fire Damage: Yes
Always Start with a Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: Yes
Powerups: No
Music: Reccommended

Weapon Set:

Slot 1: Silenced Pistol
Slot 2: Silenced Pistol x2
Slot 3: Tactical 12-Gauge
Slot 4: Sniper Rifle
Slot 5: None

Players:

Red: Gingerbread Man x2 + Players

Blue: Handyman x8

Level: Robot Factory, Scrapyard, Compound, Streets, Aztec, Ice Station, Mexican Misson, Chasm, Chinese.

"Definately not like actual real life."

"Beware the Moldy Gingerbread Man!"

Virus

Time Limit: 15 mins

Always Start With Gun: Maybe

Display Radar: Yes

Character Abilities: Yes

Powerups: Yes

Music: Recommended

Weapon Set:

Slot 1: Any

Slot 2: Any

Slot 3: Any

Slot 4: Any

Slot 5: Any

Bot Set:

Gingerbread Man (MUST BE IN THIS SLOT)

Jake Fenton

Lady Jane

Big Tony

Hatchet Sal

Slick Tommy

Louie Bignose

Jimmy Needles

Marco The Snitch

Braces

Level: Any.

"The Moldy Gingerbread Man is out, so beware! Don't get caught by the plague!"

"Crazy Laboratorymonkeys! Invasionforce to the rescue!"

Team Deathmatch

Score Limit: 100

Score Method: Kills

One Shot Kill: Yes

Time Limit: Any

Friendly Fire Damage: Yes

Always Start With Gun: Yes

Display Radar: Yes

Handicaps: No

Character Abilities: Yes

Powerups: No

Music: Recommended

Weapon Set:

Slot 1: Luger Pistol x2
Slot 2: Soviet S47
Slot 3: SB P90 Machinegun
Slot 4: Sniper Rifle
Slot 5: Tactical 12-Gauge

Players:

Red: 3-4 Trooper Green + Players (as Trooper Green)
Blue: 6-7 Monkeys

Level: Hospital

"Oh noes! Monkeys on steroids have been busted loose out of the labs and have begun making havoc among the hospital! There's only one team that can stop them, and that's the good old SWAT team!"

"Let's melt those snowmen!"

Team Deathmatch

Score Limit: 100
Score Method: Kills
One Shot Kill: Yes
Time Limit: Any
Friendly Fire Damage: Yes
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: No
Powerups: No
Music: Recommended

Weapon Set:

Slot 1: Crossbow
Slot 2: Crossbow
Slot 3: Crossbow
Slot 4: Crossbow
Slot 5: Crossbow

Bot Set:

Blue: Many, many, many snowmen, maybe 5, 6 or 7.

Level: Aztec

"Some people just don't appreciate Frosty, especially if it's in the middle of an Aztec treasure hunt!"

"Chinese Resturant Cook-A-Thon! "

Cheats: Silly Hats (with chef hat).

Game Mode: Deathmatch, Team Dethmatch, Elimination, Leech, Flame Tag, Virus.
Score Method: Kills-Suicides
One Shot Kill: No
Time Limit: 15 Minutes
Friendly Fire: Yes

Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: Yes
Powerups: Optional
Music: Reccommended

Weapon Set:
FlameThrower
Flamethrower
Flamethrower
Fire extinguisher
Fire extinguisher

Bot Set:
Chinese Chef
Calamari
Duckman Drake
Gingerbread Man
Monkey
Dinosaur

Level: Chinese

"Get ready for a good meal, because the Chinese Chef is going to win the competition, perhaps with his traditional Calamari, or maybe he'll make a twist with his BBQ Drake! He could make some Gingerbread Men for the holidays, quite-edible Monkeys, or even go back in time and get himself some Dino meat!"

"Lion Hunters"

Team Deathmatch
Score Limit: 100
Score Method: Kills
One Shot Kill: Yes
Time Limit: Any
Friendly Fire Damage: Yes
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: Any
Powerups: No
Music: Recommended

Weapon Set:
Slot 1: Crossbow
Slot 2: Silenced Pistol
Slot 3: Silenced Pistol x 2
Slot 4: Sniper Rifle
Slot 5: Shotgun

Players:
Red: 3-4 Captain Ash + Players (as Captain Ash)
Blue: 6-7 Leo Krupps

Level: Aztec

"Crikey! There's the king of the Jungle himself! Let's go kick his bunghole!"

"TS1 Tribute"

Game Mode: Deathmatch, Team Deathmatch, Bagtag, Capture the Bag
Score Limit: Any
Score Method: Kills or Kills-Losses
One Shot Kill: No
Time Limit: Any
Friendly Fire Damage: Yes
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: No
Character Abilities: No
Powerups: No
Music: Anything from TS1

Weapon Set:
Anything from TS1

Bot Set:
The Impersonator
Gingerbread Man
Chinese Chef
Duckman Drake
Robofish
Badass Cyborg

Level: Chinese, Streets, Compound, Site, any TS1 mapmaker re-make.

"It's old-school time!"

"Goldeneye Tribute"

Deathmatch or Team Deathmatch
Score Limit: 5, 10, 20, or None
Score Method: Kills - Suicides
One Shot Kill: Optional
Time Limit: 5, 10, 20, or None
Friendly Fire Damage: Yes
Always Start With Gun: No
Display Radar: Yes
Handicaps: Optional
Character Abilities: No
Powerups: No
Music: Recommended or Siberia Boss

Weapon Set:
Slot 1: Silenced Pistol
Slot 2: Garrett Revolver
Slot 3: Soviet S47
Slot 4: Sniper Rifle or Tommy Gun
Slot 5: Any

Bot Set:
Harry Tipper
Kitten Celeste

Khallos

Level: Preferably a Goldeneye remake on MapMaker.

"Experience the wonders of this N64 Shooter classic!"

"You Only Live Twice"

Elimination

Number of Lives: 2

Score Method: Kills - Suicides

One Shot Kill: No

Always Start With Gun: No

Display Radar: Yes

Handicaps: Optional

Character Abilities: No

Powerups: No

Music: Any

Weapon Set:

Slot 1: Silenced Pistol

Slot 2: Garrett Revolver

Slot 3: Any non-plasma automatic or submachine gun

Slot 4: Sniper Rifle

Slot 5: Rocket Launcher

Bot Set:

Harry Tipper

Kitten Celeste

Khallos

Jungle Queen

Henchman

Nikolai

Chinese Chef

Level: Chinese

"The name's Bond, James Bond."

"Halo"

Regeneration

Teamplay: Yes

Score Limit: Any

Score Method: Kills - Suicides

One Shot Kill: No

Time Limit: Any

Friendly Fire Damage: Yes

Always Start With Gun: Yes

Display Radar: Yes

Handicaps: No

Character Abilities: Optional

Powerups: Optional

Music: Any

Weapon Set: Plasma

Bot Set:
Male Trooper x4 Blue
Meezor Mox x4 Red

Level: Ufopia, Scrapyard, Robot Factory, Ice Station, or Aztec

"Where's Master Chief?!"

"Colours Galore"

Deathmatch
Cheats: Paintball
Score Limit: None
Score Method: Kills
One Shot Kill: No
Time Limit: 5 or 10 minutes
Always Start With Gun: Yes
Display Radar: Yes
Handicaps: Optional
Character Abilities: Yes
Powerups: Yes
Music: Any

Weapon Set:
Slot 1: Luger Pistol (orange)
Slot 2: Shotgun (yellow)
Slot 3: Tommy Gun (orange)
Slot 4: Sniper Rifle (blue)
Slot 5: Rocket Launcher (purple)

Bot Set:
Chasibot
Dinosaur
Gingerbread Man
Lean Molly
Maiden
Marco the Snitch
Snowman
Aztec Warrior
Calamari
Dr. Peabody

Level: Preferably a small stage or Training Grounds

"Lolz, stupid newbies!"

"Run from Robots!"

Mode: Team Deathmatch
Players: 1-4
Score Limit: 50
Time Limit: None
Powerups: Off
Start With Gun: On
One-Hit-Kills: Off

Abilities: On

Weapons:

- 1: SciFi Handgun
- 2: 12-Gauge
- 3: Soviet S67
- 4: Plasma Autorifle
- 5: Rocket Launcher

Players:

- Red: Players (not as robots)
- Blue: 3x Chassis Bots, x4 Sentry Bots

Arena: Robot Factory or Scrapyard

Music: TS1 - Spaceways/Cyberden

"The last of the living has been chased down by robots. It's up to our heroes to survive against this attack!"

=====

7.0 >Game Cartridges<

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Minigames unlocked in certain difficulties in story mode. To play the minigames, press reload on the Uplink.

7.1 >Anaconda<

Unlocked in: Siberia in any difficulty.

Difficulty: Medium.

Located: In one of the shelves in the first room in the research building.

Difficulty to locate: Hard.

This is one game almost everybody knows from media to cell phones. The game's rules require the player to collect dots that give points while not crashing into the walls or into his/her own tail. His/her tail grows whenever (s)he grabs a dot. Some differently coloured dots move about and give more points to the player. It's simple until the player's tail becomes really long.

The cartridge is relatively easy to miss, but it does appear in every difficulty. Search the shelves in the first room of research facility to find this game.

7.2 >Astro-Lander<

Unlocked in: NeoTokyo in Normal or higher.

Difficulty: Hard.

Located: In one of the lockers at the hackers' hideout.

Difficulty to locate: Medium.

This is easy to find, mainly because it comes with the SBP90 SMG. This game is hard to play though, because the ship is VERY VERY fragile. There is a limited amount of fuel to use, making the game even harder.

7.3 >Retro-Racer<

Unlocked in: Robot Factory in Hard only.

Difficulty: Medium.

Located: Under a Ramp in the room where the last energy node is.

Difficulty to locate: Insane!

This is the hardest to find, because it is located in the hardest level in the hardest difficulty with bad music! Here's some information about this cartridge written by ShadowMario3.

"It's relatively easy to play, where you use the A (or action button) to accelerate and the control stick to turn. The track is really simple, and you have to race 5 laps on it, then you'll see if you get a high score."

A second player can join in on the fun!

=====

8.0 >Mapmaker<

=====

The unique thing about this game is that it has its own mapmaker! Unfortunately, this one is only good for making multi-player maps, not stories. However, it can still be a useful tool to use, nonetheless.

To use the mapmaker, there are these tools:

Tiles:

Tiles are needed to make the complete structure of the map. There are many assortments of these, but their ends can only connect to certain ends (red to red, and blue to blue).

Items:

These are to make different things such as weapon pickups to starting points, to even doors and windows! Keep in mind however, these take up more memory than tiles. Even Bags n' teleports are available!

Story Enemies:

Unfortunately, there are only 10 enemies to choose from. They can be stationary, patrolling, or to be spawned from a certain event! Some enemies, like zombies, cannot be armed with a weapon, and enemies can only be armed with a weapon from the weapon menu.

Logic:

These are how events are made. They make switches do things, and can perform certain objectives! It's pretty complex here, so I will not go in depth in this part.

=====

9.0 >And the Rest!<

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All of this will cover up the rest of the guide.

=====

9.1 >F.A.Q<

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Q: I can't get past the stone door in the Aztec Level!

A: Turn the Pillars to make their symbols face each other. It's complex at first, but then it becomes cinchy once the player gets used to it.

Q: How come human players can not do those special feats that the Bots can?

A: Maybe it's to balance the skills between human players and bot players, assuming that the human player is a professional.

Q: On "Playing with fire", the player gets a gold and cannot get a platinum. How does he/she do it?

A: This beastly glitch happens when the player gets gold (bronze and silver are still healthy). It's because the scoreboard confuses the banana collection amount. It doesn't label the time when the player acquired the 24 bananas. To get platinum, get 24 bananas with at least one second remaining on the timer. This is unfixable, so turn off your system if you get gold.

Q: Does the score in "Bags of Fun" mean Bags or better, or is it Bags better than the opposing team?

A: Better than the opposing team. If the player gets a score like 7-2 and only gets silver, he/she only got 5 bags better. The player will need to improve his/her score to get the higher medal (matching the requirements to boot).

Q: Can I unlock new tilesets in Mapmaker?

A: No.

Q: What does "Surf Time" mean?

A: It refers to the amount of time spent standing on that little crate that moves about in the Hangar level.

Q: What levels does "Civilian Casualties" apply to?

A: Chicago, Neotokyo, and Atomsmasher.

Q: Can I unlock the civilians in Neotokyo as playable characters?

A: No. The Consultant is also impossible to obtain.

Q: I only want to get a certain part of this guide! What can I do?

A: Select what's necessary and then right click and click on copy (or select and then press control C). Then go to some other word document, right click, and paste (or press control V). Print away!

Q: I want to contribute to this guide by writing some information for it!

A: Go right ahead. E-mail me at boocatcher5(@)hotmail(.)com (omit the brackets).

Be free to e-mail me some more questions. Rules for it are explained below.

=====
9.2 >Email Guide<
=====

Here are some ground rules for sending me e-mails.

1. Spell correctly with good grammar.
2. Don't ask something that's already inside this guide.
3. Try to make your strategy neat, because I will directly take your strategy from your E-mail. Also, pressing enter at the end of each line would help.
4. Don't forget about the subject (Timesplitters)! Then I will know what the topic is about.
5. Don't ever try to contact me through a messenger program. Ever.

6. If there's an error or a vital note for the guide missing, please inform me of it immediatley.

7. If you're going to criticize my guide, please leave some constructive criticism.

8. Don't forget to leave your nickname so that I can put it on the credits!

Just give me these things if you want to contact me about the guide.

1. Strategies on incomplete stuff.
2. Additional FAQs.
3. Notable glitches.
4. Other stuff to make this guide interesting.

Here's a list of things not to send me (I will block whoever sends me the following):

- Spam
- Death Threats
- Invitations to Facebook, Myspace, any kind of blogging websites (because I never use them)

9.3 >Website List<

This is a list of the Websites that this guide is available to:

- GameFAQs.
- GameSpot.
- Neoseeker.
- MMGN.

=====
9.4 >Credits<
=====

- Me, the Author.
- Mike, for additional assistance on the Niki-Jinki-Bricky League and the Monkey Mayhem Challenge.
- ShadowMario3 for the Retroracer information.
- Koopas 64, DesireGamer, The Devil of Nothing, and another individual for their Scenario ideas.
- Guitar Freak and Crazy Reyn" for their Banana Chomp maps.
- Dubble_G for the extra "Dam Bursters" tip.
- Glass Giant for the ASCII art program.
- Free Radical for the game itself.
- GameFAQs for uploading this guide.

9.5 >Legal Disclaimer<

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