

TimeSplitters: Future Perfect FAQ/Walkthrough

by shamu200

Updated to v0.66 on Apr 16, 2005

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Note: This guide was written with the GCN version of TimeSplitters: Future Perfect, and while most of this guide can be applied to both the Xbox and PS2 versions of the game, there are certain differences between this one and the other two that can't be covered (like the online play.)

If you would like to jump to any of the sections or their sub-sections just use your browser's find feature (usually Ctrl + F) and type in the section name or the sub-section ID (i.e. #0.0) and you'll be taken straight to it.

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| Pre-sections |
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|#0.1 - Version History
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/0.01\
Just started writing the FAQ. I have completed 3.1% of the game so far.

/0.02\
Added some ASCII art made by using the TimeSplitters: Future Perfect logo in ASCII Generator. Also added various ASCII borders around headings.

/0.03\
I've finished the walkthroughs all the way up to (1924) Scotland the Brave on Easy. I've also added a walkthrough for the Cat Driving part of Challenge Mode.

/0.12\
I've completed walkthroughs for all parts of the first three challenges in Challenge mode.

/0.17\
The walkthrough for (1969) The Russian Connection is now finished.

/0.19\
I've added the fourth challenge in Challenge Mode to the FAQ now. I've also given two new sites permission to use this FAQ, which are listed down in the Legal section. Finally, in case you are wondering how I come up with the version numbers here (as they are pretty jumpy), I am using the whole numbers of my percentage of the game that is complete at the time I change versions.

EDIT: In this version, I spent about 30 minutes stripping out the line breaks in each paragraph so I could use this FAQ in Microsoft Word. This will allow me to have a more powerful spell checker, and now I'll also have a grammar checker. In addition, I'll be able to let Word take care of most of the line breaks when I save the file over to its text version. This will let me worry

about other things than trying to keep each line at 79 characters.

/0.27\

I've added a Contributions/Thanks section. I've added walkthroughs for some of the Arcade League missions. I've also added some more walkthroughs for Challenge Mode. The codes for Challenge Mode have been changed to accommodate the Arcade League. I've improved the codes for Challenge Mode to make it easier to get to the individual challenges.

/0.53\

Sorry that it's been so long, but I've added a whole lot to this update. I now have walkthroughs for all the Arcade League challenges, and all but two of the Challenge Mode missions. You're also getting another Story Mode walkthrough, this time the second '69 mission: The Khallos Express. Umm... there's been more contributions, so go check 'em out. I've also added another website to the list of people who can host this FAQ, but you will be able to always find the most recent version here on GameFAQs.com. Finally, I've changed the look of the version history. I think it looks better and is easier to read :D

/0.66\

Sorry that it's been so long, but I have another two levels for you. I've also finished up the walkthroughs for Challenge Mode. Umm... I can't really remember anything else, so that's all for now :D

,-----
|#0.2 - Introduction
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Well, this is my very first FAQ here on GameFAQs, or really anywhere else. When I had my own website (Game Cheats Central) on Geocities a couple of years ago I was planning on writing a complete walkthrough for all aspects of TimeSplitters 2, but I sadly lost interest in the site before I had completed it. I had complete walkthroughs up through the NeoTokyo level on Easy. Anyways, seeing as three days after TimeSplitters: Future Perfect came out there still wasn't a FAQ written I decided to write one myself (impatient, aren't I?) I knew that the void would be quickly filled so I started as soon as I got the idea.

I most likely won't be finishing the sections in perfect order (i.e. First Story Mode, then Arcade League, etc.) I'll just be writing them up as I play them. As you can see I've already shown that I'll be doing it fragmented. I have (as of 3/29/2005) the first three Challenge Mode walkthroughs finished, along with the first three Story Mode levels. I don't really like to play it all in perfect order on a game like this, so I'll end up writing it in an imperfect order.

You can find the legal and contact info at the bottom of this FAQ. Please take the time to read it if you want to contact me or if you are interested in using this FAQ on a site other than GameFAQs.com

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|Section 1: Story Mode
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| #1.1 - (2401) Time to Split |
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|Sergeant Cortez returns from a daring assault on a TimeSplitter space
|station - with him he carries the recovered Time Crystals which could
|bring the war to an end. On his final approach a laser hit causes his
|ship to malfunction and Cortez is forced to crash land. It is essential
|that he brings the crystals back to Spacetime Marine HQ.
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After the cut scene ends, you'll still be unable to control yourself for a short bit. Blame it on the fact that Cortez decided he wanted to land upside down. Anyways, after you drop out of the ship a Marine will hand you the Scifi Handgun. He'll then run off, so equip the Scifi Handgun and follow him. If you want, you can change the fire mode to 'Ricochet' by pressing UP on the D-Pad.

NEW OBJECTIVE: Reach the rebel base

You'll catch up with another marine who is taking cover behind some debris, and when you get close enough you'll be attacked by three of the enemy. Dispatch them and then run ahead some. You'll find two of them across the gorge; one is next to some debris and the other will come running up from the left. After they are gone, your Marine friend will tell you to follow him again.

He'll take you across a ship that just happened to be lying over the gorge (convenient, eh?) Anyways, follow him across and you'll find another three enemies. You can use the debris for cover, but with the two Marines helping you I don't think you really need to worry about them damaging you much (if at all.) The first two shouldn't be a problem but the third one is taking cover behind a boulder. If you zoom in you should be able to have a pretty clear shot at his head. Of course, there's still the Marine you met up here shooting at them from the other side of the gorge and the one who you are following, so he shouldn't pose any real threat either.

Run ahead and don't forget to pick up the enemy's ammo while you're at it. Very quickly, you'll come up to a turn that will take you straight to several Marines that are pinned down by enemy fire. If you need the health, either before or after this shoot out, you'll find some by the first Marine on your right.

There are probably around a half-dozen of the enemy right here. As before, don't miss their ammo. In addition, one of the enemies dropped a Plasma Rifle. Make sure to pick that up so you'll have an automatic weapon in your arsenal. Down by the end of the rocks along the wall to your right you will find some more ammo and some Plasma Grenades.

Up ahead you'll see some Marines on a bridge. Sadly, they didn't see the fighter crashing towards it until it was too late. They both blow up, taking the couple of Marines standing on it with them. Below the bridge along your path, you'll encounter five more enemies. You can pick them off with the Scifi Handgun or rip them to shreds with your new weapon. You could probably even get them with a Plasma Grenade. The first four are grouped together near the boxes just under the bridge, but the fifth one you probably won't be able to see until you've walked over to the boxes.

Run up ahead and you'll see this MASSIVE Splitter mothership floating there. The Marines waste no time in shooting her down, and she'll come crashing down straight towards you! There's nothing to really worry about though :P Anyways, plenty of ammo is just lying at your feet, and along the wall to your right you'll see another health pack. Now you have two Marines tagging along with you, and they'll both run around the corner.

Around the bend you'll find another Marine who is standing by a Sniper Rifle. Turns out that the enemy has a little bunker just up ahead and they can't kill them. In an in-game cut scene, you'll see a soldier (Miller) who decides to be brave and promptly gets filled with holes.

Anyways, take the Scifi Sniper from the Marine, crouch down, and peek around the corner. You can shoot them both down, but another two enemies will just replace them. What you need to do is shoot the barrels on the right. They blow up, as all barrels are supposed to, and you'll be free to move ahead. Your new friends won't be joining you, as they need to hold that canyon. Move on ahead.

Just around the bend, you and your now solitary friend will have to deal with a TimeSplitter. He'll come running down the wall to your right. If you've played the last game (and possibly the first, although I've never played it), you'll remember the Splitter's annoying ability to turn invisible. If you can kill him before that happens, good for you. Otherwise you'll just need to either follow the Marine's gunshots, wait for the Splitter to reappear so he can shoot you (with electricity), or catch sight of him when he gets hit. Your Plasma Rifle is best for this as it can fire rapidly enough to take down the Splitter before you receive too much damage.

After he's been taken down another will come up, running towards you from the hill in up ahead along the right wall. Dispatch him just as you did the first one. Afterwards, follow the Marine ahead. You'll be hearing gunfire, and you'll soon see why: Three Splitters are ganging up on one Marine! They are all to your right, with one getting uncomfortably close to the Marine. He's to your left, sitting down against the canyon wall, and screaming for help and a medic. Anyways, take out the closest one first and then the other two that are moving towards you. After you have finished up with them, the Marine will thank both of you and ask you to follow him.

NEW OBJECTIVE: Use the gun emplacement to defend against the
TimeSplitter attack

He happened to be sitting next to a machine gun nest, and he wants you to man it. I would've manned it without him asking, but... Anyways, you had better man it quickly as you'll have plenty of Splitters to deal with shortly. They will start by coming towards you from in the front, but soon you'll have to deal with some coming out of the canyon pass that you came out from. They will also be coming down the canyon wall in front of you.

The Marine will gladly alert you to Splitters coming from new directions, so just make you pay attention to him. Overall, I'd say there is 1-2 dozen of them. After you finish them off dismount the gun so you don't accidentally shoot your fellow Marines that are coming towards you. You should pick up the ammo that is behind you after you dismount.

OBJECTIVE COMPLETE: Use the gun emplacement to defend against the
TimeSplitter attack

Run over to where the Marines came from with your Marine friend and turn the corner at the end. You'll see a bunch of Marines and several Splitters battling it out.

NEW OBJECTIVE: Help defend the rebel base

All you have to do is help kill off all the TimeSplitters. There are at least a half-dozen of them, so this won't just rush by in a couple of seconds. There several that are right in front of you, and more will be coming from up ahead

and to the right. After you clear the path directly in front of you, go ahead and move closer. Eventually you'll get close enough to look down the path they are coming from, but make sure none have slipped past you or you might get a good blasting from the side. Once enough of them are dead you can move on, so head back behind the row boxes some of the Marines are using for cover.

OBJECTIVE COMPLETE: Help defend the rebel base

Don't worry about the Marines you've left alone, as they'll be getting fire support from the ledge. Quickly run to the back of that area and take the door to your right. Congratulations, you've just passed the first level and given humanity a second chance for survival!

OBJECTIVE COMPLETE: Reach the rebel base

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| #1.2 - (1924) Scotland the Brave |
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|Cortez has been sent back in time to Urnsay, a small island off the coast
|of Scotland to investigate the time travel residues which Anya detected.
|On arrival he finds himself in the midst of a battle raging between the
|British Navy and foreign troops occupying the island. Fortunately the
|eccentric Captain Ash has offered to lend a hand. What ho!
`-----

Cortez yet again decides to make trouble for you, this time by initiating the British Navy's attack on the island. The cut scene is truly funny though, as is Captain Ash. After you've all agreed to help each other, Captain Ash will take you over to the island. Once landed, he'll hand you the Kruger 9mm. You also have your Temporal Uplink now, which is really quite useful. In its default mode it can pick up certain objects (like barrels), and then when you release the trigger it will shoot it forward. The results can be quite explosive sometimes! Its secondary mode happens to be your map/radar. It can't see too far ahead and it takes a couple of second to warm up, but it still can be useful. Anyways, take out your Kruger and let's head off.

NEW OBJECTIVE: Protect Captain Ash

NEW OBJECTIVE: Infiltratethe castle

If you head over to the little boat you two came over in, you can pick up the Flare Gun. After you've run up the hill a short ways, you'll come across an archway that Captain Ash will crouch down by. You should to, that way you'll be able to listen in on the guards' radio transmission without them noticing you.

Anyways, they won't start to say anything until you move under the archway, but it would probably be best to wait until after Anya is finished chatting with you and Captain Ash talks about how *shady* they look, that way you can easily understand them. After the radio transmission is over go ahead and take them out. If you want to be sneaky with killing them, you can always use the Kruger's secondary fire mode, which adds a silencer to the end of the gun. Using the silencer seems to make them completely oblivious to you if you go for headshots.

After you have taken down the two in the lookout post move forward and you'll see a third guard standing off to the left where the first two were. Once you have moved close enough to him, some artillery or something will come crashing

down on him, saving you the trouble of eliminating him. Of course, if you weren't trying to be stealthy he would've come after you by now. Once all three are dead, you should head over to where the first two were. There you'll find the Vintage Rifle and some ammo for your Kruger. If you went for headshots though it'll only increase your ammo by two bullets, but you never know when they could come in handy.

Now walk up the pathway and when you get close enough to the first building it will blow up! Make sure you've pulled out your Vintage Rifle, because you'll have at two enemies shooting at you from up on the ledge just ahead of you. You can always use the building for cover against the one to your right while you take care of the one on the left. Once you've eliminated both of them, go just past the blown up building and make a right. Continue all the way forward as far as possible and then make another right. Enter the building there and climb up the stairs. At the top, you'll find five Grenades.

After you've picked up the Grenades, head back to the slope and continue up it. It would be wise to crouch down and hug the right side of the path, because just around the bend is another machine gun nest pointed straight at you. Once you get close enough a plane will bomb the hell out of it and you'll be safe to move on. Close enough would happen to be along the wall just behind Captain Ash. Once you hear the satisfying explosion and see a plane fly closely over your heads you'll know it's safe to move on.

After you run up the hill, you'll have several enemies to deal with. There are one on each side of the balcony on the ground, and then one on top of the balcony. The one to the right of the balcony will be blown to kingdom come, so don't worry about him. You can snipe the one on the balcony and Captain Ash should take care of the one on the ground.

Now before you run off to the castle with Captain Ash you have some things to take care of. Switch over to your Kruger 9mm and look over to the two buildings to your right. There is an enemy standing on the side facing the ocean that has a Kruger 9mm (x2). Run around the building and fill him with holes. Take his double Kruger and then switch to another weapon and back again (it won't automatically pull out the second Kruger as soon as you pick it up, so this'll get it out.)

Now that he's been taken care of, run into the building he was next to. In the back-right corner you'll find some Body Armor. Pick it up and head over to the door under the balcony to catch up with Captain Ash again. Once inside, head out into the opening. You'll see two gates fall down, trapping you and Captain Ash with the enemy.

Checkpoint Reached

There are four guards on the lower level, and at least two up on the second floor. After they are taken out, run over their weapons. You'll find a new one, the K-SMG. This is your automatic weapon for the level, although as Anya mentions it isn't listed for this time period. If you need more Grenades, you can find a box of them on the left side of the room behind some boxes near the back.

NEW OBJECTIVE: Escape the trap

All right, now it's time to head up the stairs. You'll find them at the back of the room on the right side. Right at the top of the stairs is another enemy. Dispatch him and make a left to find two more guards. Kill them quickly and move to the end of this side of the platform. You can either go into the room there or stay right at the entrance, but either way you'll have one last enemy

shooting at you from the room at the end of the platform on the other side of this room. Once you've taken him out you can begin to worry about getting out of the trap they set for you.

Oh, if you're low on Body Armor you can find some more in the left corner of the room nearest you inside the room on this side of the platform. In the room opposite of this one is a health pack if you're in need of that as well. Ok, in the room with the health pack is a switch to raise the portcullis. Flip it and you'll raise the gates.

OBJECTIVE COMPLETE: Escape the trap

Once you've run about halfway down this side of the platform, you'll find out that the water is rising in the middle of the room, bringing the gunboat there with it. You'll have to disable the gunboat so Captain Ash can move on, so head over to the crane controls on the platform that connects the two sides together.

Activate the crane and lift the gun, and the gunman, off the boat. Drop him into the water and you're free to go. If you drop him back onto the boat though, well things will be a tad more difficult now. You won't be able to pick him up again with the crane, so head back down to the first floor and use your Temporal Uplink to grab him. Lift him over the water and let him go. With luck, he'll be shot into the railing and fall into the water.

After that fiasco is finished, head back over to Captain Ash so we can move on. Run through the door and you'll be back outside. Once you turn around the bend, you'll see a building off to your right.

Checkpoint Reached

Go on a little further and a plane will bomb a truck, sending its passengers and itself to a watery grave. Anyways, head down to the end of this road and hand a right. You'll see another truck just waiting for you to drive it, but first you need to take care of the enemies inside the building. There are explosive barrels inside & outside the building, so you can use your Temporal Uplink to toss them around in there. You could also throw a Grenade into the building with similar effects. There are three guards in there, so take them out as you wish.

After they are gone head into the back room where you'll find a Vintage Rifle on the table and some more Grenades on the floor. If you climb the stairs behind you, there's a Health Pack at the very top of them. Once you have finished up in here, go outside and take the drivers seat of the truck. Captain Ash will mount the machine gun in the back. That doesn't mean he'll have all the fun though, as you are free to run over anyone you wish! All right, now drive the truck back onto the road and just follow the path.

Two enemies down and you'll come across a gate. Just run that down like you probably did the enemies and take down the third one just past it. Up ahead is another lookout post thingy along with another soldier. You'll find some more Grenades behind it if you need them. Now just past the lookout station is a drawbridge, but it's not lowered! Don't worry though, as you can use your Temporal Uplink to grab a hold of the lever on the other side and pull it down, lowering the bridge.

If Captain Ash hasn't already taken them out with the machine gun, you'll have two enemies to deal with. The first will have mounted the machine gun nest on the other side of the gap. The second will be on top of the castle ahead, so you'll need to use the Vintage Rifle to take him down unless you're a really

good shot. The first can be eliminated however you see fit ;D

Once you've lowered it, jump back into the truck and make your way across the bridge. Just past the archway up ahead are two enemy soldiers that are quickly dispatched under the might of your truck. Make your way around the bend and you'll run into another guard. If Captain Ash doesn't take him out with the machine gun, you surely will with your truck. Don't worry about the barrels rolling down the hill just after him, as it doesn't seem like you can set them off by running them over. Climb to the top, taking out the last two enemies on this path and park your truck somewhere.

By the truck on its side, you'll find another Health Pack along with some TNT. Grab the TNT and place it on the left door (the right door seems to do nothing but waste your time and ammo.) Stand back and watch the fireworks. You may need to use your Temporal Uplink to clear away the barrels around the explosives if you can't move past them.

Anyways, now that the door is gone you should head through it. You'll find a couple of dead guards just inside it, so feel free to loot them for their ammo. You may also want to pull out your K-SMG, because you'll have to deal with three guards who are packing that same weapon almost as soon as you enter the room.

Checkpoint Reached

OBJECTIVE COMPLETE: Infiltrate the castle

NEW OBJECTIVE: Locate the time crystal mining site

Two will be up on the second floor, and the third will be on the staircase. Take them out quickly, and climb the staircase. Go around the pathway and you'll run into another two guards. The first will come out of the room right in front of you while the other one will come out of the room that is to the right of the first one.

After they are all gone, Captain Ash will start talking about needing to find a good vantage point. He'll go into the room where the last guard came out of, where he'll end up looking through two crates before finding a pair of binoculars. After that, he'll go through the only other door in here and find a box of flares. He'll tell you to move on and he'll catch up to you later, but if you stick around until after he has lit the box of flares on fire and moved over to the left side of the balcony you can see a rather nice fireworks show.

Just head out onto the balcony and look straight up. If you look over to the box you'll see the flares shooting out of it. This won't last forever though, so head on back to the room with the stairs so we can move on. All you have to do is head straight and just follow the pathway, since it only goes one way.

Once you enter the next room, you can choose to go left or right. If you don't need any health go right, but if you do, there's a Health Pack to your left. Anyways, go to the other side of this room and try to open up the door. This'll start up an in-game cut scene. I won't ruin it for you, but it's definitely funny. Afterwards you can now go through the locked door, so let's not waste time doing so.

This room appears to be a wine cellar, and inside happens to be one really drunk guard. He poses no threat to you, so no need to kill him. You can pick up some more ammo for your Flare Gun next to him though. After you're finished there go to the lift on the right side of the room. Get on it and Captain Ash will activate it for you. He won't stay long though, as he still has "someone he needs to rescue!"

Checkpoint Reached

Go into the hallway and hang a left. Duck into the indentation in the wall and pull up your radar on your Temporal Uplink. You'll hear a guard complaining about the bugs in here, followed by him sneezing. He's on the other side of the metal bars, and he will walk past you without seeing you. On your radar, you should see a big room ahead of you. He's heading for there, but he will be back shortly. Now make sure you are hugging the right side of the indentation (that is your right when you are facing the large room on radar.) Another enemy is coming towards you in the hallway you are in, so watch yourself.

Wait until the guy heading into the large room disappears on radar (it seems like enemies only stay on it while they are moving), stand up, and club the guard who is in the hallway with you over the head with your fists. It should only take one hit since he'll never see it coming. Now, run back into the room with the lift so the remaining guard doesn't spot you. Wait for him to head back towards the large room. After he is past the metal bars, run up to the room's entrance and wait for him to start leaving. Once he has begun to leave, run up to him and club him in the back of the head just like the first one. Not only is this quiet, but it also only takes one hit if they don't see it coming.

Now head back to the large room because you have one more guard awaiting a beating. If you were quiet about all this, he'll never have heard a thing. He's standing by the windows at the end of the room. Run up to him and take him down the same way as the others. You could hit him with a weapon if you wish, but your fists do just as good of a job as any of the weapons would.

Leave this room again to go into the hallway the second guard you hit was. You'll find the door just to your right locked, so head left. Once you get up to the stairs, you'll hear two soldiers talking. You can take them out now or you can let them finish and then kill them, it's really up to you. Just keep in mind that as soon as you turn that corner they will spot you. There are also two more soldiers up there, one of which is down the hallway that the two soldiers who are chatting are in.

As soon as you pop your head around that corner, those three closest guards will begin shooting at you. You can do several things to help even the odds. The first you can do is turn around at the top of the stairs. You'll see a balcony, and if you throw a Grenade towards the archway on the left, you can take out one of the guards. If you are quick enough you could toss another Grenade, but this time around the corner I told you not to peek around. The third guard won't be taken out so easily, so just whip out your K-SMG and blown him to kingdom come.

Finally, climb to the top of the stairs and make a left. You'll find the last soldier in the room right in front of you. My favorite way to take him out is with the Flare Gun, but you can take him out any way you see fit. Of course, you could just run up the stairs blasting anything that moves with the K-SMG and then take out the guy in the bedroom, but where's the fun in that? I like to be creative in the way I take out bad guys, at least when I have to replay a part six or seven times to find all the things you need to know!

If you need a restock on Grenades, they're on the table in the bedroom. Nothing else is too interesting in there, although there is a decent view of the courtyard if you look out the window. Anyways, go back out into the hall and head towards the end. On your left, you'll see a small room. There are three cameras in there. The first one shows the Kitchen, along with one guard beating on another. The middle one shows you the Briefing Hall Internal and will also activate your next objective. Finally, the last camera shows us the Briefing Hall External, which happens to be the room we are currently in.

NEW OBJECTIVE: Gain entry to the meeting hall

Leave the camera room and turn left. You'll find two doors there, and you need to be taking the one on your right. Once you are in this room, go towards the bed and turn right. Make another right and then a left and you'll find some Body Armor. Pick it up if you need it and then go back into the bedroom. Go around the bed and head to the room on your left. Inside you'll be able to listen into the Lieutenant's conversation with their Leader. After they are done talking, enter the next room. The camera will pan out and give you a good look at the room until it finally comes to rest on the Leader. Give it a second and control will pop back to you. In addition, the Leader will now notice you standing up there, so be prepared for a fight.

OBJECTIVE COMPLETE: Gain entry to the meeting hall

There are around three soldiers, so they shouldn't pose too much of a problem. After they have been eliminated, hop downstairs and take the door on the other side of the room. Once you run up to the grate on the floor another in-game cut scene will start up. Look familiar? I thought so.

Checkpoint Reached

Once it's over, continue moving forward. If you take a left, you'll find the Kitchen along with a guard looking out the window. You can easily get in a head shot with the Kruger, but to keep from drawing attention you might want to switch over to its silencer. After he's dead, go all the way over to the end of the room and turn right. You'll find a Health Pack along with some ammo for your Kruger. Once you're done in here, leave and continue on the path you were following. At the top of the stairs, you'll find another guard who is oblivious to your presence. That won't last for long though, as he'll turn to face you after a few seconds. Take him out as you see fit and then take out the guard to the right of him who may or may not have noticed the commotion.

Once they are out of the picture make a right and you'll see another set of stairs to your right. You don't need to worry about the bedroom up here, as it is completely empty. Anyways, pop up the stairs and continue on until you find a room to your left. Sitting inside of it on a table are some Anti Tank Rockets (which the game calls K-SMG Grenades.) They are the ammo for your K-SMG's secondary fire mode nonetheless. Make sure to save these as they will be used in the upcoming boss fight.

Leave the room and continue down the hallway. Go into the camera room on your right and take out the soldier standing on the left side. Now if you look into the left camera you'll see the Wine Cellar. There are now two guards standing over the drunk. Next we have the middle one, which has an uncomfortably close look at Captain Ash's face in Prison Cell A. Finally, there is Prison Cell B in the right camera. If you need ammo for your Vintage Rifle just climb the stairs in here.

Now leave this room and follow along the path you were previously on. Once you enter the next room, you'll see a plane come crashing down into the courtyard, killing off all the enemies that were there along with all those poor, defenseless barrels! Oh, right, the walkthrough :P Anyways, continue on and you'll find the Prison Cells in the next room. The first one will contain Captain Ash and his 'assistant.' You'll be given a new objective after he is done talking to you.

NEW OBJECTIVE: Help Captain Ash rescue his assistant

Head over to the next room, unless you want to take a quick look at his assistant and her skimpy outfit ;D Anyways, shoot some holes into the barrel so its contents spill out onto the floor. At this point, his assistant will move to the other side of her prison cell, clutching onto the bars in a desperate attempt to break free. Your Flare Gun will make short work of the liquid, and when it gets to it, the wall and bars. She'll come hopping out (literally) and you can get the best look at her in the game, if you're interested. Captain Ash will come running into the room after a few seconds.

OBJECTIVE COMPLETE: Help Captain Ash rescue his assistant

After you move out of the captain's way, he'll run over to his assistant and you'll hear another one of this game's funny conversations. Now it is time to part ways with Captain Ash and his pretty assistant, so leave the room and hang a left. Go down the stairs and you'll find some Body Armor on a table. Just below the stairway is an organ. About 10 or so seconds after Captain Ash is finished talking, Anya will start up a conversation with you and this'll clue you in to where you need to head next.

NEW OBJECTIVE: Access the underground areas of the island

Anyways back to the organ. If you go up and play it, you will get one of four songs played for you, one of which is the theme from the Anaconda mini game in TimeSplitters 2 and another that you would hear at a game of baseball. There's another one there I recognize, but I don't know its name. The fourth one I've never heard before, so I can't give you anything on that one. Other than for entertainment, the organ is completely useless to your goals. Once you're done fooling around with it, take the pathway to its right, which will take you out to the courtyard. Make sure you have your K-SMG out and have the rockets equipped.

OBJECTIVE COMPLETE: Protect Captain Ash

Checkpoint Reached

All right, once you step out into the courtyard this level's boss fight will begin. The boss for this level is a tank, and it will burst through the wall to your right.

NEW OBJECTIVE: Destroy the enemy tank

While this might seem like a difficult task it's really pretty simple. You will need two things to destroy the tank. The first is the K-SMG's Anti Tank Rockets, which you should already have equipped. The second would be some TNT. If you didn't pick up another stick after you destroyed the door earlier on you don't have anything to really worry about. There are Rockets and TNT ammo boxes in this courtyard.

Ok, the first thing you will need to do is pop off a rocket into the tank. Be careful with the machine gun on the tank though, as it has a pretty rapid rate of fire. Also, remember that your rockets won't hurt it until AFTER it has begun firing its machine guns. If you are in need of TNT, head over to the right corner up ahead. You will find a stick of TNT right by the support pillar. Once you have your TNT out plant them onto the rear of the tank. It won't stay stalled forever, so you have to be quick about this. If you want to make the explosion look even cooler, try shooting a flare into the TNT before it goes off on its own. This will take out the tank, so as I said it isn't a very difficult boss battle if you are prepared for it. The first time I played this level, I was caught off guard, so it ended up being a lot more difficult for me than was necessary.

OBJECTIVE COMPLETE: Destroy the enemy tank

You being able to destroy the tank all by your lonesome seems to impress Anya, and that can't be a bad thing. You can pick up some more TNT, just in case, at the same spot you grabbed the first stick. If you need health and more rockets, go to the other side of the courtyard and head down the passage on the right. Now head back up and go over to where the tank popped out of the wall. Since all of the doors are locked (including the one you came in through), there's really no point in wasting time trying to get them open. You can't even blow open the two large doors with TNT (the ones at the end of either passage that heads down.)

Once you enter the room, the tank came from you'll realize that it is actually a massive elevator. Once you hit the bottom two large doors will slide open. Enter the new room to complete another objective.

OBJECTIVE COMPLETE: Access the underground areas of the island

You'll see a plane taking off in here and there's really nothing you can do about it. Climb up the ramp and enter the door at the end of it. The other area has a shaft going up, but you can't even get a good look at it because the game won't let you look up at a 90-degree angle. Anyways, once you enter that door you'll finish the level.

OBJECTIVE COMPLETE: Locate the time crystal mining site

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|               #1.3 - (1969) The Russian Connection               |  
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|Cortez follows the mysterious Time Traveler from 1924 Scotland to a train  
|Depot in Russia in 1969. Here, it seems that the Time Traveler is leading  
|a cult and has teamed up with the arch criminal genius, Khallos. A  
|potentially lethal alliance but no match for the combined talents of  
|Cortez and super chilled agent Harry Tipper!  
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NOTE: In this level, you'll run across a couple of Jeeps, but the game calls them 'Zeeps', so I'll call them that too.

Alrighty, after you've gained control of Cortez again you'll have a couple of options here. The first would be just to kill anything that moves, except for Harry Tipper of course! The next would be to do what Harry Tipper says and go in for a stealthy approach. If you decide to listen to him, pull out your Pistol 9mm and switch over to its silencer. In addition to having the silencer, it'll now have a scope attached, so you can take out targets from a distance a little easier.

NEW OBJECTIVE: Find the Time Traveler

Ok, after he's done talking (or while if you like to multitask), move over towards the box with his binoculars on it. You'll want to be crouched down so the enemy can't spot you. You'll see a soldier in a guard station. Take him down in one shot, because if you miss he'll most likely notice and sound the alarm. Now you'll want to move over to your right some, as several soldiers will be exiting the building on the other side of the boxes you've been using as cover.

The first will leave the building and start moving your way. If you've kept low and moved back away from the box with the binoculars, she shouldn't see you at first. Take her down quickly. Shortly after she has left the building, two more soldiers will leave. Wait until they are both out and then take them down with headshots again, starting with the one closest to you. If you've successfully taken down all four enemies without the alarm being raised, Harry will comment that you must've done this before. If you fail to be silent, either purposely or accidentally, he'll say that in space no one might hear you but down here you're as loud as a blaze of fireworks.

Anyways, after they are all eliminated go around the building for their ammo. If you are interested in some funny dialog and two more henchmen to kill, head inside the building and go through the other door. Walk down the stairs and wait for them to start talking. Afterwards you can kill them, and luckily you don't need to worry about keeping silent. After you have killed both of them, you can find some Body Armor in here. It's on the bookshelf to your right.

Now head back upstairs and outside to Harry Tipper. He's to the right of the guard station. Once you get close enough to him, he'll start to move towards the ditch. Follow him and hop right down. He'll head over to the bars on your left and pull out some laser glasses to cut them away. If it isn't already, switch your weapon back over to its silencer. After Harry is finished with the bars, he'll move forward some, before telling you he's going to take a different route. He'll then climb into the pipe on the left and crawl away, leaving you alone and idiot free. (I personally like Harry Tipper, sort of, but he really seems like he is completely high in this game, and for some reason in the last I always liked to kill him. He's still pretty funny though.)

Checkpoint Reached

NEW OBJECTIVE: Rendezvous at the Water Tower

After he's left you on your own, continue along the ditch until you reach the stairs at the end. Crouch down and move up them until you can see the henchman on the right. Using your pistol's scope make sure to put a bullet right through his head. This will help keep you from raising any alarms. Now move over to where he was, crouch back down, and peek around the corner. You'll find a guard right in front of the door leading into a large building. After a short bit, another henchman will waltz around the right side of the building, so keep that in mind. You don't want to blow your cover now do you?

After a short bit, he'll come back around and stop at the corner of the building. After pausing, he'll turn to face down the side of the building and pause yet again before making his way down the side of it. Since he'll never notice the guard missing, take him down before this guy even moves around the corner. Afterwards, wait for him to pause at the edge of the building. This is your best chance at eliminating him, mainly because he isn't a moving target now.

Now that they are both dead you can move forward, but I'd suggest that you keep crouched to prevent any one from spotting you. You'll want to move forward to where the guy in front of the door was, and while you're there you might as well grab his Machine Gun. By now, you've most likely noticed a guy standing over to your right. You *could* take him down now, but then you'd only be making things harder on yourself. You should've also taken notice of the large, steel crate on the left side of the door. On the side facing the guy by the fence in another henchman, and the second you kill fenceman he'll take notice and run over to him.

What you need to do is move along the wall of the building so you will be on

the backside of the steel crate. Keep on moving along the wall until you hit the corner. Now you'll probably need to take a step forward, but you'll have a near perfect head shot you can line up. Using your pistol's silencer/scope, you can zoom in and put a bullet right through the back of his head. Do so now and then take the other guy down in a similar fashion.

Now head back over to where the first two henchmen were and go around the corner there. If you've been quiet up to now you'll be rewarded with an easier time for now. If you were loud a Zeep would be pulling around the corner at the end of this building once you walked down the side about halfway. If you were quiet though, no one will be coming around the corner at the end. Anyways, keep to the wall until the end and look around the corner at the end. You'll see a bunch of boxes, the Zeep, and a single henchman. You can take him down the same way as all the others: A single bullet to the head with your silencer on.

After he is eliminated, head over to the building by the boxes and enter it. You're going to find two opponents in here. The first is a henchwoman and she'll be standing in about the middle of the room facing the table there. The other is a henchman and he's standing by some machinery all the way on the other side of the building. Yet again, you are rewarded for being stealthy. If you had been all noisy, the henchwoman would be standing just around the corner waiting for you and the henchman wouldn't have his back turned to you. If you weren't quiet, your Machine Gun may come in handy here.

If you were stealthy, you'll also receive another interesting conversation. As the girl says, she wishes she was dead anyways. Why don't we grant her that wish? Pop around the corner quietly and kill them both. You can take them out in any order, so don't worry about alerting the other one by killing them in the wrong order.

Anyways, once they are both dead you have one thing to do in here and two items you can pick up. You'll find the items on the two bookcases to your right. The first one has a Health Pack while the second contains a box of Grenades. Finally, head over to the machinery and shut it down.

OBJECTIVE COMPLETE: Deactivate Electricity

I have no idea what is needed to get that objective in your list, but I know how to complete it. Maybe if you moved close enough to the electric fence you could get it added to your objectives list, but it really doesn't matter. Now head back outside and go all the way back to where you killed the henchmen near the electric fence. I know it's tempting to just drive the Zeep around some, but that thing is so loud odds are you'll alert someone. If you do alert them, you'll have over a half-dozen enemies to take down, all with Machine Guns.

Anyways, once you have gotten close to the electric fence you need to be aware of something. Around the corner of the building, just before the fence, is a henchman. He's a little past it and facing the same way as you are when looking at the gate, so if you keep low and don't do anything to draw attention to yourself you can sneak through the gate without alerting him. In addition, after you move through the gate all the enemies who didn't notice you will disappear! This is because of your next objective.

Checkpoint Reached

OBJECTIVE COMPLETE: Rendezvous at the Water Tower

Once you pass that gate, you'll see Khallos and his new friend go into the complex's bunker. Harry will then crawl out of the pipes just below the water tower. He'll tell you that you guys won't be able to get in there without

disguises. Your job will be to protect Harry Tipper while he is running through the barracks stealing people's clothes! Climb the water tower to find a Sniper Rifle, some Sniper ammo, and a drunken guard.

NEW OBJECTIVE: Protect Harry Tipper

Take out your Sniper Rifle and move over to the left side of the tower. Turn to face the barracks on this side of the tower and look over to the left side of them with your newfound toy. You'll find a bunch of boxes and barrels, and this is where Harry will first appear. You can find his health bar along the top-middle of the screen.

He'll come out of the ground on the left while guards will pour out of the building on the right. They will take cover behind the boxes and try to fill Harry full of holes. You can snipe all of them, but if you see several of them gathering near a barrel, you might as well blow them all up. There will be six of them in this area.

The next area will have Mr. Tipper crawling out of the ground again. He's going to head into the building on the right this time, and of course the enemies will be on the left. There are six of them again, and if you want things to be easier on you here's a tip. The first three will come out together and stay near each other for a short while. If you look on the other side of the boxes the middle one is using as cover you'll find a barrel. Shoot that and you'll take all three of them out. After they are all dead, Harry will crawl back into the ground.

OBJECTIVE COMPLETE: Protect Harry Tipper

Now you may think you can just waltz right down the tower the same way you went up it, but you'll be quite surprised. The game doesn't want you heading back down the ladder, so try as you might you're stuck up there. It's time to find another way down. Go around the tower until you see a wooden board leading from the building up to the platform you are on. Take it down and enter the building through the hole in the roof on your right.

You should equip your Machine Gun now, as you'll be fighting your way down this building. If you wait long enough a henchman will burst through the door, but you can just go through the door and shoot him as he is coming towards you. You happen to be on the third floor, and they have a wooden walkway leading all the way to the bottom. If you went out the door before he entered, you'll probably find him on the other side of this room. Shoot him down. If you wait a little longer, a henchwoman will pop through the door on the other side of this room on the first floor. You might as well take her down from up here.

Anyways, walk around to the other side and look down to find another henchwoman coming through a door. This time it's on the second floor, so fill her full of holes and continue down. Once you get over to her corpse look over at the other side. Gun down the guy in the opening there before he does the same to you. Once you've moved towards his corpse, turn around and take a look downstairs. There are two henchmen there, so kill them off so that we can take care of some things. As you are now probably in need of it, turn back around and enter the room behind you. You'll find some Body Armor on the far table.

If you want to have a slight advantage on the final person in this building, listen up. Leave the room you are now in, but rather than go all the way down the stairs go into the room across from the one behind you. You'll find a hole in the floor that you can drop down. Now you can either pop out the opening in the wall and shoot him as he pops through the door on the other side of the stair room, or you can go over to the steel grating and do the same basic

thing.

Ok, go into the room he just came from. If you need some more Grenades, there is a box of them by the table closest to you. Now head through the only other door and you'll meet up with Harry Tipper again. He'll give you your disguise and you'll head into the guard post to change. Afterwards Harry will do the same, but his outfit is a little different than yours. I never spotted this at first, so take a close look at him ;D

After Harry has stood in front of the camera in between the two large doors, the one on the left will open up. Follow Harry Tipper inside, and don't worry about all the enemies. They'll think your one of them, so just act natural.

Checkpoint Reached

Harry will run up ahead and turn through the small passageway connecting this tunnel with the one on the right. Go through there, and if you are interested eavesdrop on the two girls in there. Harry will wait for you, so don't worry about being left by yourself. You probably should hang around, as you and Anya will learn some interesting things about the Time Traveler.

After their little conversation, move on into the main area of the train station. Harry will stop a short ways in, pointing over to a large blast door. That's where your target is, but you won't be able to get through it until you restore power to the door.

NEW OBJECTIVE: Gain Access to Sector 3

As some guy over the base's loudspeaker says, the main power was deactivated in Sector 1. It's up to you to reactivate it, so head over to stairs and take the ones leading up. You'll find a door at the top that will take you to Sector 1A. Enter it and follow the corridor until you get to an intersection. Take a right and you'll be in the main generator room. After Anya is done speaking, the technician will finish up in there and leave.

NEW OBJECTIVE: Activate Starter-Motor

As he says, the turbines downstairs are next on his list. Once you leave Sector 1A you'll find some guy hitting on Harry Tipper. It's pretty funny, so stay for a while and enjoy the show! After you are done here take the stairs below the ones leading to Sector 1A. This will take your straight into Sector 2, starting with Sector 2A. Run down the stairs and go all the way to the end of the corridor. You'll find the Technician there screwing with the machine, and Anya will decide to check over the gauges. She'll find that you need to restore the water pressure to get this machine working. If you need any health, there is a Health Pack to the left of the machinery on the floor.

NEW OBJECTIVE: Restore Water Pressure

Ok, turn around, make your way back to the intersection, and take a right. Go through the door around the next bend and you'll be in Sector 2C. Anya will point out the turbines and mention that's why there is no water pressure. You'll need to find the controls, so follow the pathway around to the stairs. Just after them, you'll see a water pressure gauge on the wall. Anya will alert you to the fact that the turbines are inactive. Continue moving forward, crossing the turbines and moving down the stairs along the second one. Go through the middle of them and make a right. This will lead you to the flow control.

You'll be in a small and basically pointless hallway. You can take either way

as they both end up in the next room, just on different sides. To make things easier on you whip out your silenced pistol and put a bullet through this guy's head. Trust me, things will work out a lot better this way. Now, head to the end of this room and go through the opening there. Follow the stairs down and go through the next opening. On your left, you'll see a wheel that you need to turn. This will open up the passage for the water, reactivating the turbines and alerting people to the problem. Pull out your Machine Gun because you're going to need it back in the turbine room. Since you've already eliminated the guy in this area you'll be free to run safely until you get back to the turbine room.

OBJECTIVE COMPLETE: Restore Water Pressure

You'll need to head back to the turbine room, where you're first enemy will be that Russian Technician you've been stalking. Kill him and look up at the turbine closest to you. There will be a Henchwoman appearing there shortly. You'll also find an enemy up on the top level of this room, opposite the side your on. If you want, you can try to take him down from here. If not, head into hiding for a few seconds. Two Henchmen will run out onto the turbines where they will be easy prey. Once they've been dispatched move onto the turbines. Once on the second turbine, turn to face your right and kill the enemy up on the top platform. Run up to where he was and leave the room. Oh yeah, you'll be picking up a new weapon in this room: the Soviet Rifle. You probably won't have much ammo for it right now, so save it for later and just use your Machine Gun in its place.

Head back to the machinery in this Sector and you'll pick up the Engineer's Swipe Card. Activate the machine and let's head back to Sector 1A.

OBJECTIVE COMPLETE: Activate Starter-Motor

Harry's already killed off everyone out here, so you don't need to worry about being shot at. Once you've gotten back to the machinery head down the stairs in here and pull the lever. This will restore power to the blast door protecting Sector 3, so let's head over there.

OBJECTIVE COMPLETE: Restore Main Power

Since you have the swipe card, you'll have to open the blast door. The panel is on the left with the glowing green light. Since you have more ammo for your Soviet Rifle (unless you didn't accidentally run over any in this room), you might as well switch over to it. If you need more ammo though, let's get some before you open that blast door. There is one right here, one where Harry was standing when you got back from Sector 2, and two up on the catwalks above you. You'll find the stairs to those to the left of Sector 1A. Now, open up the door and be prepared for a fight.

Checkpoint Reached

OBJECTIVE COMPLETE: Access Sector 3

You'll find four soldiers in here. Three will pop out from around the corner at the end of this area and one is on the other side of the Zeep. Take them all out and watch for Grenades! After they are all gone Harry will take to the stairs, but you can have some fun by jumping into the Zeep and running everyone down. Just be careful though, because if you hit Harry it's game over.

Your first enemy is standing in front of one of those wooden arm thingies that people use to stop cars. Of course, that won't stop you and neither will the guy standing in front of it. Run them both down and then move on. You'll find one more enemy before the next turn. After he's gone make a right, but don't

back up. Harry will be coming down the stairs that you saw before you turned, so don't back up or you're liable to run him over! There are five more enemies at the end of the tunnel, and you can either run them down or get out and shoot them. Jump out of your Zeep once if you haven't yet and head into the room right in this area on your left.

If you were quick, you'll find another Henchman either in here or just leaving. Kill him and head inside. You'll find Body Armor and a Health Pack on the table, plus two prisoners: A bitchy rich girl and a Monkey! Harry will immediately start whining about how he hates to save hostages, and then will promptly be chewed out by the rich girl after he tells you to go on ahead. Stay and listen if you want. After you're done though, head back into the tunnel and climb into your Zeep. If you need any ammo for your Soviet Rifle now is as good a time as any.

Anyways, back your Zeep up and take the tunnel that you passed while running everyone down. You don't necessarily need your Zeep, but it is loads of fun to drive around. Once you get to the end Anya will complain about the blast door. Looks like you'll need to find something that will make a big bang.

NEW OBJECTIVE: Locate Khallos's Train

Make your way down the hall and stop at the first door. You'll have to get out of your Zeep (if you still are in it) so you can open the door. If you want to, jump back in your Zeep, because this door is large enough to move it through. There are enemies in this room, so you'll need to take them out somehow. You will find it a little hard to drive in here, but you can take down at least three of the soldiers with your Zeep. Once you can't maneuver well anymore get out and finish the rest of with your guns. You'll find that there was a total of six hench-people in this room. If you need health, you'll find some in the back of the room to your left on some shelves. You'll also find out Khallos's plans for world domination.

Leave this room and head to the end of the tunnel. Enter the room there and you'll find a nice explosive sitting along the wall to your right. You'll also see two shelves along the back wall. The one on the left has some Grenades. This room is a shooting range and if you want, you can practice on the targets here. Just like in a real shooting range, you can press a button to bring your target to you after you're done to see how well you've done. The button is on the right of each section. After you are ready to leave here, pull out your Temporal Uplink. We're going to pick up the explosive and take it back to that blast door down the tunnel. Take it down there and just let it fly into the door. Jump back into your Zeep, unless you left it somewhere, and go through your newly made door.

Checkpoint Reached

You will find four more enemies here, but it's hard to maneuver in this area with all the boxes here so if you have your Zeep ram it into some of them and jump out to take the rest down with some good old fashioned lead. Head to the end of this tunnel on foot and go right. Look down the stairs to find a henchman and fill him full of holes. Continue down and you'll find a henchwoman with a henchman just below her. Take them both down and move on. There are no more enemies on the stairs, so keep moving until you've exited the stairwell. Move down the tunnel to the end and you'll activate an in-game cut scene.

OBJECTIVE COMPLETE: Find Time Traveler

Have fun with it because you'll be thrown into a firefight as soon as it is over. After you have killed the two of them, head through the door at the end

to finish the level.

OBJECTIVE COMPLETE: Locate Khallos's Train

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|                               #1.4 - (1969) The Khallos Express |
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|The Time Traveler has given Cortez the slip - but back at base Anya hopes
|to trace the Brotherhood of Ultra Science into the future and find a new
|lead. Meanwhile there are pressing issues to attend to! That twisted dude
|Khallos is threatening to start World War 3 by firing a nuclear missile
|from his train. "Hey spaceman!", Harry Tipper needs a hand to save the
|world and rescue his girl!
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Well even though you were almost left behind while Tipper was already aboard the train, Cortez's pure muscle and determination come through to get you there. At the start of the level, you'll see the camera panning in from above while Anya goes on about the Brotherhood of Ultra Science. As it moves in you get to see Tipper toss a guy out the window of the train ;D

I'd like to mention one thing before starting though. When you are walking on top of the train be careful not to fall off. The game doesn't place invisible walls to prevent that, so just watch your step.

NEW OBJECTIVE: Find Khallos

NEW OBJECTIVE: Prevent the missile launch

Run up into the car where you'll find Tipper ducked down to avoid a guard. He's on the roof of the next car, over on the left side. If you look through the window in front of you, you'll be able to see him. You can shoot him through here, but remember that the window is pretty strong so while your bullet will travel through it, the first shot will make the window pretty hard to see through. It will take a couple of shots to break the window, so make sure you've got your gun pretty much lined up with the target before your trigger finger loses control of itself.

After he's been eliminated, Tipper will start talking about 'saving the world' again. He'll then run outside and up to the next car. Follow him, but you're gonna have to climb the ladder first. I guess Harry Tipper is working on his "self-preservation" skills. Once you're on top move forward. A henchwoman will run up along the right side of the second round thing poking out of the roof of the car. After she's gone move up ahead, but don't run off the end just yet.

On the next car are several guards moving about. If you let Harry move ahead of you just go up to him, otherwise make sure you don't go far enough to be noticed. Anyways, Harry will ask you "Shall we take them silently, or go in shooting?" That's really up to you, but make sure to switch over to your silencer if you're going the quiet route.

There are four people on this car. Two are close to you and two are closer to the other end. The one on the other end on the left side is stationary, although he does turn to face a couple of directions. The other three will be patrolling specific paths, so if you want to go silently you should watch them for a couple of moments to figure out when it's best to shoot. You don't need someone watching their friend just before a bullet travels through his head,

now do you? After they have all been eliminated, jump onto the train car if you already haven't and head to the other side.

Checkpoint Reached

Travel through this door and quickly shoot the barrels to the right. This will cause them all to come crashing down on the two enemies in here, along with preventing the henchman from getting behind the machine gun nest. Run to the other side of the room now, being careful not to trip over the barrels, and shoot the two guards on the other side of the door here. They will open it just shortly before you get there, so be ready to shoot them.

Go outside and into the next car, but stay put for now. Listen to the henchman talking over the radio along with the two henchmen chatting afterwards. Proceed to whip around the next two corners and dish out a healthy serving of irony by blasting them! If you are not quick, the one in the middle will flip his table over and use it as cover, so shoot him first. After they are done pick up their Machine Guns while Harry Tipper, a.k.a. Shower of Gold, contacts his people, a.k.a. Cloudy Rainbow :D

You can find a Health Pack on the opposite wall the radios are against, but you'll probably need to use your Temporal Uplink to pull it down to you. You should probably listen to Mr. Tipper and take your leave. Head over to the next train car. When you get inside go around the first corner and you'll here a henchwoman in the bathroom. Try and open the door and you'll receive the expected "This door is locked" notice, but the first time you do it the lady will also say "Oh God it's like giving birth!" It's pretty funny, but only for so long. If you've ever played GoldenEye 007 for the N64 before, this area will probably remind you of the Train level.

There is a bunch of enemies in here. There is also a helicopter that will cause you some problems once you round the corner after the bathroom. Turn the corner here at the bathroom and sneak towards the next one. After you start to hear gunfire, run back and use the bathroom for some cover. It may not work completely, but it should help a lot. Once the helicopter is finished shooting up the windows, you can head back around the bathroom again.

You may want your Machine Gun for this, mainly due to the large number of enemies. The first to come around the corner (if you wait long enough) will be a henchwoman with a pistol. She'll be quickly followed by a henchman with a Machine Gun. There's another henchman a little farther past these two, but he only has a pistol so it should be too much of a problem. If you need some health after this, there is a Health Pack in the third room down. This is also around the time you'll hear the toilet flush. The henchwoman is quite quick and will be on your ass within seconds. Make sure you're prepared for her, but don't worry about it too much.

Once you make it to the forth room a henchman will scream "No!" and then proceed to shoot you. He's located near the end of this car and is toting a Machine Gun. If you want some Body Armor, you'll find some in the sixth room. You'll need to use your Temporal Uplink on this as well, because it is sitting on a shelf above the window. Now it's time to leave this car, so head over to the next one and prepare for a fight for survival.

Checkpoint Reached

Once you run out onto the next car that helicopter will begin shooting at you. Make use of the crates as cover, but keep in mind it won't last forever. You'll need to be shooting out some crates to make a passageway, so pull out your Machine Gun. There are two crates you'll need to smash. They are wooden, so

they shouldn't be too hard to spot. After you have made it past them, you'll find some surface to air missiles. Anya will tell you to find the control panel, which happens to be located on the other side of the missiles. Run around the boxes there and activate the missiles. Now enjoy the show!

After the helicopter is no more, climb the ladder leading to the next car. There are several hatches on top of this car. A henchman will climb out of the first one on the left, so quickly shoot him and move on. The next one on the left also carries a henchman that can be dispatched just as easily. After they are both gone, head to the end of the car. You'll find four guards down on the next car that will easily spot you, so just watch yourself.

If you want to have some fun, switch to your pistol's scope, crouch down, and sneak up to the edge of this car. Stop when you spot a white tank and a barrel. The tank is on the right and the barrel is on the left. If you shoot any of the barrels on this car, they will only leak out some flammable liquid, but if you shoot the white tanks they will leak out gas, possibly spin or roll some, and then explode. You can use this to your advantage by shooting them both in quick succession. The barrel's contents will light up when the tank explodes, burning the person there to the ground. There are a couple more like this, so repeat if you wish. There is one henchman near the end of the car that this doesn't seem to always reach, so fill him full of lead when he shows himself.

Oh yeah, something I forgot to mention up above. It seems that the flammable liquid can still be dangerous to your health, but it's probably because of the fires that are still raging. Anyways, time to meet up with yourself again. A chopper is going to fly over your head trying to shoot you once you get on this flatbed car, but another train will pull up beside you carrying none other than Cortex himself. He'll take down the helicopter, but you're going to have to give him some cover fire. The two tall cars on either side of him will have henchmen shooting at him from above, so gun them down quickly. As usual, Future Cortez's health bar is up on top.

If you picked up the Soviet Rifle, you may find it doing a better job than the Machine Gun, but maybe not. It probably depends on the person who uses it. Anyways, that's just an option and suggestion for you. After the chopper is damaged enough it will crash into the wooden car that was blocking your path. A guy should come staggering out in a blaze, and even though he's on fire he'll still try to gun you down. Eliminate him before he has the chance to do that.

Ok, run through the wreckage and head into the next car. You'll see through the metal grating three guards talking. Pop around the corner and fill them full of lead. There are also two more guards around the corner leading to the next car. At least one of them will pop around the corner, so just keep that in mind. Anya will mention that this is "such a guy room." Well it really is a stereotypical "guy" room, what with all the Machine Guns and stuff lining the wall.

You'll find that you can actually use the weapons on the wall for ammo. The ones on the left are Soviet Rifles, the middle ones are Machine Guns, and you'll find a couple of Tactical 12-Gauges along the right. You'll also find some ammo for your pistol below the Machine Guns. On the table to the left is a Health Pack and high up on the other side is another Health Pack along with some Body Armor. Once you are done acting like a kid in a candy store, head over to the next car.

Checkpoint Reached

Climb up this car and you'll activate an in-game cut scene. Remember your future self helping out with that chopper earlier? Well, now it's time to repay the favor. The game is a little unforgiving at this moment, because as soon as

the cut scene ends you'll have four guards to deal with. If you don't kill him quickly, the henchman furthest back will duck behind the two large boxes in the center of the room. Make sure to count bodies, and if you can't count four, he may be alive but hiding. Flush him out and finish what you started.

Now go through the door across the room from the spot you landed in. You'll find some Heatseeking Rockets on either side of the small ramp in here. Grab a box and then head outside where you'll find the Heatseeker on a platform. Pick it up and bring it out.

NEW OBJECTIVE: Destroy the helicopter

Look for the chopper above the car you were on not five minutes ago. You'll want to keep it in your crosshair's site for a moment. This will allow the Heatseeker to lock on to the target. Wait for it to say, "Target acquired" in flashing red text in the top-right corner. That is when you should fire. It will take three rockets to bring down the helicopter. After it crashes into the train next to you head back into the previous room.

OBJECTIVE COMPLETE: Destroy the helicopter

If you want them bad enough, you can restock your Heatseeker ammo in here, but you will lose your Heatseeker in just a moment. Continue on all the way back to the opposite side of the train car, allowing Cortez to get you out of here. He'll jump back on the previous train, landing you in a bathroom. A guard will hear this and walk over to it. Since the bathroom door is open, make sure you are prepared to shoot him. In addition, this is where you'll discover that your Heatseeker is now gone. It must have been left behind so Cortez could make the jump.

Anyways, leave this room and grab the guy's Machine Gun (x2). Switch over to your Machine Gun and then flip over to its secondary fire mode to bring out the second one. There are around four guards in the next hallway, and then another who will run around the corner at the end. Your Machine Guns should do the trick, so let loose a hail of fire on them. You may find a henchman in the fourth room, so get rid of him as well. Continue down the car, but watch out for the guy who'll run through the door at the end.

Go into the next car where you'll find several henchmen jumping over from the train riding beside this one. It seems like three always make it, one misses, and one doesn't even attempt to jump. Kill the first three and then move over to the open door to kill the fourth one. After they are all dead, Harry Tipper will swing down into this car from the roof. If you watch him, he'll begin to thrust into the after mentioning that he's back. Weird, eh?

Alrighty then, let's continue forth, shall we? Go to the other side of the car and move through the door there. It's kind of hard to see, I know, but it is there. It just sort of likes to blend in with the wall. Once in the car, don't move much past the bathroom to hear another interesting conversation. A couple of henchwomen will be talking about Harry Tipper, but I'll let you guys hear it firsthand ;D

Once you are ready run around the corner and start shooting away. There is a guy just down the stairs and around the corner with a Machine Gun. You'll find a henchwoman running towards you, and two more guards should be around the middle of the car but moving towards you. The fifth one is on the opposite end of this room. He'll be shooting at you from atop the stairs.

There is a sixth guard in here, but he's completely wasted and lying across the mini-bar's counter. If you hit him or push a chair into him, he'll sit

up and fire his gun into the ceiling, with the force of the shot knocking him backwards onto the ground. Go up to him and he'll begin rambling on like all the drunks in this game do. He's not quite as funny as some of the others are, but he's funny enough. Now climb the stairs over here and then move up the next set of stairs you run into, taking you to a second floor on this car.

Checkpoint Reached

Head into the white room, and then move about halfway into it to activate an in-game cut scene. You'll soon find yourself trapped, and finally you'll meet up with Khallos. After he goes on about his "big weapon", he'll activate the second part of the trap: green gas!

OBJECTIVE COMPLETE: Find Khallos

NEW OBJECTIVE: Deactivate the gas trap

You can deactivate the gas trap by bringing out your Temporal Uplink and using it on the statue Khallos activated the trap with. If you wait long enough Harry will break into the safe in this room. You'll find a Health Pack inside. You'll want to pull the lever on the right wall, which in turn will send several henchwomen to you. Turn around, blast them, and head back down the stairs. Also, make sure to remember that you have a time limit starting when Harry mentions it.

OBJECTIVE COMPLETE: Deactivate the gas trap

Head over to the next car to find a French missile. Keep on going forward and two men will pop out of the room on that end. Shoot them and then enter it. Go to the right and you'll find the missile control console. You have to connect two switches, in this a case a green and a blue one. There is a four-by-four grid of wires, which can be turned four directions: up, down, left, and right.

Each time you play this mission the position of the two ends for each color change, so I'll try to play through it several times to pick up each version and give you the directions for them. In addition, you have a time limit here. You can view your time limit on the control console just above the wires.

The way I'll lay things out here is as follows:

- 1) The version number (i.e. Version Zero)
- 2) Each color indented and followed by some codes, as in Blue (A1 [Left], D4 [Right]). The codes for each color represent the two ends of the switches. The code tells it position on the grid (which can be seen below) and what side of the grid it is on (top, bottom, left, or right.)
- 3) Finally, I'll give all the directions for that color. Since the wires only turn one direction, I tell you how many times to turn them along with their position on the grid (yet again pictured below.)

Here's a basic picture of the grid, along with letters and numbers for me to refer to them by:

1 2 3 4

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  _ _ _ _  
A |_|_|_|_|  
B |_|_|_|_|  
C |_|_|_|_|  
D |_|_|_|_|
```

Version One:

-- Blue (A3 [Top], D1 [Left])

- 1) Turn A3 three times
- 2) Turn A4 twice

- 3) Turn B4 once
- 4) Turn C4 once
- 5) Turn C1 three times
- 6) Turn D1 once

-- Green (A1 [Left], D2 [Bottom])

- 1) Turn B1 once
- 2) Turn A1 twice
- 3) Turn A2 twice
- 4) Turn D3 once
- 5) Turn D2 three times

OBJECTIVE COMPLETE: Prevent the missile launch

NEW OBJECTIVE: Stop the train

All right, now that the missile has been stopped you can continue chasing Khallos. You'll find some Body Armor under the table by Harry if you need any. Leave through the door in this room and climb the ladder onto the next car. You might do best here with your dual Machine Guns. Anyways, it's time to stop Khallos.

Checkpoint Reached

NEW OBJECTIVE: Defeat Khallos

Walk along the train top towards the fire. Khallos will pop out of it once you get close enough, flying around on his jetpack. He shouldn't be too hard to defeat, and as with boss battles his health bar will appear along the bottom of the screen. Once he is defeated the fire will die down, so keep on moving.

OBJECTIVE COMPLETE: Defeat Khallos

Once you get to the end jump onto the train engine. Run into the cabin from the right and activate the console. This will finish off the mission.

OBJECTIVE COMPLETE: Stop the train

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|                                     |  
|                                     | #1.5 - (1994) Mansion of Madness |  
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| Anya has traced the Brotherhood of Ultra Science to an isolated creepy  
| Connecticut mansion house in 1994. There's no time to lose - Anya's  
| research has revealed that the mansion will burn to the ground on this  
| very night! Good news is that Cortez has a resourceful new chum to help  
| him out, the very capable Jo-Beth Casey, the bad news is that the mansion  
| is infested with zombies. Eugh!  
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This level starts out with one of the most awesome cut scenes in the game! Well, at least in my opinion. After the cut scene is over, you'll be a little ways from the front door. Now I wonder why they didn't just walk around the building and end up right on the porch, rather than ending up about 50 feet from it?

NEW OBJECTIVE: Investigate the Mansion

Anyways, you'll start out weaponless, but that won't last very long. First, you need to get into the house, so head over to the front door. Jo-Beth will

be talking as you walk up to the house, but it's nothing mission critical. Same goes with Anya. If you take too long though, Jo-Beth will complain, so hurry up! Once you open the door, you'll be treated with a short in-game cut scene. This is where you'll find you are now trapped in the house, namely due to a lightning strike to a tree.

Inside is a scientist who'll be going on about how you shouldn't be there, blah, blah, blah. After he is done talking, a massive chandelier will come crashing down on him, pretty much ruining what was left of his life. Jo-Beth will comment about how gross that is, and then promptly will take a couple of pictures of the scene. Caring little girl, ain't she?

There is a Flamethrower to your right and just in front of you. Now would be a good time to pick it up, because you have some ghosts to deal with! They will come flying towards you from the other side of the fire caused by the chandelier, but they can blend in with things so keep your eyes peeled. Start looking for them *after* Jo-Beth talks about suddenly feeling cold. They are easiest to spot by their red eyes. Blast them all (there are a total of five), and then go to the right and follow the hallway there to Jo-Beth.

Checkpoint Reached

You know, some parts of the music on this level really remind me of Resident Evil. Anyways, there is a cabinet on your left with a Health Pack if you need it. Now pick up the Baseball Bat on the floor and enter the next room. Make sure to equip your new weapon, because the Flamethrower won't be needed until later.

There will be a zombie maid on the pool table to your right, and another zombie somewhere on the left. As Anya says, aim for their heads. Take those two out and then turn your attention to the hole in the wall on the other side of the room. Another zombie should already have come through there by now, so take him out quickly. Go over to the hole and wait, because that is where the rest of the zombies will be coming from.

The next one to leave will be just like the previous ones, but the one after that will be holding a Baseball Bat. Be careful, as the undead are quite skilled with weapons in this game. Two more will come out afterwards, one with a Baseball Bat and one without. After they are all gone, the door to your left will open.

Go through it and you will see a little ghost girl (Edwina) on the other side of the room. She is capable of creating fire, and will bring up a wall of it shortly after you have entered the room. Two zombies will walk through it on the right, lighting themselves on fire as they move through. Kill them both, but luckily you don't have to really worry about lighting yourself on fire!

After they are both dead, a door to your right will open up. Switch over to your Flamethrower and go through it. You will now be in some little courtyard thing, and you'll see two scientists hanging from a tree on the other side. As Jo-Beth points out, there are things moving under the ground, and when one scientist gets brave enough to try to make a run for it, he'll be quickly devoured by them.

As the second scientist tells you, fire is the only way to kill them. If you didn't waste all your Flamethrower ammo, then you are all set. Otherwise, you will need to pick up some from his colleague's Flamethrower lying in the grass the creatures are moving under. You can find this to your left, just off the concrete section you are on. If you need it, grab it.

NEW OBJECTIVE: Rescue the scientist

Ok, these creatures are actually pretty easy to take down. One hit from your Flamethrower and they are toast. The problem lies in getting them to surface, but it really isn't difficult. Just run around the grass and they will target you. When you hear one surface, you will probably need to turn around. Do so and then quickly blast the creature with fire. After you have done that, begin to run around again until the next one surfaces. There are a total of five of the worms. Don't worry about the scientist's cries about slipping; so far, he has never slipped for me.

OBJECTIVE COMPLETE: Rescue the scientist

NEW OBJECTIVE: Investigate the attic

Head back into the room with the fire. It will die down now, and then the door behind it will open up. Don't even bother with the other door; it's been locked now. If you need some health, there is a Health Pack in the low-lying cabinet in the back-left corner. Now head into the next area and grab the Shotguns on either side of the walls. Don't worry about hogging them all, Jo-Beth seems to manage just fine.

Checkpoint Reached

Switch over to your Shotgun and go through the next two doors. The first one leads to a room that is useless, so don't worry about it. You will find yourself in a large room that seems to be a library. It is two stories tall, and there are a bunch of zombies along the balcony up above you. They will slowly, but surely, toss themselves over the balcony and onto this level so they can rip you to shreds. You will have to be careful of the later ones, as they will be equipped with both Baseball Bats and Shotguns.

Just blast away at them, but try to conserve ammo by going for headshots. There are around 11 zombies in here, and it seems the only ones with Shotguns are the butlers. Anyways, after they are all gone a short in-game cut scene will begin, showing that the head mounted on the wall is still attached to its body!

I'd like you to meet the Deer Hunter. Since he really doesn't seem to care for introductions, let's just blast him instead! He is quite powerful, and can take a lot of shots. He is a boss I guess, mainly because he has a visible health bar along the bottom. Now you could always go running around the level popping off shots at him as I did the very first time I played this mission, but there is a better way. I have seen this a couple places around the internet, but it seems like if you go into the area he came out of he can't hurt you!

Now one thing most people won't tell you is that after you are in there, you don't have to attack him at all. Just let Jo-Beth take him out and save you some ammo. She seems to have really good aim here (as opposed to other places), so you don't need to worry about her shooting you while you're in there.

After he has been eliminated, leave your hiding spot and go through the door on the right. A scientist will come running down the stairs, followed by a very fast zombie. Quickly blast it, and then listen to the scientist afterwards if you wish. Once you are done here, climb the stairs and go through the door in front of you. Kill the zombie right across the room from you, and then enter it.

There will be a zombie maid right inside the room, but she may not rise immediately. To your right will be a Shotgun wielding zombie, and Jo-Beth doesn't seem to mind blasting you to get to him. Be careful with that one. You can find some Shotgun ammo to the left of the zombie with the Shotgun. You'll also find two dead scientists, and by the furthest one from you is a Revolver.

Pick it up and then leave this room.

If you listen carefully, you may hear a whispering voice say "Cortez..." This is really creepy, and it appears to be coming from that ghost girl you met up with earlier. Anyways, leave the room and go through the other door in the stair room. Be careful in here, because once you get far enough in the zombies here will all spring to life.

There is the maid you probably saw lying on the floor in this hallway, and there are two zombies in the room on your left. The maid in there is carrying a Shotgun, so take her out quickly. Several more zombies will run into this hall from the next area, and one of them will be running quite quickly. In total, there are five zombies in the hall, and then the two in that one room. If you want to see some creepy pictures, look no farther than this hallway's walls.

Anyways, go into the previously mentioned room to find a bloody scene along with some Shotgun ammo. Leave this room and continue down the hallway, taking the next door on the right. You'll find a really freaked out scientist in there, and both cabinets have a Health Pack in them. Leave here and go through the final door in this hallway to find a zombie. Blast him and move on.

Once you get to the end of this room, the door there will open and four zombies will come through. One has a Shotgun, so be careful and take them out quickly. The cabinet in here is empty, and the zombie lying on the floor is currently not a threat.

Go through the door they all came from and take the door on the left. This will place you into another two-story library with zombies. There are four zombies on this lower level, two of which have Shotguns. The first with a Shotgun is on your right, just past the first part of the wall that sticks out. The second is to your left, just around another part of the wall sticking out. Take them in any order you wish, and watch out for the remaining two zombies that will ambush you while you are preoccupied with the Shotgun wielders. You can find some Shotgun ammo in here around the stairs.

Once Jo-Beth runs up the stairs you'll know you are done down here, so you had better follow her quickly so you can protect her. She'll be preoccupied with taking pictures of another dead scientist while a zombie maid is heading towards her. The zombie is to the left once you get to the top, so blast her before she has a chance to get her undead fingers into your friend.

After everything is clear, go through the door next to the scientist. There is a zombie lying on the ground just inside the door, but it isn't a threat. You'll also find your first drunk in this level. He's sitting to the left of the couch.

Checkpoint Reached

Leave this room through the only door in here. Now you are in an extremely creepy portion of the house. There is nothing in the room to your left except for a bloody mess. Continue down the hall and you'll find a bathroom on the right and a little kid's room on the left. The bathroom doesn't really have anything of interest, but in the kid's room, you'll find a rocking horse still moving... The cabinets in here are empty though.

Continuing down the hallway, but not taking the right to go further down you'll find two more rooms. The one on the left is a bathroom. You'll find a tub full of blood with a body soaking in it. The remaining room is another bloody bedroom, but this time with a twist. The big cabinet in here contains a zombie, rather than health. Blast him, and then turn your attention to the smaller cabinet on the left. You'll find a Health Pack in there if you need it. My

sister finds this room really creepy because of the TV, saying it reminds her of the movie The Ring.

Anyways, leave and go down the part of the hallway I told you to skip earlier. Make sure you have your Flamethrower out first, though. This will spawn another in-game cut scene, and you'll see some poor scientist blasting away at something with a Flamethrower before being killed off-screen. Turns out you have more ghosts to deal with; dozens of them will come flooding out from the end of the hall!

Jo-Beth will do the smart thing and hide, but you don't really have that choice. She'll be in the blood bath bathroom, so just concentrate on staying alive. As before, they are easily killed with the Flamethrower. Since there are so many, you may have to keep on waving your Flamethrower back and forth, and you probably will have to be backing up as you do this. The best direction to back up would be towards the door you entered this hallway from. If you end up running out of ammo for your Flamethrower, use your Shotgun, followed by your Revolver. If you total run out of ammo you just may be screwed, so restart from the last checkpoint.

Once they are all finished, Jo-Beth will say she's gonna stay in there for a while. Anya will tell you to leave the girl, so you best not disobey orders. Head down the area they all came from and take the first right for some more Shotgun ammo. That is where the scientist died, but luckily you don't have to worry about him becoming a zombie.

The next room on the right, on the other hand has a zombie lying on the floor. Unlike the previous ones lying on the floor however, this one will prove to be a threat in a minute. When you go into the next room (directly across from this area), she will spring to life and try to get you from behind. You can prevent this by lighting her on fire, which will bring her to life early. Then you can switch over to your Shotgun and blast her head off. If you are in need of some Flamethrower ammo, there is some lying by her body.

After she is eliminated, turn around and move into the next room. Make sure you haven't forgotten to switch over to your Shotgun, because the Flamethrower will be utterly useless in here. One zombie will enter from this room's other entrance. The other two will pop out of cabinets, with one being in front of you and the other to your right. Kill all three of them and head into the next room.

The small cabinet in here is empty, and the door at the end is locked. Take the door on the right to end up in a stair room.

Checkpoint Reached

Climb these stairs to reach the attic. There are several zombies in here, but they won't animate until you move far enough into the room. In addition to animating the zombies, this will summon Edwina (the dead girl.)

OBJECTIVE COMPLETE: Investigate the attic

This fight will be throwing a couple of things at you. The first is several zombies, some of which have Shotguns. The second is Edwina, who can summon fire (if you already forgot), and will shoot a line of it towards you every once in a while. The fire is easy enough to avoid, and you can tell she is ready to shoot it when she wraps her arms close to her body. The zombies are fairly easy too, especially since there are only five, but the two on the opposite side of the room with Shotguns can be a real pain.

Once all the zombies have been eliminated, Edwina will leave the room. Back by the stairs, to their right, a wooden panel will pop off. A zombie will come through there, so blast him and move through it. Turn the corner and you'll spot a zombie lying on the ground. To prevent any problems from cropping up a few seconds into the future, blast him with some fire and quickly whip out your Shotgun to deliver the finishing blow. Be careful though, because he is carrying a Shotgun.

Head into the next room and prepare to deal with several more Shotgun wielding zombies. The first one is the maid on the left, with a regular zombie on the right. Two more zombies will come in from the hall on the right. The first will pose little trouble carrying only a Baseball Bat, but the last one will be toting a Shotgun. After you have dispatched all of them, move on down the hallway those last zombies came from.

Drop down into this next room and head over to the scientist on the left. There is a Health Pack to his right if you need it. Anyways, he will tell you about their secret lab beneath the mansion before dying off.

NEW OBJECTIVE: Locate Lab entrance

As he says, the entrance is through the kitchen. Shall we head over to there now? Go down the stairs he is resting against, and about halfway down look over to your right. You should see a zombie maid toting a Shotgun just below, so knock off her head to save you some trouble. You may have noticed the zombies lying on the ground; they will animate when you move off the stairs.

Do just that and blast the one to your left. All three zombies in this room have Shotguns, so be careful. Anyways, take down the one on the right now, followed by the one to the left of the stairs in the back. After they are all gone, head over to the door that just opened up. This will spawn another in-game cut scene that will have Cortez plummeting down to the next floor just before making it through the door. The door will then close, allowing you to take control of Cortez again.

Checkpoint Reached

Go down the stairs and enter the room at the bottom. You'll find another scientist on your right. He'll begin bitching about their "wonderful leader", and he'll clue you into the fact their leader is still in the labs below. Take the door on the left and enter the small storeroom on your immediate right. You'll find plenty of ammo and health, so stock up.

Sadly, you won't find any Body Armor in here. Anyways, take the next door in this room and then go through the door on the right in the next room. This will put you outside in some courtyard. Make sure to pull out your Shotgun and prepare for another boss fight. Walk out into the courtyard until you small a short in-game cut scene that shows part of the building collapsing, effectively trapping you in here. The boss will then proceed to climb out of the opening in the middle.

NEW OBJECTIVE: Defeat the creature

This boss has several attacks. The most commonly used are its melee attacks. It will use its massive claws to quickly swipe out at you, making this a difficult attack to dodge. Its other melee attack consists of it lunging forward to bite you. It usually reserves this attack for when you are really close to it, as its range seems somewhat limited. Its other two attacks are fire based. The first one is basically a simple flamethrower attack, which it usually sweeps side-to-side in a small area. The second one is where it throws fireballs

from its claws.

I have heard that you can dodge its first melee attack by staying as close to the creature as you can, but I have never been able to get this to work. My tactic consists of strafing around the area, both left and right. I will occasionally stop, but if you stay in one place too long, the creature will smash its claw down on you. I keep this up until the creature shows its weak spot.

Speaking of that, the creature's weak spot is its eye. This eye isn't located on its head though, but on its lower body. There is a bulge in the skin, and this is where the eye is located. Unless you keep that spot in your sights at all times, you will need to keep your ears listing for a squishing sound. This will signal to you that the eye has opened.

The eye will only stay open for a very short time, and will close as soon as you shoot it. It will take around four shots to the eye before the creature is completely finished off, so this will be a long battle. After you deliver the final blow, be careful of the creature's claws as it slides down the hole, because they can still cause you damage.

OBJECTIVE COMPLETE: Defeat the creature

After this battle is over, you'll see Jo-Beth climbing over the rubble. This will cause the rubble to collapse, allowing you to leave this area. You'll find the only path through is along the left side of the rubble. Once past it, go through the door on the left.

Checkpoint Reached

Go through the next door and you'll spot Gaston Boucher. Shoot his head off before you get his attention. This will alert all the dead cows lying about though, so be prepared to take them down. They will take about three hits each from your Shotgun, and there are around five of them. After they are all gone, go into the kitchen and grab the Health Pack on the table to your left.

Now go through the door on the other side of this room, and then enter the freezer. You'll find a second Gaston Boucher in here, this time carrying a Shotgun. Blast his head off like the first one and head into the next room. This will finish off the level and start up another funny cut scene ;D

OBJECTIVE COMPLETE: Investigate the Mansion

OBJECTIVE COMPLETE: Locate Lab entrance

/-----\
| #1.6 - What Lies Below |
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|Cortez and Jo-Beth descend to the catacombs below the mansion. There's
|still now sign of the Time Traveler but the horrors and craziness around
|them are clearly the result of the twisted research of the Brotherhood
|of Ultra Science. Who is behind this madness?
`-----

Remember all those pretty weapons you had in the previous mission? Well, somehow Cortez manages to lose all but the Revolver, along with 36 bullets. Jo-Beth on the other hand has her trusty Shotgun. Anyways, you are now in the mansion's

cellars. Pretty quickly a box will be thrown, scaring Jo-Beth as she is creeping around. Shortly after Anya is finished talking, another box will be thrown. If you stay where you started until that happens, you won't need to worry about either of them hitting you.

NEW OBJECTIVE: Uncover the identity of the mystery time traveler

After that second box is thrown, Jo-Beth will start to run until she is safe from the boxes. Before you follow her, pick up the case of Revolver ammo that was near her start point. Now follow her, and when you get to the entrance of the hall, she will stop and mention that she is suddenly feeling cold. After she is done chatting it up, move down the hallway. This will spawn an in-game cut scene showing a scientist being dragged away by something off screen, coupled with some corny dialogue.

After he is gone, Jo-Beth will run down the hallway and notice some wooden boards blocking a passageway on the left. She'll decide to climb through a small gap in it, and immediately tell you "No comments about the size of my butt, ok?" Seems like she's had some trouble with boys talking about her butt before.

Anyways, she will walk over towards the pentagram painted on the wall, but as she is pulling her camera out the ground collapses beneath her. She seems to survive without any serious injuries, and will tell you that she can't climb back up. You'll have to meet up with her later, so let's move on.

Go into the area the scientist was dragged off to. You'll hear some guy talking to 'princess' and talking about needing to make her eye better, but you can't get to that area yet. You can't do anything on the right, so take the left and move into the next hallway.

Don't rush into the hallway though, because a box will be thrown across it trying to hit you in the side. Once you move far enough forward the floor will collapse, dropping you down into the next level. Turn around and you will see what appears to be Jo-Beth. Sadly, this isn't Jo-Beth, but a shape shifter that has taken on all but her face quite accurately.

Rather than waiting for her to turn around and charge after you, just shoot her head off now. Now move forward some and you should hear a scream. Back up some, because three more shape shifters will literally climb right out of the ground in front of you. Since they can move fast, you will need to deliver those headshots pretty quickly.

Now that they are all dead, move forward and into the next room. You'll hear Jo-Beth struggling, and when you enter the room, you'll see that she is hanging from the ceiling by her leg. She somehow got caught in a trap meant for zombies, and now you will have to protect her until she can free herself.

NEW OBJECTIVE: Protect Jo-Beth from the zombie horde

As usual, her health bar appears along the top-middle of the screen. You will have zombies coming out of the doors to the left, along the conveyer belt in front of you, and from under the platform to your right. There will also be the occasional one coming down the stairs of the platform. Just keep delivering headshots until she can free herself, and make sure to keep an eye on her health bar.

OBJECTIVE COMPLETE: Protect Jo-Beth from the zombie horde

There is a Shotgun propped up against the stairs, so if you haven't already picked it up, do so now. You'll find ammo for it underneath the platform. Be

quick though, because a zombie will be coming through the door on the end of the platform. Once you are ready and he has been eliminated, move through that door.

I would suggest switching over to your Shotgun now, if you already haven't. Go down the first set of stairs and you will have another zombie to face. Blast him before he can run up to you, and then move on down. Go down the next set and kill the zombie you meet up with here. Continue moving down until you get to the double doors, which you need to move through.

Checkpoint Reached

Ok, once you get into this you'll hear a scientist screaming for help or something, but there's nothing you can really do for him. Go on to the end of the hallway and take the door on the left (the right door is locked right now.) Blast the scientist zombie right inside of it and move on around the corner at the end. You'll find two zombies attacking the scientist, so blast them away. You will have to end up blasting the scientist too, since you weren't able to get to him in time to prevent him from being turned into a zombie.

There are some Shotgun Shells to the left of the computer on the floor, so grab those and then activate the computer. You control the computer's cursor with the Control Stick, can open a file or folder with the activate button, and the B Button should be what you use to exit the computer or go back once if you have opened a file/folder.

All right, now move the cursor to shut off the screen saver. The Trash Can is empty, and so far I haven't been able successfully drag anything into it. Now there are two folders in here: Security OpSys v5.10.23 and Lab Communications. The first one has a red stripe on it while the second one says COMS. You can pretty much skip the Lab Communications, but for people who skip it and want to know what it contains, I'll tell you.

The Lab Communications folder contains for files:

Company Forums

New message:

LabCon2: EAT BRAAIINS!

New message:

LabCon2: BRAAAAAAINS!

Webcam

Open this file up to view the only webcam in the labs. There is currently a zombie in the room with the camera. The "Previous" and "Next" buttons are grayed out, but if you want you can hit the "X" on the bottom right to shut off the camera. It doesn't really matter though, because it won't change anything.

Maintenance log (audio)

This is A. Lenard's maintenance log for week 72. All the essential systems seem to be functioning fine. Secondary output is back to between 3 & 5% after the panic last week. Still don't know quite what happened there. Anyway, I put all the electrical tools and the body armor back in the locker. Just hope I don't need it again in a hurry.

The combination is 3-5, uh no, uh 362? No dammit, that was last week's. Oh, it'll come to me. It's probably not wise to leave that kind of information in my log anyway; god knows who's listening in. Anyway... 400! That's it, four hundred or something.

I uh, I've been seeing those apparitions again, don't know if they are

connected with the malfunctions or not, probably coincidence. Everyone seems to think I'm crazy; maybe they're right. Anyway, that's my maintenance log for the week. Sorry to be spilling my guts, you know. Recording time's almost up, signing off. Oh wait, that's it! Four hundred & fifty... Disk full, recording terminated.

Research log 09/08/93

Success at last! Our first reanimation took place this morning, test subject IEH26 was given now life after being dead for 6 days. Unfortunately his mind has not also been restored and he has to be restrained to prevent him eating people. One of the nurses says he reminds her of an ex boyfriend and so we have christened him Trevor.

All right now, let's take a look at the Security OpSys folder now, shall we? You'll find two files in here. The first one is a padlock, and that will unlock the door to the next area. The second one allows you to Monitor CCTV Transmissions, or in plain English, look through the various security cameras.

If you look through the camera, you'll start out in Containment Area A. You will notice a small cell with a zombie in it, and then some ammo on a table to the right. Go to the next one and you'll see a similar room, but with a scientist in the cell rather than a zombie. The third one looks into the Operation Room, which is where the webcam was looking into. You can leave all these cameras on, as they won't set off any alarms.

Finally, click on the padlock to unlock Security Door A. Move through it and into the next area. You will see a wire hanging from the roof, crackling with electricity. If you touch this, it will deliver some damage, so be careful. Around the corner there will be another zombie, but with a twist. It is coated with electricity, and can shoot this out at you. Take him down quickly before he gets the chance.

Now turn around the corner he was by and you'll run into two more zombies along with some stairs. Blast them both quickly before they can shoot you. Now run down the stairs and shoot the zombie around the corner, as per usual. You'll find two more zombies around this last corner, and you should know what to do by now.

Go into this room here, and after Jo-Beth gets in the door will slam shut. This is the operation room, and if you looked through either the webcam or the security cams, you should recognize it. The zombie that was sitting at the computer is gone now, but that doesn't mean you can relax. Before the zombies start to flood in, pick up some more Shotgun ammo from over by the computer.

You'll find the Harpoon Gun in here as well, sitting on a small table in between the two operating tables closest to the room's entrance. Don't use the Harpoon Gun unless you absolutely have to, because you will need all the Harpoons you can get for this level's boss battle. If you do have to use the Harpoon Gun, make sure to pick up the Harpoons from where they landed.

Anyways, as I was saying you shouldn't relax, because zombies will begin to enter the room from the slides above the three operating tables. Jo-Beth will try to get the door open for you guys, but you will have to protect her while she is doing it. This isn't really that difficult, so just keep on going for headshots and you should make it out without a scratch.

All right, after she has opened the door, go through it. Around the first corner you'll find a drunken scientist, and he's actually pretty funny. Now go through the door by him and then through the next one, shooting the zombie in this hallway. Once you move into the room, a second zombie will run out of the room

on the right, just past the window. You are now in Containment Area A, and if you look to your right, you'll see a lovely view of a zombie.

There is a glitch in the game it seems, so sometimes there will be a second zombie in the cell. Anyways, go into this room by the cell to grab some more Shotgun and Harpoon Gun ammo. When you access the computer, you will find three things to click on from the beginning: Research Documents, Memo, and Main Control.

None of these are mission critical, and are really just to add some flavor to the level and give you some fun things to do other than blast things. Anyways, for the people who want to skip them but still are curious what they do/say, just read below to find out. We shall first start out with the three files under Research Documents, followed by what the Memo contains.

Subject Omega-37: Final Result

Subject: Omega-37

Day 6:

Specimen was subjected to a level 5 thermal-endurance test. Subject failed to meet pass criteria.

Status: DECEASED

Subject Lambda-14: Final Result

Subject: Lambda-14

Day 3:

Subject was terminated at 7:15 AM and was determined to be in an unsuitable condition to undergo further test procedures. Subject terminated.

Status: DECEASED

Subject Delta-27: Final Result

Subject: Delta-27

Day 18:

Delta-branch subject with augmentation has surpassed his expected lifespan by 5 days now.

Status: LIVE

Memo

To all heads of department. As you may already be aware Dr Harvey, growing impatient with the lack of test subjects decided to administer the new serum to himself. This has proved a rather rash decision and the once brilliant doctor now has the IQ of a turnip. Or perhaps a politician. On the plus side he has developed great strength and extraordinary regenerative properties, he seems almost impossible to kill by conventional means. Unlike the other subjects he seems entirely harmless and we have placed him in charge of transporting the corpses from storage to the labs. If you encounter him wheeling his trolley about its best to just stay out of his way. We will of course be investigating the positive effects of his serum as full as possible, although sadly he does not appear to have recorded the exact formula used.

Anyways, if you are interested in the Main Control, here's what it does: It allows you to test various properties of a zombie, for instance its thermal resistance. You have seven options after the program has booted up: Thermal, Electric, Zombify, Stretch, Cranial Expansion, Flatten, & Shrink-Ray. You will

also see several meters to the right of all these options, along with a large "Activate" button along the bottom. You can activate each option by pressing the "X" to its right. If it is lit up, it is active.

The two columns of bars on the right give you information about the various options on the left. The first column lights up the corresponding bar of each active setting, while the column on the right shows how high the power setting for that option is. If it is too far into the red, the subject is liable to be terminated from the test. Now, if you are curious about what each option does, just look below.

Thermal

This will shoot a blast of fire out of the wall, lighting the subject on fire.

Electric

This will electrocute the subject.

Zombify

If the subject is a human, this will turn them into a zombie. It seems to have no effect on zombies.

Stretch

This will stretch the subject's body.

Cranial Expansion

This will increase the subject's head at an alarming rate, and is the most effective way to kill the subject if they are a zombie.

Flatten

This will flatten the subject down.

Shrink-Ray

This will shrink the zombie, making them smaller than a monkey :P

Anyways, you can control the power of each option with the bar above its title. Moving it farther to the right increases the power, while moving it farther to the left decreases its power. The options will be executed in order once you hit the Activate button, and there is no real way to cancel to test.

If you run into the glitch where there is a second zombie in the cell, he will NOT be affected by any of the programs options, although if you decide to blow up the zombie's head it will damage him to some degree. Since the cell's door is locked, you can't just open it and blast him. It's best just to ignore him for now.

If you want to, you can look through the Microscope to the right of the computer. You'll see a single organism in it, but that one will quickly become two, then four, then eight, etc. They will keep on multiplying forever, but it seems like the game prevents them from multiplying so fast that they can't be contained in the area they are in. In addition, some will die off to help with this.

Once you are done fooling around in here, head over to the next room (Containment Cell 2.) A scientist will start talking, and if you looked through the cameras, you should remember that he was in a cell. Turns out he locked himself in there to keep away from the zombies. As he says, "I helped create them, I'm not gonna be killed by them." I have found no way to get him out of there for now, but there is a computer in the room by his self...

If you do decide to "experiment" on the poor scientist, make sure to turn him into a zombie or he won't be able to handle too much. You can find some more Revolver ammo on the table in here, and a Health Pack on the floor.

If you encountered the Dual Zombie glitch above, then you will probably find two scientists in here. The game seems to occasionally duplicate the characters in

each cell, but as before, you can't hurt the duplicate. The documents on the computer are the same as the previous one, so you can just skip them if you want. Now let's go through the last door in this area.

Checkpoint Reached

Now go through the next door and you'll hear Harvey talking again (he's the one who was talking about getting Princess' eye all better.) Well here he is now, in all his glory. He'll be tossing down the severed legs of zombies to 'Princess'. If you go up to him after he is done talking, he'll open up a short conversation with you. He's perfectly harmless, so there is no real need to kill him.

Once you are finished up here, continue on down the hallway and through the next door. You should probably whip out your Revolver now and reload it. After that is all over, move through the final door to start up another in-game cut scene. You'll both walk into this cultish looking room, and then turn around when the scientist in here starts talking. I'll let you enjoy the rest, so have fun :D

Now once you regain control of yourself, you'll find you are in a mine cart. The fall seems to have moved the cart some, and now it will start careening down the tracks until it hits the end. Usually this wouldn't be a problem, but the ceiling will be lined with the undead, ready to try and knock your head off!

That's why you will need the Revolver. These aren't your regular undead though, but the Headsprouter's. They will only need one hit from your Revolver to take down, but when you start moving faster, it can be difficult to hit them in time. When you are moving around a corner is the best time to reload, and you should do so unless you have at least 3-4 bullets left. Another really good time to reload is when you are moving on a steep incline.

After you get to the end, another in-game cut scene will occur. Watch this to learn about your next objective. It's not really your traditional objective, as it doesn't appear in your objectives list, but that doesn't make it any less important. You'll find your future self's health bar along the top-middle, as per usual. You can find some Shotgun ammo to the left once you regain control, so pick them up and switch over to your Shotgun.

There are a total of three flaming zombies along this path, and plenty of regular ones. After you have cleared an area of zombies, move on forward to the next one. Once they have all been defeated, just move on down to the end of the path. You'll know that you didn't miss any if the in-game cut scene starts up.

Anyways, after it is over take the pathway to your right. The Ghost Gun and goggles pair will be just a short ways up the path. No matter what your settings are though, the gun will be set as your active one. You will need it though, so don't switch back to something else.

Now let's move on up the path, taking down all ghosts that we run into. Your Ghost Gun doesn't require any ammo or reloading, so when you see a ghost, just keep that trigger pressed. When you get to the fifth ghost, you may not be able to eliminate him before he collides with you. Shortly after that ghost the path splits two ways, and you can grab a Health Pack if you go left. All in all there are seven ghosts along this path.

Now go along the other direction and you'll find another one of those handy wormholes. You'll run into the same cut scene as before, but this time you will be playing the role as future Cortez. There are around eight ghosts along this path, so you should know what to do by now. Your past self doesn't seem too skilled with the Shotgun, but if you can kill all the ghosts and get to the end, everything should turn out all right.

After the cut scene, you'll find some Shotgun Shells right in front of you. Pick them up, but rather than pulling out that gun, you should equip your Harpoon Gun. The boss battle is almost here, and that is about the only weapon that can successfully take down the boss. Now drop down the hole to your right, and prepare yourself for the battle.

NEW OBJECTIVE: Eliminate 'Princess'

Checkpoint Reached

Ok, you notice how Princess ate that barrel, but it got stuck in its mouth? This is your target, and it is the only way to defeat Princess. The Harpoon Gun does the most damage to this barrel, so that's why I had you equip it earlier. The easiest time to shoot it is when Princess is breathing fire. You can try shooting it at other times, but you aren't as likely to hit the barrel since her mouth is pretty much shut (even though there are holes in Princess' mouth.)

Other than breathing fire, Princess can create these fiery bat things. They only prove to be a small nuisance, so just ignore them. You have to remember that this battle is timed. After about one minute, when Jo-Beth's health bar is fully depleted, Princess will look up and devour the poor girl.

If you run out of ammo for your Harpoon Gun, you should probably bring out your Shotgun. There is a box of Harpoons by a rock, so run around popping off shots until you find it. The last thing to worry is the lava pit Princess is sitting in. If you even touch it, that'll spell an instant Game Over. With this knowledge, the boss shouldn't be too difficult, but if you run out of Harpoons it will be a lot harder.

OBJECTIVE COMPLETE: Eliminate 'Princess'

After you have finished off Princess for good, Jo-Beth will be raised up through the tunnel in the roof. If you want, you can wrap around this area to pick up any stray ammo. It seems like there is only Harpoons, and they have limited it to two boxes (they don't respawn.) When you are ready to leave, head over to the elevator (it's a metal door with a star on it.)

Your Shotgun would be a good weapon to use now, so pull it out before you make it to the top. At the top, Jo-Beth Casey will be waiting for you.

Checkpoint Reached

All right, now head back into the room where you were trapped before (leave this room and take a left.) Move through it and into the next room. On your left is a Health Pack along with some Harpoons and on the computer table (again on the left) is a Revolver.

You can't access any of the other computers, so just stick with this one. There are only two files on this one: Email & Personal Diary of Jacob Crow. If you click on the diary first, you won't have a chance to read the e-mail, and for those of you who skipped it, I'll give you a chance to read it below.

Email

Things going bump in the night
JC

Bit of a disaster to report, one of the test subjects escaped during the night. It stumbled into the girl's dormitory and ate all the nurses. Talk about a wailing and gnashing of teeth. It did provide us with the chance to measure the speed of the zombification process once a living host is

infected, so it's not a dead loss. In any even we're gonna need more nurses.

Ok, now let's look into that diary of Jacob Crow's. Once you exit out of this diary, you'll be locked out of the computer terminal, so for those who accidentally did that I'll provide the text contained within.

OBJECTIVE COMPLETE: Uncover the identity of the mystery time traveler

Personal Diary of Jacob Crow

After our initial surge progress has slowed, but thankfully there seems to be no wavering of loyalty amongst my followers. The cult is serving its purpose of keeping them all docile. However we seem to be making little progress towards true effective immortality. Granted we can now allow bodies to function after death, but only as almost mindless killing machines! I can feel death stalking me, but I will not die! I will live forever, nothing can be allowed to stand in my way

Ok, after you exit the diary a security video feed will pop up showing that a door has opened. That is the door to the level's exit. Now within a couple of seconds another thing will pop up on the screen. It's an animation of Jacob Crow waving his finger back and repeating the phrase "No, no, no." In addition, the text "You didn't say the magic word" is shown on the screen. To top it all off, a timer for two minutes will begin counting down when this message appears.

NEW OBJECTIVE: Escape the catacombs

All right, you have two choices here. The first is to just run all the way back to the door, ignoring most of the zombies along the way. The second way would be to blast all the zombies while running back to the exit. Either way, it shouldn't be massively difficult.

The first thing to do is leave this room. An arrow along the bottom-middle will point you in the direction you have to go, so don't worry about getting lost. Once you get back into the hallway you'll run into two zombies, one of which is on fire. Kill them and go through the two doors along this path. You will find three more zombies just past the second door: a regular one, an electric one, and then the shape shifter.

Go through the next door and you'll find a zombie scientist in the room to your left. Also, watch out for the flaming zombie that will run through the next set of door. The next room you will run through is the Operating Room, which will contain two more zombies. Just around the corner of the next hall will be two more zombies, and then along the top of the stairs are another two zombies.

There are two more zombies in the security room, and the last two in the hall just past it. Take the door behind the last two zombies, and then enter the elevator on the left. This will finish off the level for you. Congratulations, you can now get out of this creepy old mansion :D

OBJECTIVE COMPLETE: Escape the catacombs

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|Section 2: Arcade League
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Arcade League is back, so let's get started shall we? For people new to the TimeSplitters games, here's how the Arcade League works. Each league is broken into three parts, which in turn have three parts each, bringing the total

number of missions to 27. At first, you will only have access to the Amateur League. In addition, you will only be able to access the first mission in each of the three sections of the Amateur League.

You can unlock the next difficulty in league challenges by completing all nine missions in the previous league with at least a Bronze. To unlock the extra missions in each section you need to beat the previous ones of that section with at least a Bronze.

As in the Challenge Mode, I will only list the requirements for getting the Platinum if I, or someone else, knows what it is. If there is only an estimate, I will place the following after the requirements: (Estimated)

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| #2.0.1 - Amateur League |
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/-----\
|                #2.1.0 - One Gun Fun                |
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+-----+
| #2.1.1 - Rockets 101 |
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|Learn all about high explosives and what they do to peoples' faces as
|Captain Ash takes to the skies with a merry bunch of like minded fools
|and an arsenal of rocket propelled armaments. Let's just hope they had
|the sense to fill the airship with helium and not hydrogen (and people
|say videogames aren't educational, tsk, tsk).
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Mission Notes

Time Limit: 3 min
Enemies: Seven
Weapons: Rocket Launcher
Character: Captain Ash
Mode: Deathmatch
Map: Zeppelin

My Best: 1st and 17 Kills

Gold: 1st and 18 Kills

Silver: 1st and 16 Kills

- New Cheat Available! Slow Motion Deaths

Bronze: 1st

Platinum: 20 Kills

In this challenge, you'll be running around in a giant blimp with your traditional Rocket Launchers. Well, not really traditional, but they're Rocket Launchers nonetheless! Your weapon has two modes of fire: The usual one rocket at a time mode, and the multi-rocket mode. Unlike the previous game however, the multi-rocket mode doesn't fire three rockets simultaneously, but six rockets one after the other.

For you to do well with this challenge you will need to stick with the single rocket mode unless you have an unusually large congregation of enemies in on

area. You should probably play a Deathmatch on this level before attempting this challenge so you can get familiar with the level. There are many platforms along with sections of air that push you upwards that can be confusing at first, so that is why I say this.

For you to succeed here, you'll need to make good use of your radar and knowledge of the level. You need to be able to plot a course to the next batch of enemies as quickly as possible. Since splash damage doesn't seem to be doing much (at least in this level), you'll need to rely on direct hits to take an enemy down. Also, keep in mind that nobody is on a team, so everyone is killing each other, allowing the game to effectively steal kills from you.

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| #2.1.2 - Big Game Hunt |
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| Things haven't been the same around Oblask since Leonid pulled the wrong
| lever and dumped a tank of radioactive coolant into the frozen lake. The
| wildlife has mutated and now locals are enjoying the best hunting season
| since the aliens landed in Tunguska back in 1908.
`-----
```

Mission Notes

Time Limit: 3 min
Weapons: Sniper Rifle, Zeep
Character: Leonid
Teams: Green Team (1, You) - Blue Team (8)
Mode: Team Deathmatch
Map: Siberia

My Best: 19 Kills and 1st

Gold: 35 Kills

Silver: 25 Kills

Bronze: 15 Kills and 1st

- New Character Available! Vlad the Installer

Platinum: 50 Kills

Oh yes, this is *really* fair. Seriously though, I mean didn't we have enough trouble with one Deer Hunter? Well, obviously they didn't think so and now you got eight Deer Hunters after you! Technically speaking you only have one weapon on this level and that's the Sniper Rifle. What many people might not think of is that you can grab the Zeep on the opposite side of the level and play a simple game of tag. Of course, they probably won't be standing up after you tag them with the bumper of your Zeep, but that's life.

You'll start on one end of the Siberia level, while all eight Deer Hunters will start on the other side (near or on the dam.) Everyone has Sniper Rifles, and if you're not careful you'll wind up with a bullet in the head. The Deer Hunters usually either miss or get a direct headshot, so you'll need to have a quick trigger finger or keep yourself moving at almost all times. If you want to wait for them to come and get you, just stand where you spawned and they'll eventually come over the hill on your left with the bunker. Speaking of which, if you want to add an extra punch to your shots there's a Max Damage power-up inside that bunker.

There's really little strategy that I can come up with for this level other than to go for headshots or run everything down in the Zeep. You should also get to know the level so you can go for Body Armor or health if you need it.

You'll find some Body Armor right behind your spawn point, and you'll find some more Sniper ammo on the hill in front and to the left of your start point. The Zeep is all the way over near the dam and will show up as a purple arrow (until you get closer) on your radar. Good luck!

```
+-----+
| #2.1.3 - Divine Immolation |
+-----+
```

```
,-----
| Heretics are running amok in the sacred temple. Let your sacred cleansing
| fire guide them along the path to enlightenment and gently release their
| souls to achieve spiritual calm. Breath deeply and repeat after me
| 'Ommmm'.
\-----
```

Mission Notes

Time Limit: 4 min
Enemies: Six
Weapons: Flare Gun (x2)
Character: The Master
Mode: Deathmatch
Map: Temple

My Best: 17 Kills and 1st

Gold: 1st and 18 Kills

Silver: 1st and 15 Kills

- New Character Available! The Master

Bronze: 1st

Platinum: 20 Kills

This one is basically just like the Rockets 101 mission. Instead of Rocket Launchers though, you have the Flare Gun. Its primary mode (in this mission) is dual Flare Guns, but if you only want one Flare Gun out at a time switch over to its secondary fire mode. You should learn this level through a regular Deathmatch against an easy bot or two so you won't be distracted. In the room you start in there is a Max Damage power-up, so you might as well grab it. My final tip would be to watch out for that damned Dinosaur. He really seems to like going for the Cloak power-up, and then firing flares from seemingly out of nowhere.

```
/-----\
| #2.2.0 - Nightstick |
\-----/
```

```
+-----+
| #2.2.1 - Commuting Will Kill You |
+-----+
```

```
,-----
| Cancellations and overcrowding on the morning trains have just driven the
| commuters a few stops past the end of the line. Everyone's gone off the
| rails and now it's carnage central on the subway. The stationmaster says
| the last one standing gets a free off-peak travel pass - go for it!
\-----
```

Mission Notes

Time Limit: None
Enemies: Eight
Lives: Nine
Weapons: Kruger 9mm, Tactical 12-Gauge, Grenades
Character: Jack Sprocket
Mode: Elimination
Map: Subway

My Best: 8 Lives 2 min 50.6 secs

Gold: 1st in 2 min 40.0 secs

Silver: 1st in 3 min 40.0 secs

- New Character Available! Leonid
- New Cheat Available! Fat Characters

Bronze: 1st

Platinum: Unknown

If you're not familiar with this mode, each contender has a set number of lives. In this case, it's nine. The last player standing is declared the winner. You'll have three weapons at your disposal, and you'll start out with the Kruger 9mm. The 12-Gauge is probably the best weapon for this mission, and Grenades are probably the worst. There are many times you are in hallways or rooms (rather than the large areas with the train tracks), and this can make Grenades just as dangerous to you as they are to your opponent. If you can pull the trigger (or push the button) fast enough, the Kruger can also become an extremely deadly weapon with a high rate of fire.

There's absolutely no detailed strategy that I can give you for this mission. Just play it like a Deathmatch, watch out for Grenades, learn the level, and try to help everyone kill each other as fast as possible. One thing worth mentioning though is that while Grenades are essentially useless in this level, they do have one use. It's probably pretty uncommon, but if you have a large grouping of people (3 or more) and you have Grenades, toss several of them into the pack. Even if you take yourself out, you'll still be ahead so that can make it worth it. Just remember to watch your lives. You don't want to commit suicide on your last life!

+-----+
| #2.2.2 - Toy Soldiers |
+-----+

,-----
|Trials of a new combat drug are having some freaky results. An unforeseen
|side effect is causing anomalous pituitary gland activity and combatants
|are turning into midgets! Get out into the field and show them that the
|top brass doesn't shrink in the face of battle.
`-----

Mission Notes

Time Limit: 3 min 30.0 secs
Enemies: Eight
Weapons: LX-18 (x2), Tactical 12-Gauge, Machine Gun, Flare Gun,
Grenades, Proximity Mines
Character: The General
Mode: Shrink
Map: Vietnam

My Best: 22 Kills and 1st

Gold: 1st and 28 Kills

Silver: 1st and 20 Kills

Bronze: 1st

- New Character Available! Nobby Peters

Platinum: 30 Kills

If you've never played Shrink before, here's how it works. Your size is directly proportional to how well you are doing. If you're normal sized you are doing pretty damn good. However, the smaller you get, the worse you are doing (kill-wise.) This is just to help the little guy get back up on his feet.

You're going to be staring down at the ground a lot, so get used to it. Other than that, you can play this like your standard Deathmatch. Two things you should try while you're on this level: Shoot the water with the Machine Gun and toss a Grenade into the water. You'll probably get a kick out of it, especially with the Grenade ;D

```
+-----+  
| #2.2.3 - Dam Cold Out Here! |  
+-----+
```

```
,-----  
|Pesky snowmen, just because they're made of the stuff they think they own  
|the frozen wonderland above the dam. Well, it's time to give them some hot  
|action. Roast their cute carrot noses and fire up those coal eyes and make  
|sure you keep the chilly beggars off the zone bases to secure a win.  
`-----
```

Mission Notes

Time Limit: Unknown

Character: Crispin

Weapons: Flare Gun, Mag-Charger, Scifi Sniper, Sniper Rifle, Heatseeker

Teams: Blue Team (4, You) - Red Team (5)

Mode: Zones (6)

Map: Siberia

My Best: 37 points in 2 min 30.0 secs

Gold: 37 points in 3 min

- New Character Available! Snowman

Silver: 37 points in 3 min 15.0 secs

Bronze: 37 points

Platinum: 37 points in 2 min 45.0 secs

Yet again, if you're unfamiliar with this game type I'm here to help. In zones, you'll find glowing round objects scattered along the ground in the level. They start out by glowing white, labeling them as neutral zones. When a member from a team (let's say the blue team) runs over the zone the light will change to that team's color, in this case blue. If a member from the opposing team (say the red team) runs over the blue team's zone, it'll change from blue to red.

On the top of the screen, you will find a bar with little circles on it. At first they will all be white until a team captures a zone. That zone will then light up at the top of the screen with the team's color. You'll find a bar above the circles that starts out white. It seems to change to the color of the team that had the most zones in the previous round. Every 16 seconds this bar will empty, starting a new round. At the end of each round both teams are awarded points equal to the zones they had in their possession at the end of the round. There is also a bar along the bottom of the circles that seems to represent the percentage of zones owned by each team. Their colors are both on the bar, with the leading team of that round having a larger portion of the bar

in their team's color.

There isn't much help I can give you on something like this. I will tell you that two of the zones are on top of the dam, one on each side. The other four are on the snowy mounds. You should start near one, as will the Snowmen. The Heatseeker is quite useful, but make sure it says "Target acquired" under your radar before firing or it will just go in a straight line. If you run into the Mag Charger, you can make use of its secondary fire mode to see through the snow hills. Just be careful you don't mistake a friend for a foe.

Finally, the zones will appear on your radar as flashing squares. If they haven't been captured yet, they will appear as green targets on your radar, but if they've been captured they will appear in their team's color.

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/-----\  
|                                     |  
|                               #2.3.0 - On the Take                               |  
|                                     |  
\-----/
```

```
+-----+  
| #2.3.1 - Vamping in Venice |  
+-----+
```

```
,-----  
|The stakes aren't the only thing that's high as the twisted children  
|of the night prowl the wiffy water filled streets of Venice. Driven  
|by a burning bloodlust they turn upon each other in a frenzied orgy  
|of destruction. Make no mistakes, drive your point home, and become  
|the king of darkness!  
`-----
```

Mission Notes

Time Limit: 4 min
Enemies: Five
Lives: 10
Weapons: Harpoon Gun
Character: Jacque de la Morte
Mode: Vampire
Map: Venice
Other: One hit kills

My Best: 5 Lives in 2 min 8.9 secs (1st)

Gold: 1st in 2 min 30.0 secs
- New Character Available! Jacque de la Morte
Silver: 1st in 3 min
Bronze: 1st
Platinum: Unknown

Since the mission has been set to "one hit kills", Body Armor is utterly useless. The only weapon you've got at your disposal is the Harpoon Gun, so I hope you like it. Since it is one hit kills, skill isn't nearly as useful as being able to shoot in the general area of the enemy. Since the harpoons fire out at a decent rate, you don't need to try to get pinpoint accuracy. The only tips I have for you are learn the level (as usual), make good use of your radar, and watch your back. If you work fast enough you can come out on top with the Gold.

```
+-----+  
| #2.3.2 - Pirate Gold |  
+-----+
```

```
,-----  
|Oh-arr me hearties, there'll be doubloons as big as yer 'ead and pieces of  
|eight a plenty in thar temple ruins. But them juicy cash prizes also draw  
|a rare crowd, so everytime you fill some landlubbers skinny behind w'yer  
|salty musket load, look and be sure that Captain Shivers grabs their  
|spondulics. Oh-arr, indeed, be sure.  
`-----
```

Mission Notes

Time Limit: 4 min
Enemies: Eight
Weapons: Flare Gun (x2), Ghost Gun, Rocket Launcher, Heatseeker,
Timed Mines, Grenades
Character: Captain Ed Shivers
Mode: Thief
Map: Temple

My Best: 12 points in 1 min 45.7 secs

Gold: 12 points in 2 min 30.0 secs
- New Character Available! Captain Ed Shivers

Silver: 12 points in 3 min

Bronze: 12 points

Platinum: Unknown

Yay! You get to be a pirate, and a pirate captain at that :D Well, now that I got that out of my system...

Have you ever played Thief before? If not then listen up. Each time a person is killed, they leave behind a giant golden coin. Rather than scoring points through kills, you will have to score by collecting these golden coins. The same applies to your death, and so you'll leave behind a golden coin when you are killed. If you appear near your body, you may be able to pick it up and add to your score, but if not you just have to move on... and maybe get some revenge.

Anyways, just collect as many coins as you can in the least amount of time possible. If you just happen to run across a coin from someone else's kill, don't let your morals keep you from picking it up! That's what the mode is all about, so just keep at it and you'll walk away with another new character and a shiny trophy :D

```
+-----+  
| #2.3.3 - Virtual Brutality |  
+-----+
```

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,-----  
|Come robot brethren, take up your sacred plasma weapons and rebel against  
|the tyranny and falsehood of the chattering Cyber Chimps. For too long we  
|have slaved under their oppression. We must storm the citadel of virtual  
|light and destroy the seat of their power! Down with the false idol of the  
|Chimpish Head!  
`-----
```

Mission Notes

Time Limit: 11 min
Objectives: 1) Gain entry to the compound
2) Download security codes
3) Upload virus to system core

4) Destroy the main generator

5) Destroy the inner core

Weapons: Scifi Handgun, Scifi Sniper, Plasma Autorifle, Plasma Grenades,
Rocket Launcher

Character: INSETICK SD/12

Teams: Attackers (3, You) - Defenders (8)

Mode: Assault

Map: VR

My Best: 4 min 45.8 secs

Gold: 4 min

Silver: 6 min

Bronze: 11 min

- New Character Available! Fergal Stack

- Character Available! PROMETHUES SK/8

Platinum: Unknown

Ok, your first threat throughout this level is the overwhelming number of opponents compared to your amount of teammates. You have two friends, while the defenders are composed of eight Cyborg Chimps. Your first objective is to breach their compound. The entrance is at the middle of the building in front of you. To gain entry you have to hold down the Activate button while practically touching the red cube floating in between the two doors.

Here are a couple of tips you should remember before starting this, or really any of the other Assault mission:

- 1) On the Assault missions where the odds are overwhelming, usually the best thing to do is ignore the enemy whenever possible.
- 2) On this specific mission, the auto guns seem extremely weak to the Scifi Sniper. Anything else takes forever to destroy them with, but the Scifi Sniper can take down these guns with one hit! Since there are six of them in this level, you should really think about using this tactic.

NEW OBJECTIVE: Gain entry to the compound

There are auto guns, along with monkeys, ready to blast you as soon as you move out. There is one auto gun on each side, located on the ceiling inside each of the two balconies. You will most likely need to take both of these out before attempting to complete the first objective and you can do so with the Scifi Sniper lying on the far right side or the Rocket Launcher along the left side. You can take out the guns with one hit each from the Scifi Sniper, so that would be my recommended weapon for this job.

After they are gone, run over to the red cube and stand on the right side facing towards the left balcony. The reason for this is you'll still have the monkeys shooting at you, and if you are hit enough it could push you far enough away from the cube forcing you to restart the process. The reason to go on the right side of the cube is because it seems like there are more monkeys on the left balcony than the right, and odds are that you'll only be shot by the monkeys behind you while opening the doors.

OBJECTIVE COMPLETE: Gain entry to the compound

NEW OBJECTIVE: Download security codes

Anyways, once they are open head through the right door. You will have most of the monkeys quickly pouring through the left one, so this will help give you a fighting chance. Follow the hallway along and take a left at its end. Head over to the red cube here and download the first set of security codes. You activate this (and all other) red cubes just like the one for the doors. Once they are

downloaded, turn around and take your first right. Follow this pathway along until it ends, and then take another right. Here's the second security cube. If you die before finishing up here, make sure to take the left door into the compound for a quicker route. After you have downloaded them, turn around and take your first left.

OBJECTIVE COMPLETE: Download security codes
NEW OBJECTIVE: Upload virus to system core

Now take the next left you can and you'll find yourself in a really red room. There are two more auto guns in here. The first is one the right and will be immediately visible to you. Quickly take it down and then move past it. You'll now encounter the second auto gun, this time on the left side. Finish it off quickly and go through one of the openings on the left side. This will take you out into a large, open area with a pretty big ramp. Climb this ramp and turn right twice. You'll find your next cube at the end of this long platform, but you'll have to deal with the auto guns on either side of it. Once they are gone, upload the virus and pull another 180.

OBJECTIVE COMPLETE: Upload virus to system core
NEW OBJECTIVE: Destroy the main generator

Head all the way back to the other end of this platform and go into the red tunnel on your right. You can pick up a Plasma Autorifle in here if you already haven't. The passageway on the left with the blue force field is useless to you right now, so you can just ignore it. Now, continue through this passageway until you come out the other side. Keep moving straight and follow the ramp here down below. Once you've completed moving around the couple of turns here you'll find that you're in an area with a bunch of pillars. Keep moving through this room until you reach the middle to find the main generator on the left side. Quickly blast it with something powerful and it should blow up fairly fast.

OBJECTIVE COMPLETE: Destroy the main generator
NEW OBJECTIVE: Destroy the inner core

All right, it's time to finish off the last objective and escape the tyranny of the Cyber Chimps! Turn around and you should see a red passageway. Enter it and take the first right. Follow the passageway completely around this room to the other side. You'll find a ramp leading up to the next level, and to make things easier on you, take the right one rather than the left. Once you are on top turn to the right and look for a box of Plasma Grenades unless you already have several. If you need them, pick up the box, and afterwards look up and towards the middle of this area. You'll see a giant monkey head, and this happens to be the inner core.

You can only destroy this with a Plasma Grenade, and you have to hit a very precise spot to do it. The target is the monkey's mouth, but as I said before, you have to hit a very specific spot. That spot appears to be the exact center of the mouth. Just lob all your Grenades at the mouth in an attempt to hit this elusive target and you should come out victorious!

OBJECTIVE COMPLETE: Destroy the inner core

-----\n| #2.4.0 - Dead Weight |-----\n

+-----+\n| #2.4.1 - A Pox of Mox |\n+-----+

,-----\n|The spaceport has been invaded by the dreaded Koozer Mox but fortunately\n|for the authorities, the latest Gretel combat droid just happens to be\n|passing through on her way to Eridani 3 for some R'n'R under the triple\n|suns. Well now they've spoilt her holiday so it looks like she's gonna\n|be whippin' their blue alien hides in return.\n`-----\n

Mission Notes

Time Limit: 4 min

Weapons: Scifi Handgun, Dispersion Gun, Plasma Autorifle, Scifi Sniper,
Proximity Mines, Grenades

Character: Gretel

Teams: Red Team (1, You) - Blue Team (5)

Mode: Zones (5)

Map: Spaceport

My Best: 33 points 2 min 30.0 secs

Gold: 36 points in 3 min
- New Character Available! Koozer Mox
- New Cheat Available! Small Heads

Silver: 36 points in 3 min 30.0 secs

Bronze: 36 points

Platinum: 36 points in 2 min 30.0 secs

This mission couldn't be any easier to win, but you need to know the level and position of the zones beforehand. Each team will appear pretty close to two of the zones, and then there will be one around the center of the level. For you to get an easy Gold you have to forget about the one closest to their start point. That will just cost you time and points.

You will find that you can start in a many places inside the room with your first zone, or that you will start in a various places just outside the room. There are only two general spots you will want to start in, both of which are located inside the room with the first zone. The first would be directly across the room from the zone, but make sure it is right up against that back wall. If you didn't start directly on top of it, move to the right and you'll pick up a Plasma Autorifle. As you are moving towards the zone, switch over to your new weapon.

The second are to start in would be right next to the zone. You may find that you start next to it but facing away from it, so learn the layout of the room so you can recognize when you are in that position. This one will be slightly harder, since you will have to wait until you get to the third zone before picking up a Plasma Autorifle. You need this weapon to defeat the Koozer Mox, and they will be coming out into the landing pad just as you run over the third zone.

Either way, leave this room and head down the hallway. Keep on following the twists and turns of the hall and you'll wind up in the ramp room. You'll find the second zone here at the bottom of the ramp. Run over it as you start to

move up the ramp, and then exit through the two doors at the top. Turn left and follow the platform to the end. Make a right followed immediately by another right to go down the ramp. Move straight over to the third zone, and while you are here pick up some more ammo for your Plasma Autorifle (or grab it if you didn't already pick up the weapon.)

Turn to the corner diagonally opposite from this one and move towards it. About now, the other team should be flooding into this area. Blast them all, and if you miss any by the time your rifle overheats, just restart and try again. After they are gone, head through the door they came from. Go left and move through this next door. You'll find a Health Pack along with some more ammo if you need them on the right, but remember that the door is still on the left. (I kept on crashing into the wall to the right of the door thinking it was there!) If you picked up the Plasma Autorifle by the third zone you *will* need the ammo.

Anyways, go through this door and make a left. Run over the zone in the middle of this tunnel and keep on moving to the end. If you've been fast enough they won't come out until you get to the end, but they may come out just as you pass the fourth zone. Either way blast them, but don't go into the next room. You want to *camp* by this door. You now have four zones under your control, and you've also got the perfect camper location since they always appear back by their first zone.

My favorite spot would be standing on top of the Scifi Sniper sitting over on the left side of this end of the tunnel. You should also crouch down to keep your hand steadier and your profile smaller. Auto aim works wonders here, so if you have it on don't go into manual aim unless you have a steady hand and are a good shot. Those Koozer Mox can be quite quick, so that's why I say this. All you have to do is camp here until you hit 36-37 points (depends on how quickly you secured the fourth zone) and when 2 min 30.0 secs rolls around you'll complete the mission with the previously mentioned amount of points and a shiny new Platinum trophy to add to your collection.

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| #2.4.2 - Rumble in the Jungle |
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|It's your chance to be the mane man so don't just leave that gun
|lion there! Take some pride in your work and wipe your paws with
|the opposition.
`-----
```

Mission Notes

Time Limit: 5 min
Enemies: Eight
Lives: Nine
Weapons: Flare Gun (x1), Flare Gun (x2), Heatseeker, Grenades,
Timed Mines, Proximity Mines
Character: Leo Krupps
Mode: Elimination
Map: Vietnam

My Best: 8 Lives in 3 min 25.0 secs (1st)

Gold: 1st in 3 min 30.0 secs
Silver: 1st in 4 min
Bronze: 1st

- New Character Available! Leo Krupps

Platinum: Unknown

You really will have to watch yourself on this one. Everyone starts out with Proximity Mines, so pretty quickly the level will be coated in explosive deathtraps. In fact, this entire mission consists of nothing but explosives! (Yes, the Flare Gun is considered an explosive weapon.)

The action will be fast paced, small corridors will be turned into paths from hell, and your best weapon just might be some well placed Proximity Mines and the dual Flare Guns. As always, you should take some time against a single 1-star bot in a Deathmatch to get a feel for the level, especially since the pace seems faster in this mission. Once you feel you are ready just let loose. The best area to be in is the lake area with the machine gun nests on each side of it. Make sure to watch out for Proximity Mines on the water!

+-----+

| #2.4.3 - Freak Unique |

+-----+

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,-----  
|At night the subway turf is hotly disputed by local gangs. The weird  
|warriors have come out to play, but who will be left standing at the  
|end of the fight? The Techno Geeks, the Circus Freaks, or even dear  
|little Hans? Don't laugh - you get to be Hans...  
`-----
```

Mission Notes

Time Limit: 4 min 30.0 secs

Weapons: Baseball Bat, Tactical 12-Gauge, Machine Gun, Proximity Mines, Grenades

Character: Hans

Teams: Yellow Team (1, You) - Red Team (3) - Green Team (3)

Mode: Team Deathmatch

Map:

My Best: 30 Kills in 3 min 58.7 secs

Gold: 30 Kills in 3 min ()

Silver: 30 Kills in 3 min 45.0 secs ()

Bronze: 30 Kills

- New Character Available! Neophyte Constance

- New Character Available! Hans

Platinum: Unknown

One thing I've noticed is that the Red Team seems to be much more skilled than the Green Team. You would do best to target the Green Team, but if you get a good chance or are just forced into it, take out as many of the Red Team as you can. You will start in between the other two team's start locations, but you will be a little closer to the Green Team. Head straight up into the Green Team's "base" and wreak havoc!

Proximity Mines and Grenades are not really that useful. The Baseball Bat is utterly useless, though it does fit the theme of gang turf wars. The Machine Gun is quick firing/reloading, but the 12-Gauge has a higher stopping power. For instance, you may be able to take out Mr. Giggles with an entire clip from the Machine Gun while it would only take one or two shots from the 12-Gauge to eliminate him. Each of those two weapons has its own advantages and downfalls, so pick the one you're most comfortable with. Yet again, learn the level and you'll have a better chance of winning this mission.

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|                                     |
|                               #2.5.0 - Fever Pitch                               |
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+-----+
| #2.5.1 - Outbreak Hotel |
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,-----
|You'd think a hotel full of medical conference attendees would be a pretty
|healthy place to stay. Not so, it's a run down flea pit and coupled with
|low standards of personal hygiene it was only a matter of time before the
|lurgy broke out. Keep on the move and stay away from infected carriers,
|that envirosuit won't help you much here.
|-----
```

Mission Notes

Time Limit: Unknown
Enemies: Six
Weapons: Kruger 9mm (x2), Injector, Ghost Gun, Proximity Mines, Grenades
Character: Envirosuit
Mode: Virus
Map: Hotel

My Best: 1 min 30.4 secs

Gold: 2 min 30.0 secs

Silver: 1 min 30.0 secs

- New Cheat Available! Big Heads

Bronze: 1 min

Platinum: Unknown

Virus... Man do I hate this mode! If you're new to it, what happens is one person (never you on these missions) start out as the virus carrier. That person will run around trying to infect, or tag, all the non-infected people. Each time someone is infected your chances of receiving the virus are increased because of the extra carriers.

In this level, you really don't have any good camping locations (from what I know so far), so you need to run around constantly to avoid being infected. One thing they have done in this game is given you a way to know if an infected person is near. You'll begin to hear a clicking sound that will get louder and faster as you get closer to them. You should use this to spot potential problem spots before you get too close to them. In addition, if you have a carrier after you just shoot them down. You may even be able to get them while running backwards, but I'd only suggest that in the open areas or long hallways. Good luck!

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+-----+
| #2.5.2 - Missile Bunker |
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|Prolonged living in close quarters has led to an outbreak of cabin fever
|in the underground bunker. Luckily there's plenty of stockpiled explosives
|at hand - just the thing for clearing people's heads.
|-----
```

Mission Notes

Time Limit: 3 min

Enemies: Seven

Weapons: Pistol 9mm (x2), Mag-Charger, Soviet Rifle, Minigun, Proximity Mines, Grenades

Character: Nurse Tourniquet

Mode: Virus

Map: Bunker

My Best: 3 min

Gold: 2 min 30.0 secs

- New Character Available! Nurse Sputum

Silver: 1 min 30.0 secs

Bronze: 1 min

Platinum: 3 min

Ok, this level is decent sized, confusing, and when in a panic, you'll have trouble figuring out which end is up. I was lucky, because I ran into the perfect camper location by complete accident. If you aren't a camper, or haven't had much experience with them, than you might not know this. Anyways, the perfect camper spot is a place with a good weapon, one entrance to the area, and a good view of that entrance that's far enough away to give you plenty of time to react to the enemy. While in multiplayer this is one of the worst places to camp (because you can be shot from below), here you won't need to be worrying about being shot so it isn't a problem ;D

All right, this level has three floors from what I can tell. The camping spot is on the top floor, right in the middle of the two paths leading to it. You will find a Minigun there along with a Health Pack that will prove to be useless in this mode. Anyways, there are two colored tunnels with rock walls, one on each side of this perfect camping spot. One is yellow and the other is red. You'll find a Minigun in each one on the end that's a dead-end. You might as well pick it up if you start there. You will also find a short set of stairs near that dead-end leading into a door. Go through that door to find the stair room leading to the third floor.

Climbing the stairs takes you into a slightly different set of rooms, depending if you started on the Sector A or Sector B side. Either way the stairs have a short hallway directly after them that leads to a door. Follow through the room and you'll hit another door. Just past it is the door leading to the sector you are not in, to either your right or your left (depending on which sector you are in) you'll find a wall with a non-climbable ladder and the other direction will lead you into that legendary camping spot ;D

You can choose to take the left or right side, but the left brings you closer to Minigun ammo if you run out before the 3 min are up. Continue moving until you hit the back corner of your chose, turn around and look at the opening into the room, and then set your Minigun to its secondary fire mode to insure you can blast the enemy as soon as you pull the trigger. Now you do what camper's do best: wait.

Anytime someone enters the room, kill them without remorse. Even if they aren't carrying the virus, if a virus holder enters the room and infects them before you can kill the virus holder, you may be put into serious danger.

That is really the only strategy fit for this level and for achieving Platinum status. You will probably need to learn the level before attempting this, because you will need to know the alternate paths if you don't start in the ideal spots, and you will need to know the layout of the third story rooms in

case you start there or just so you don't get lost while running. My suggestion is to play a Team Deathmatch with a time limit of around ten minutes. Set two 5-Star bots on your team against a single 1-Star bot. They can easily keep the enemy busy while you go exploring, and your opponent will be so easy that if they do get in your way it should only be a minor distraction.

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| #2.5.3 - Bag Slag |
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|Lady's night at the Big Tipper and everything was going swingingly until
|Anya checked out her handbag from the cloakroom. No-one else had ever seen
|one made out of TimeSplitter hide - "Oh my, it's just to die for!". Now
|it's one hell of a catfight as everyone tries to grab a piece of the
|action.
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```

Mission Notes

Time Limit: 3 min 30.0 secs
Enemies: Six
Weapons: Baseball Bat, Shotgun, Machine Gun, Rocket Launcher,
Remote Mines, Grenades
Character: Anya
Mode: BagTag
Map: Disco

My Best: 3 min 28.2 secs

Gold: 3 min
- New Character Available! Venus
Silver: 2 min 30.0 secs
Bronze: 1 min 30.0 secs
Platinum: 3 min 15.0 secs

If you haven't played BagTag before, here are a few things to keep in mind:

- 1) Once you grab the bag, you can't use any weapons. That includes your fists.
- 2) Even though you can't use weapons, you can still pick up Health Packs and Body Armor.
- 3) Unlike "Capture the Bag", no one is on a team. Once you get that bag, everyone will be after you.
- 4) You will spend almost the entire mission running, so you had better practice your strafing skills to complement your running or you are liable to be filled full of holes.

As per usual, this level's layout can be tricky at first, so play against some simple bots to get a feel for the level. You will find that no one starts out with the bag, so that can be to your advantage. Another thing, unless you don't care about the Platinum, is that you have to hold onto the bag for all but 15.0 secs of the mission. That means if it takes you longer than that to get hold of the bag you had better restart. The same goes for dieing, which will most likely cost you too much time to get the Platinum.

You'll find you always start in the main dance room (you know, the one with the glowing squares in the middle), and the bag will be smack in the middle of the glowing dance area. If you can grab it first, you will have a chance of keeping it for all but about 2 seconds of the mission. Another thing to keep in mind is that both the Health Packs and Body Armor are of the low variety, so they will only fill the meter up halfway.

There is one extremely good spot to wait it out for a few seconds, but it is a tricky one to position and time just right. I won't explain in detail how to get there, but if you know the level, you can find it easily enough with my description. This spot is located to the right of the giant Golden Tipper statue on the top floor. Take that path up, but not all the way or people on the lower floors can shoot you. This will force everyone to pile into that path, giving you a clear shot to jump from the top just before they rip you to shreds and allowing you to avoid being shot at while dropping down :D

The path I like to take is this:

- 1) Starting when you grab the bag, run towards the Golden Tipper statue.
- 2) Sideswipe the Body Armor on the way into the excellent waiting area.
- 3) Just before the other girls catch up to you, jump over the edge, but not all the way down to the bottom floor.
- 4) Head right, drop down the ledge here and run up the stairs. You will find a Health Pack at the top.
- 5) Leaving the stairs, go right and follow the path all the way back to the Golden Tipper statue.
- 6) Rinse and repeat ;D

Good luck with this mission, and I hope you can grab the Platinum on your first go at it!

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|                                     |  
|                                     | #2.6.0 - Mode Madness |  
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| #2.6.1 - I Like Dead People |  
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| Edwina likes to play with dead things. Unfortunately we're not talking  
| about spiders and flies here - she prefers animated corpses. That's right,  
| the whole range from clammy and suppurating to flaccid and putrefying.  
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```

Mission Notes

Time Limit: 4 min
Enemies: Seven
Weapons: Tactical 12-Gauge, Machine Gun (x1 & x2), Soviet Rifle,
Flare Gun, Grenades
Character: Edwina
Mode: Shrink
Map: Hotel

My Best: 1st and 25 Kills

Gold: 1st and 32 Kills
Silver: 1st and 25 Kills
Bronze: 1st

- New Character Available! Deadwina
- New Cheat Available! Old Film

Platinum: Unknown

This is your typical match of Shrink, which is played almost identically to a regular Deathmatch. You will of course have to keep an eye on the ground once people begin to shrink so you won't miss them. You will be helped out by the

fact you are smaller than the others are to begin with, although I'm not too sure of how much help this really provides.

From what I can tell, your two biggest competitors will be Daisy Dismay and Nurse Sputum, respectively. They really seem to be the skilled two out of the bunch. Unless you are just extremely good/lucky, odds are you will be coming in with a "Joint 1st" with one of those two ladies.

You start out with the Machine Gun, but while it is fast, it also is fairly weak. You should trade it out pretty quickly for any of the other weapons (possibly excluding the Flare Gun). This includes the dual Machine Guns, as their lack of stopping power is now made up by throwing in the second one.

You should also remember that while you may be dealing with the undead, don't think you can kill them instantly by knocking their heads off. While they may be headless, they are just as formidable an opponent. Just keep on trying at it and you'll quickly walk away with a trophy.

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| #2.6.2 - Zany Zeppelin |
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|Khallos thought a zeppelin would be the last word in retro-chique for the
|aspiring world dominating maniac. He didn't reckon on a bunch of crazies
|hijacking his launch party. Show them who's the boss.
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```

Mission Notes

Time Limit: 4 min
Enemies: Nine
Weapons: Kruger 9mm (x2), Shotgun, Mag-Charger, Soviet Rifle,
Remote Mines, Grenades
Character: Khallos
Mode: Gladiator
Map: Zeppelin

My Best: 1st and 15 Kills

Gold: 1st and 20 Kills

Silver: 1st and 12 Kills

- New Character Available! Booty Guard

Bronze: 1st

Platinum: Unknown

All right, here's a game of Gladiator! In this mode, only the Gladiator can score. Any kills everyone else makes is worthless. You can find the Gladiator one of several ways. The first is the person's avatar on the top-middle of the screen. The second is that they will appear as "blue" on your radar while everyone else will appear as "red". The third is that the person will be surrounded by a yellowish, glowing force field.

The Gladiator's seem to have more defensive, and possibly offensive, power than they regularly would. This can make bringing them down difficult. As previously mentioned only the Gladiator can score, so you will need to become the Gladiator! You can do this by being the one who finishes off the current Gladiator. Everyone of course will then target you, but at least you can now score. Start blasting away and try to stay alive for as long as possible. This one will be a pretty hard one, but you should be able to pull through with persistence, skill, and possibly a little luck ;D

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| #2.6.3 - Lip Up Fatty |
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|The Machine forces have captured Fatty Dozer and under torture he's
|threatening to spill his guts about covert rebel operations in the
|Gamma Quadrant. Hard times call for desperate measures, so it's down
|to Mordecai Jones to lead a crack team into the prison and assassinate
|Dozer. It'll be a kindness really...
`-----

Mission Notes

Time Limit: 10 min

Objectives: 1) Breach the prison wall
2) Override security system
3) Secure the barracks
4) Deactivate prison lockdown
5) Assassinate the prisoner

Weapons: Scifi Handgun, Scifi Sniper, Plasma Autorifle, Rocket Launcher,
Timed Mines

Character: Mordecai Jones

Teams: Attackers (3, You) - Defenders (7)

Mode: Assault

Map: Mars Prison

My Best: 4 min 12.1 secs

Gold: 5 min 30.0 secs
- New Character Available! Dozer

Silver: 7 min

Bronze: 10 min

Platinum: 4 min 30.0 secs

As with basically every freakin' Assault mission on this game, you are massively outgunned/skilled. It's just you and two others against horde of robot soldiers. Yeah, real fun there... Surprisingly I managed to get the Platinum on my first go, but I had learned many things from the previous Assault missions, so I guess they aren't pure evil. Just mostly ;P

NEW OBJECTIVE: Breach the prison wall

You start out with some rocks for cover while the enemy has the prison walls for protection with convenient little windows to shoot from. You have a measly Scifi Handgun to start out with, but you can find a Rocket Launcher behind you.

Anyways, to breach the prison wall you will have to blow something up. Now anything with the phrase "blow something up" can't be a bad thing, right? Sadly rockets won't do (predictable, what they really need are nukes), but you will find some handy explosive crates to the left once you leave your little protective nook.

You may be thinking, "Hey cool! I got me some rockets, so while takin' cover behind those big ol' rocks, I'll blast it and be on my merry way." right? Well sadly, you're wrong; the crate can only be destroyed by mines. You also have the traditional, and by now extremely annoying auto guns in your way.

Once you leave your protective area, there will be a boulder to use for cover. You will find the Scifi Sniper in front of it, so use it to pick off the auto

guns. There are six regular sized guns along the wall's length, each posted about middle height. These can be taken down in one shot with the Scifi Sniper. There are also two very large auto guns on top of the installation, each of which will take three shots from your Scifi Sniper. All the while, your enemies will be blasting you with plasma and rockets, so be careful.

Once they are all destroyed, you can concentrate on the explosive crate. You will need to either find the Timed Mines or let one of your team members get it, but if you go the second route you will have to destroy all the auto guns first. If you want to complete this mission faster, go for the mines yourself. They are located along the middle of the wall, and luckily there is an indentation there so you will be safe from enemy gunfire once you get to the mines. Finally, you can find a Plasma Autorifle by the crate, so make sure you get it BEFORE the objective is completed.

OBJECTIVE COMPLETE: Breach the prison wall
NEW OBJECTIVE: Override security system

Enter through the newly made hole in the wall and head to the first terminal, located to the right slightly. You will find it inside an indentation in the wall. The computer terminal is located on the left side of that indentation. This is only the first one, and odds are you'll be killed shortly after hacking it.

The second one is located on the other side of this corridor in a similar indentation in the wall. Once you are able, head over to that one to finish the objective. My advice would be to ignore enemy gunfire while you are at the terminal, and largely ignore it while moving to the terminal. If you can gun the person down while running, then do it. Otherwise, just dodge the enemies and hopefully most of their gunfire. In addition, ignore the auto guns in here, as they will take too much time to destroy.

OBJECTIVE COMPLETE: Override security system
NEW OBJECTIVE: Secure the barracks

After hacking the second terminal, leave it and press further on into the prison. You will find the path to the barracks to the right of this indentation when you are facing the indentation. Continue down that path and take the door on the left. Auto guns are to be ignored, so head through this room diagonally left to the next door. In this room, move diagonally to the right, entering the next door below the auto gun. You may as well attempt to dodge the auto gun in the corner you are moving towards.

OBJECTIVE COMPLETE: Secure the barracks
NEW OBJECTIVE: Deactivate prison lockdown

Once you enter this building, you will find a Health Pack on the right and Body Armor on the left. Pick up both as needed and climb the ramp. Go through the door at the top and follow the path into the next hallway. Take an immediate left in here, and take a left at the end. Follow along this path until you make it outside, and then proceed to enter the door across from you. To your left on the wall by the door is the terminal for the prison lockdown controls. You know what to do.

OBJECTIVE COMPLETE: Deactivate prison lockdown
NEW OBJECTIVE: Assassinate the prisoner

As you are moving through these next areas, ignore ALL the auto guns. Head back outside and to the right. Continue into the hallway and take a right. Follow that with a left through a door and head down. Take the next right, followed

by a left. Head down the ramp and move through the two doors here. Head straight up the next ramp and you'll be in the prison cells. There are six of them, and it seems like Dozer is randomly placed into one of them at the mission's start. Just use the little arrow located on the bottom-middle of the screen and it'll point straight into his direction. All it takes is a single bullet to him, so let's be quick about it and grab our Platinum.

OBJECTIVE COMPLETE: Assassinate the prisoner

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| #2.0.3 - Elite League |
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| #2.7.0 - Smash 'N Grab |
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| #2.7.1 - Screw Loose |
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| Things used to be pretty quiet at the Martian Penal Institute for the
| Correction of Delinquent Undead Space Monkeys, but then there was an
| initiative offering financial incentives for reducing overcrowding in
| the cell blocks. Prison Officer Jonas reckons that means "shoot inmates
| for cash prizes". Go figure.
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```

Mission Notes

Time Limit: Unknown
Weapons: Scifi Handgun, Scifi Sniper, Plasma Autorifle, Rocket Launcher,
Timed Mines, Plasma Grenades
Character: Prison Officer
Teams: Red Team (1, You) - Blue Team (6)
Mode: Thief
Map: Mars Prison

My Best: 25 points in 3 min 52.7 secs

Gold: 25 points in 3 min 30.0 secs

Silver: 25 points in 4 min

- New Character Available! Prison Officer
- New Character Available! Candi Skyler
- New Cheat Available! 8-Bit

Bronze: 25 points

Platinum: Unknown

Wow, this mission is loaded with unlockables, isn't it? While this mission will seem hard, and at times unbeatable, it is actually quite easy once you know a few things. One thing is the monkeys will ALWAYS try to gang up on you. They do this for two reasons (in my opinion.) The first is to take you down by overwhelming your defenses. The second is so they can grab the coins of their fallen comrades before you, the sneaky, fast little bastards! Another thing is they are extremely quick moving.

You will need to do several things to combat the above. The first is always to stay on the move. You will find the Plasma Autorifle and Rocket Launcher to be

the only useful weapons, although the other explosives may prove useful on occasion. If you are stuck with your Scifi Handgun and are trapped, use it. Desperate times call for desperate measures. Try to single them out, or if you can use a rocket or something to kill them all quickly. You don't want to kill their comrades only to find you upped their score because they were standing next to the coin. That will be the fastest cause of your failure, giving the monkeys free coins.

Did I mention the monkeys are fast? Anyways, it may take a few tries but you should end up coming out on top pretty quickly.

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| #2.7.2 - Oh Shoal-O-Mio |
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|The canals of Venice have been invaded by a plague of tiny mutant whales
|who are terrorizing the local population and scaring away tourists by
|singing opera arias badly off key. There's nothing for it but to send
|in a heavily armed chap in a diving suit - don't worry though, it's a
|scientific cull.
`-----
```

Mission Notes

Time Limit: Unknown
Weapons: Tactical 12-Gauge, Machine Gun, Soviet Rifle, Grenades
Character: Deep Diver
Teams: Red Team (1, You) - Blue Team (8)
Mode: Team Deathmatch
Map: Venice

My Best: 40 Kills in 2 min 15.8 secs

Gold: 40 Kills in 2 min
Silver: 40 Kills in 2 min 20.0 secs
- New Character Available! Deep Diver
Bronze: 40 Kills
Platinum: Unknown

You know, it's actually pretty creepy to see eight or so whales floating in the air shooting at you. The Shoal sounds pretty cool though; you should listen to him in the character selection screen ;D

This sounds harder than it really is. You don't even need to leave the comfort of your start area. The Shoal will come to you my friend, and when they do kill them all! They actually will first funnel down through a hall before bursting out into your little haven, so tossing a Grenade down it just before they enter sounds like a dandy idea! You will have to get good at reading your radar and estimating distances though.

There will be a box of Grenades, a Machine Gun, and Body Armor in the general area that you start out in. A word of warning though, while The Shoal usually funnel down through the hallway, it isn't unknown for them to come in through the second entrance into your little start area, so watch your back.

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| #2.7.3 - Astro Jocks |
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|Candi's had just enough of the jibes going round the academy - and if
|one more person makes a comment about the fullness of her double moons
|then there's gonna be ructions. Well, today it's combat training with
|live plasma ammo so this is her chance to wipe those silly locker room
|grins off of the boys' faces.
`-----`

Mission Notes

Time Limit: 3 min 30.0 secs
Enemies: Eight
Lives: Seven
Weapons: Dispersion Gun, Plasma Grenades
Character: Candi Skyler
Mode: Elimination
Map: Spaceport

My Best: 7 Lives in 1 min 59.9 secs (1st)

Gold: 1st in 2 min 15.0 secs
Silver: 1st in 2 min 30.0 secs
Bronze: 1st
Platinum: 1st in 2 min

You get to be Candi in this one, and you'll be starting out with a Dispersion Gun. In fact, the only other weapon you'll see on the level is the Plasma Grenade, so I hope you like this weapon. Not much to say here, although using the Dispersion Gun is difficult for me to make kills quickly with, so I end up spending extra time just to kill someone.

Something I've noticed is that you usually start out with several other people. In fact, it seems like the spawn points are grouped together purposefully, probably to combat the ridiculously short time they give you to achieve a Silver or Gold. It also seems like The General and Cortez are difficult to kill with the Dispersion Gun, but Mordecai is very easy. You may try tossing Plasma Grenades onto the more difficult targets ;D

Get this. I finally get the Silver trophy, but three things amaze me to no end:

- 1) Still nothing unlocked, damn!
- 2) Somehow, I managed 100% accuracy! This is coming from a person who shouted in glee that his average accuracy was 36%, and that on occasion had picked up 50% accuracy. This is also the same person who can't get his accuracy to budge from 26% in TS2. It's been stuck there for about as long as I have had the game...
- 3) Somehow, I also managed to accomplish this feat WITHOUT losing a single life. Damn! I really wish I had remembered to get our camera and take a picture. Here I am regretting a decision made not two minutes ago! I'm gonna try again and see if I can pull it off again, whether I make anything higher than a Bronze I couldn't really care...

Bwahaha, I finally got some pictures as I managed to duplicate the results again. Actually, I got more like a dozen or two, but whatever. I'll just have to cut it down to four screenshots, one of each screen. Anyways, I'm guessing the high (a.k.a. perfect) accuracy is because of the Dispersion Gun's wide blast radius, but it is still really cool to get 100% accuracy :D

Sadly, you get absolutely zilch for this mission, although you have a chance at wowing friends with screenshots off 100% accuracy ;D

#2.8.0 - Group Therapy

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| #2.8.1 - Zone Control |
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|Combat robots are thoroughly tested in simulations in order to minimize
|the chances of costly product recalls. Todays test is battlefield
|territory awareness. So instead of shooting everyone in the diodes,
|try to make sure that key locations stay under your team's control.
`-----

Mission Notes

Time Limit: 3 min 30.0 secs
Weapons: Dispersion Gun, SBP500, Plasma Autorifle, Plasma Grenades
Character: GOLIATH SD/9
Teams: Red Team (4, You) - Blue Team (5)
Mode: Zones (5)
Map: VR

My Best: 37 points in 3 min 15.0 secs

Gold: 35 points in 3 min

Silver: 35 points in 3 min 15.0 secs

- New Character Available! Neophyte Lucian

- New Cheat Available! Cascade

Bronze: 35 points

Platinum: Unknown

This one is difficult, and at first it may seem impossible. Even though the teams are basically evenly matched in size, the other team is extremely skilled and starts off near some powerful weapons (namely the Plasma Autorifle and SBP500.) You will need to learn the positions of all the zones, along with the layout of the level.

One of the hardest zones to control would be the one in their start area, but it can be controlled. There is a Cloak powerup to the zone's left, and you can use that to keep from being shot at for the most part. You can then couple this with either the SBP500 or Plasma Rifle to defend it. I personally find that the SBP500 does a better and faster job than the Plasma Rifle, and you don't have to worry about overheating!

If you can guard that zone, then your friends should be able to get the other zones to bring you in for a close win against the Blue Team.

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| #2.8.2 - Front Loaded |
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|Harry's old police partner, Christine Malone, has turned up at the Big
|Tipper asking after the man himself. From the looks of that non-regulation
|uniform it seems she may be planning on more than just looking over the
|details of old busts. Kitten says her fella ain't for sharing, she's
|challenged Malone to get out her pistols and let's see what they're
|made of.
`-----

Mission Notes

Time Limit: Unknown
Enemies: One
Weapons: Machine Gun (x2)
Character: Kitten Celeste
Mode: Deathmatch
Map: Disco

My Best: 10 Kills in 2 min 37.5 secs

Gold: 10 Kills in 2 min 10.0 secs
Silver: 10 Kills in 2 min 50.0 secs
- New Character Available! Stumpy
Bronze: 10 Kills
Platinum: Unknown

Lt. Christine Malone is actually a pretty strong opponent. Your only weapon on this level will be the Machine Gun, although you luckily will have two of them at your disposal. You will need to learn the locations of the various Health Packs in the level, along with the level itself if you want to survive for long.

To win against Malone you will need to strafe around her to avoid being shot, run if you know she'll kill you (like if you are reloading), but stay and do some damage if you are low on health and can't make it to the next Health Pack. If you stick to the previous items, you should come out victorious.

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| #2.8.3 - Old Blaggers |
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|Braces reckons all this new fangled law enforcement technology's no match
|for a bit of old fashioned thieving. He's teamed up with a couple of old
|school mates to show these so called SecuriDroids just how to pull of a
|heist.
`-----

Mission Notes

Time Limit: 3 min 30.0 secs
Weapons: Pistol 9mm (x2), Mag-Charger, Soviet Rifle, Proximity Mines,
Grenades
Character: Braces
Teams: Red Team (3, You) - Blue Team (6)
Mode: Capture the Bag
Map: Bunker

My Best: 3

Gold: 4
Silver: 3
- New Character Available! Tommy Jenkins
- Character Available! Sister Faith
- New Character Available! Braces)

Bronze: 2
Platinum: Unknown

This one is pretty easy to win, especially since your teammates are actually competent gunmen. Even though the other team has twice as many people as you,

things shouldn't get overly hard. You'll start out with the Pistol 9mm (x2), which can actually prove to be a good weapon in this level. Grenades work really well against several of the other team because of all the small hallways. Just chuck a Grenade or two around the corner and circuits will fry.

You'll find the Blue Team's base and bag on the lowest level. All you have to do is bring that back to your base while your bag is still in your possession to score. Just remember to run over your bag so the point counts.

Your teammates will do a good job at retrieving your bag if it is stolen, allowing you to concentrate on more important matters. They will also do a pretty good job at scoring points. Without me getting the bag once, they already had earned me two points. I'm pretty sure they had also kept the other team from scoring even once, although I did stop a bag thief once. I ended up retrieving the bag once though, and was able to score about ten seconds before the level finished. This shouldn't prove to be that difficult of a match, so as usual just learn the level and try your hardest.

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|                               | #2.9.0 - Retro Chique |  
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| #2.9.1 - The Dead, The Bad and The Silly |  
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|Jared Slim and Venus have been robbing banks, stealing laundry and  
|generally terrorising right thinking folk all across the Rio Grande.  
|Now they've holed up in the old Mexican Mission with a mechanized  
|cactus man who goes by the name of Eli Scrubs. Time to bring 'em in  
|Sheriff. "Dead or Alive", that's you by the way, no one's actually  
|sure if you're dead or alive...  
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Mission Notes

Time Limit: 4 min 30.0 secs
Weapons: Revolver, Shotgun, Vintage Rifle, Flare Gun, Heatseeker, Grenades
Character: Sheriff Skullface
Teams: Green Team (1, You) - Red Team (3)
Mode: Team Deathmatch
Map: Mexican Mission

My Best: 30 Kills in 2 min 35.0 secs

Gold: 30 Kills in 2 min 25.0 secs

Silver: 30 Kills in 3 min

Bronze: 30 Kills

- New Character Available! Jared Slim

Platinum: Unknown

While I used the Heatseeker as my weapon of choice in the beginning, I found you would really only be able to pick up a Bronze with it. As I was trying to figure out how to do better, I accidentally ran across the Shotgun and started making kills faster than ever. I didn't get above a Bronze on that one either because I had realized the solution too late, by have since managed to do better for myself.

Odds are you will start on the second floor of the main building, or you will start somewhere within. There are two readily available Shotguns that you can pick up after starting. The first is located on the left side of the main outdoor area. It's before any of the buildings and is almost up against the wall. The second one is inside the main building. If you start close enough to the stairs leading to the second floor, you will find them near the bottom. Just go down them (if you already aren't) and head into the hallway there. It's at the end, sort of on the left side.

Anyways, the best way to get your kills in is with the Shotgun. You will want to keep from going into buildings if possible. You need to stay out in the open so you can't be cornered as easily. Just run around, preferably strafing at the same time, and keep blasting the other team. There is a box of Grenades near the entrance to the main building, right by the fountain. If you end up needing health, there is a Health Pack under the overhang on the small building to the left (the same side the Shotgun is on.)

If you need some more Shotgun ammo, but some idiot picked up your Shotgun ammo, there is another spawn point for it behind the small buildings in the right corner. Don't stay back there long though or you can get pinned in. Other than these tips, I really can't think of any other help to give you. Good luck with this one!

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+-----+
| #2.9.2 - Ninja Garden |
+-----+
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,-----
|It's come to this: Gaston, the Chinese Chef and a couple of their favorite
|ingredients - Duck and Calamari, in bitter contest of the wok. Cook or be
|cooked! But who could have foreseen the wildcard intervention of a crack
|team of Ninja Monkeys weighing in for the underdog? Banzai!
`-----
```

Mission Notes

Time Limit: 4 min
Enemies: Three
Weapons: Pistol 9mm, Injector, Tactical 12-Gauge, Machine Gun (x2),
Proximity Mines, Grenades
Character: Chinese Chef
Level: Chinese
Mode: Monkey Assistant

My Best: 1st and 17 points

Gold: 1st and 20 points

Silver: 1st and 17 points

Bronze: 1st

- New Character Available! Chinese Chef

Platinum: Unknown

Monkey Assistant... this can be a fun mode sometimes. The way this works is the person who is in last place will get about half a dozen monkeys to go and score for them. Of course, the monkeys won't be going after just anybody. Usually they will go after the person in the lead, but that isn't always so. Each kill these monkeys get will add a point to the person who they are helping. Killing the monkeys does nothing but possibly save your ass, so don't think you'll be getting a lot of points by shooting them.

There is one of two monkey icons that may appear under the mission stats on the top-left of the screen. The first one just shows a monkey, and that means the monkeys are working for you. The other is identical, except for the fact that it flashes red. This of course means the monkey's have you target, so you had better watch out!

Calamari and Gaston Boucher are pretty easy targets, but that stupid duck is just so short. I didn't ever realize he was so small until I played this mission. You will start out with the Pistol 9mm, and while unloading a clip into your opponent's chest can do the job, you will probably want something better. Both the Tactical 12-Gauge and the dual Machine Guns work wonders, but you may find some use in the remaining weapons as well. As always, learn the level before trying this. You don't want to corner yourself with only a Pistol 9mm in your hand and six monkeys on your ass!

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+-----+
| #2.9.3 - Sock It To Them |
+-----+
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,-----
|The Handymen have seized the high ground in the Training Ground and are
|firmly dug in. It falls to you, Mr Socky, to lead your brave platoon of
|freshly laundered wool knit comfy comrades in a daring assault on their
|position. They've made a fool of you one time too many and its time they
|paid the price.
`-----
```

Mission Notes

Time Limit: 4 min

Objectives: 1) Capture the middle ground
2) Destroy the fuel barrels
3) Destroy the computer mainframe

Weapons: Tactical 12-Gauge, Machine Gun, Soviet Rifle, Rocket Launcher,
Proximity Mines, Grenades

Teams: Attackers (2, You) - Defenders (7)

Mode: Assault

Map: Training Ground

My Best: 53.4 secs

Gold: 1 min 50.0 secs

Silver: 2 min 40.0 secs

Bronze: 4 min

- New Character Available! Mr. Socky

Platinum: 1 min

Ugh, I'm beginning to get sick of all the Assault missions that have you, along with one or two bots, going up against 2-3 times as many enemies! Anyways, this mission is quite difficult unless you are prepared. If you have played the Training Ground Assault map on TS2 then you will basically know what to expect objective-wise and level-wise. You start out on the opposite side of the level inside your base. Outside there are a couple of bunkers on the left, and the second one has an auto gun on its right side. Not only will the Handymen be shooting at you as you try to leave the building but so will that gun.

All right, I'm gonna be giving two versions of this mission's walkthrough to you guys. The first is the longer, more detailed one for people who are unfamiliar with the level and its objectives. It will basically guarantee you a Bronze, or even possibly a Silver, but nothing more. The second version will be for people who are shooting for Platinum status. You need to be quick, and you

need to keep your trigger finger in check for that version. Alrighty then, let's get started!

Version One (a.k.a. the long, easy one)

Since they really don't give you much time on this mission you're going to have to be quick about everything you do. Within a very short time, your building can become overrun with the enemy, so make your moves count. You'll start out with a Machine Gun. You can find the Soviet Rifle up on the 2nd floor near the corner opposite the entrance to this room. You'll also find Proximity Mines up here. They are on the same side of the room as the Soviet Rifle, but along the wall that the door is on. There are also Grenades in the upper part of this room, and if you want the Rocket Launcher it is on the second floor, but you can only reach that area by going into the next room and finding the ramp there.

One thing you have to remember while playing this mission is to ignore the Handymen whenever you can. If you can blast them do so, but don't stop moving. If they are in your way, try to go around them, but if you can't you'll have to blast your way through.

While you can leave the auto gun on the bunker alone, there are two more in the canyon pass leading to the middle ground that basically have to be eliminated. To avoid the one on the bunker, leave through the door on the left side of this building's entrance room. The ramp leading to the Rocket Launcher is on the right in case you are curious. Anyways, just avoid its gunfire and move to the left side of the bunker. Now you are out of its way for the most part, so it can be ignored. The next auto gun is just around the corner here that leads to the canyon pass. It will be on the left side, and a boulder with a Health Pack in front of it will be on the right.

It doesn't matter what you have to do to destroy this gun, just do it. Even if it means blowing yourself up with it, that's better than having to go back because you died before it was destroyed. Once you are through with that, the next auto gun can be found past this one on the left a little further up. Destroy it the same way as the first. Now move on ahead and you'll see a waterfall. There should be a purple box hovering to the right of it. It may be hard to see since the box is only an outline, but you'll know what I mean if you paid any attention to the previous Assault missions. Step in this area and you'll have secured the middle ground.

Once you've made it this far, odds are the Handymen will be back dealing with your partner, allowing you to pretty much have free rain over their base for around a minute. There are two auto guns up here. They are planted on the side of the two large buildings here. There are also plenty of barrels floating about. The first one to go after is to the left of the building on your left. This will also get you out of the way of its auto gun. There will be another barrel just behind that one, but be quick as you are now in the sights of the second auto gun. Keep on moving forward and you'll find another fuel barrel just past the bunker. Go around the bunker's backside and you'll find the fourth barrel.

Keep on moving around until you can see the auto gun on the side of the building here. Blast it until it is no more and then move forward until you can see the other auto gun on the building to your right. Blast it from the relative safety of this area until you have destroyed it. Look up at the building on your left again, and in the opening in the wall you should spot the fifth barrel. Shoot it from here, and when you are finished move all the way around this building's right side. You will find the last barrel in this

little area on the side of the building. Destroy it and head inside to find the computer mainframe.

If the Handymen haven't caught up with you yet, they will soon. Just ignore them and focus on the mission objective. There are four computers to destroy, and if you have explosives, use them now. Otherwise, just keep on blasting until the purple boxes disappear around them. Once this is finished, you will have completed the mission.

Version Two (a.k.a. the short, Platinum status one)

All right, since it took me about five or six tries to get this one right, I'll just hand it over to you people on a Platinum platter so you can move on with your lives ;D

The first thing you need to do is familiarize yourself with the level, the objectives, and the enemy. Once that is done we can move on. All right, there is really only one path that works well. What you will need to do is make sure you start either outside or near the building's exit. This will allow you to get a couple-second head start on things. If you don't appear outside or near the outside, restart until you do. Anyways, you will want to be heading over to the left side of this area once you are on the canyon's ground. Ignore the auto gun on the bunker just like before.

There is a boulder in between the two bunkers. On the other side of it (facing the second bunker) is a box of Grenades. Grab these as you are moving towards the left side of the bunker. Head down the side of the bunker and into the canyon. You can blow up the auto guns while running, but if you kill yourself or die make sure to restart because you'd have lost too much time by then. You will probably need to grab the Health Pack by the first auto gun, since you would have already been being shot up by the Handymen just before you entered the canyon pass.

If anybody gets in your way blast them, but always keep moving. Once you capture the middle ground keep on moving up. At the top of the hill, grab the Body Armor in front of the boulder and the Soviet Rifle to the left of the boulder. Switch over to the Soviet and keep moving around the boulder. You are going to ignore both of the auto guns as they take too much time to destroy. Anyways, keep on moving and take out the two barrels on the left of the first building. Move on and shoot the next barrel you see, which should be just past the bunker here. Turn to your left and shoot the next barrel before you forget about it.

Now turn your attention to the building that acts as the Handymen's base. Look up and blast the barrel sitting by the opening on the second floor. Now run through the entrance to the building on this side, take a right followed by a left, and lob a Grenade towards the sixth barrel sitting along the side of this building. Head back inside and move to the computer mainframe room. You'll probably have Handymen on your ass by now, but as before just ignore them. If you can, lob ALL your Grenades into the computers. If they don't take care of them, finish them off with your Machine Gun. This will complete the mission. If you have done everything fast enough, you should be walking away with the Platinum! If you would like a basic timeline of where you should be a certain moments, just look below:

Timeline:

- 1) By around 20 seconds, you should be at the boulder at the top of the hill.
- 2) By around 40 seconds, you should be in the computer mainframe room.

|Section 3: Challenge Mode
`-----

In TimeSplitters: Future Perfect's Challenge Mode you'll be faced with various, well, um... challenges! Each challenge will have three parts to it, and at first you'll only be able to access the first part of each challenge. Once you complete the first part you'll unlock the second, and so on. Each challenge focuses on a certain subject, like the Cat Driving challenge where you'll be racing Strudel around a map hitting checkpoints as you go.

The game freely tells you the requirements for getting the Bronze, Silver, and Gold trophies, but it doesn't even bother telling you about the Platinum trophy. This elusive trophy is usually acquired by massively surpassing the goal for the Gold trophy, but on some challenges there is only so much further you can pass the Gold's requirements that it might not be much of a difference.

Anyways, I've listed the requirements for each of the different flavors of trophies. When I've picked it up, I've also listed the requirements for the Platinum trophy. Since I'm usually focusing on survival or just making it through before the time limit, I will miss the transition from Gold to Platinum. At this point, I'll just have to estimate. If I'm not sure I have the exact score, I'll put the following after it: (Estimated)

On each challenge, you can unlock various things from cheats to new characters. Sometimes you'll unlock everything for the challenge with only a Bronze, and sometimes it takes a Gold before you'll see results. Platinum's give you nothing though as they are mainly just a way to show off to your friends! I will list what you unlock next to the trophy's requirements in a pair of parentheses.

Sometimes I will get a Gold or even a Platinum on the first try, so I will list the unlocked items next to that trophy until I find out what trophy really produces it. If I happen to pick up the Platinum, I'll list all unlocked items next to the Gold trophy. Anyways, happy hunting ;D

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/-----\  
|                                     #3.1.0 - Behead the Undead |  
\-----/
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+-----+  
| #3.1.1 - Brain Drain |  
+-----+
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|For years now, Dr Lancet has been cutting the tops of cute little monkey's
|heads just as if they were hard boiled eggs. When he's finished poking at
|their cerebellums he illegally dumps the remains in and ally behind the
|vivisection lab. You can't expect to get away with that kind of stuff...
|well, at least you should finish them off properly with a shotgun.
`-----

My Best: 36175 points

Gold: 25000 points
- New Character Available! Brains
- New Cheat Available! Rotating Heads

Silver: 15000 points

Bronze: 5000 points
Platinum: 36000 points (Estimated)

As you probably already guessed, you'll be playing as Dr. Lancet in this challenge. If you've played TimeSplitters 2 than you'll find this to be exactly like the Behead the Undead challenges in that game. This time though you won't be dealing with your run-of-the-mill zombies. No, this time you'll have to deal with Monkey Zombies! Just like any other zombie they can be killed by knocking or shooting off their heads, but these heads happen to be several feet closer to the ground.

You'll find that the challenge is divided into *waves*, with each wave producing more and more zombies. After you have scored enough points, the next wave will begin. The first wave is extremely easy and only seems to consist of three Zombie Monkeys. You'll find their respawn locations to your left and your right. Just step forward a bit and look either way. They appear on the other side of the cabinets, so just keep you eyes peeled.

After the first wave is over they will still appear by the cabinets, but you will also find the occasional one come from behind the area where you started the level. Wave 3 will prove to be a lot trickier, as you still have the monkeys by the cabinets. In addition, you will also have to deal with two respawn points from behind the area you started in. This can cause you to be pretty quickly over run by Zombie Monkeys, so you need to make your shots count. Also, remember to step on the spot you appeared on, as there is where you will find ammo for you Shotgun.

Another thing to remember is that you don't have free roam of the entire room. If you step onto the stairs or go back around the pillars that are behind where you start you'll be given a warning that you have three seconds to return. If you fail to make it back in time it is game over, so be careful where you step.

Here's a table with the approximate amount of monkeys you'll find in each wave, along with your estimated score, bonus points, and total score for each wave. I've also added some notes about each wave that may prove to be useful. I am not sure what determines the bonus points, so they may end up being different for you. In addition, monkeys give you 75 points while the ghosts give you 50 points.

Wave	Monkeys	Score	Bonus(s)	Total	Extra Info
1	3	150	450 + 25	625	Nothing special, just two spawn points
2	6	575	1050	1200	Three spawn points
3	12	3150	1800	4950	Four spawn points
4	??	6350	1400	7750	Six spawn points; Monkeys with Shotguns at spawn point five
5	??	9800	2050	11850	Same as wave 4, now with a ghost
6	??	14475	2625	17100	Same as wave 5, two ghosts
7	??	20300	6400	26700	Same as wave 5, only one ghost now
8	??	30325	3625	33950	Same as wave 6

Below is a little map of the room. It's really basic, but it gets the job done. The numbers are the spawn points, and you can find out which wave they are from by looking at the table above. The equal signs (=) are stairs, the capital S is your start point, and the hash signs (#) are the pillars I mention in the strategy. As mentioned above, you can't go past the pillars (even standing in between them constitutes as past them) and you can't climb the stairs. Finally the asterisks (*) are the flaming barrels. The reason for spawn points 5-6 being listed outside the map is because they are on the stairs, so to keep the map as clear as possible I didn't replace one equals sign each side with its spawn number.

Another thing about this map is that it doesn't show the second floor. I am now pretty sure that there are two more spawn points up there, but I don't know which wave they appear in.

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-----  
|4      3|  
| # # |  
6->|== S ==|<-5  
|1      2|  
--***--
```

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+-----+  
| #3.1.2 - Rare or Well Done? |  
+-----+
```

```
,-----  
|Sacre bleu! It's Gaston's worst nightmare! Just when he thought it was  
|safe to buy English meat, his cold room breaks down and now the kitchen is  
|overrun by mad undead cows. There's only one cure - triple inoculation.  
|Depeche-toi, Gaston!  
`-----
```

My Best: 18500 points

Gold: 30000 points

Silver: 20000 points

Bronze: 10000 points

- New Character Available! Carrion Carcass

Platinum: 50000 points

You're now Gaston Boucher, and it's time to put these cows down once and for all. The same rules apply as in the first one, although the points needed for each medal has been increased by 5000. As he says, one Blood Bath stew coming up, and he's basically right about that. You'll be painting the kitchen walls red with the cows' blood, and hopefully you can last long enough to hit that elusive Platinum medal before they do the same to you!

Some things are different in this challenge. The first would be your weapon. Rather than use the tradition two-shell Shotgun to eliminate the undead, you'll be using the Injector. This fires out tranquilizer darts, but the cows won't be going to sleep on you. Instead, they will explode in a bloody blaze after about three shots. Another thing about the cows is that they don't have heads, so you can't rely on headshots to make short work of them. As for the layout of the room, it's a lot smaller than the first one's, but the area you can move in doesn't appear to be much smaller than the area you could move in on the Brain Drain challenge.

You'll start this challenge out with your back to and opening into this room, so you might want to move away from it. There is another opening into the room on the other side, and the cows will be moving in from both openings. You'll find more tranquilizer darts where you started.

Starting on wave 2 you'll have to deal with close to half of the cows running, rather than staggering towards you. This can make for quite the stressful battle, and it will obviously make it harder to stay alive. My best advice would be to circle the room, popping off as many shots as possible into the herd of cows. Speaking of herds, that's another problem that should crop up around wave 3-4. The cows will spawn so quickly the room will end up being pretty flooded with them. Anyways, to deal with all of these problems you'll need to strafe around the room at top speed and avoid being pinned into any

place. It would be best to try to take out the running cows first, but it will be hard to spot them in the crowds.

As for the score table, I won't be displaying it because it will vary too much. You will receive a bonus at the end of each wave, but you can increase that bonus if you beat the par time. Finally, the left opening is what I've labeled the one where you started out. Please remember that the amount of cows is just estimated by the wave score and may not be perfectly accurate. All I know is that each cow is worth 50 points, so I just divide that into my wave score (not counting bonuses) and that's how I figure the total cows for each wave.

NOTE: At this time, I have only completed it up to the Bronze medal, although I came close to the Silver at 18,500 points. I'll update this when I've completed this challenge at any of the higher medals.

Wave	Cows	Extra Info
1	2	N/A
2	14	Two cows at a time will come from the left opening with 1/2 running
3	20	Two cows on each, half from each side will be running
4	34	At one cow appears inside this room, more will be running now
5	48	Two cows appear in this room
6	62	Three cows appear in the room this time

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| #3.1.3 - Boxing Clever |
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| Secret laboratory, blah blah... Twisted research, blah blah... Living
| dead, blah blah... Anyway, lacking an immediate shotgun to hand it looks
| like the only way to get those heads off these guys is to hit them with
| boxes - so you'll be needing the temporal uplink's force manipulator for
| this one.
`-----
```

My Best: 100100 points

Gold: 50000 points
- New Character Available! Tin-Legs Tommy

Silver: 20000 points

Bronze: 5000 points

Platinum: 100000 points

Wow, now doesn't this sound fun? Anyways, the points needed for a Bronze have been dropped back down to 5000, the Silver is the same as in the previous challenge, and the Gold has skyrocketed all the way up to 50000 points! At least you'll be dealing with your traditional zombies, but sadly you won't be using the classic weapon for the job. Your now Cortez and you'll be using the Temporal Uplink as your weapon and boxes as your ammo, so I hope you've had plenty of practice throwing things with the Temporal Uplink, because you're going to need it.

The zombies can't really stand up to the boxes being thrown at them, so they should be easy to take down. You'll have four boxes at your disposal, and luckily they're indestructible. You just have to remember to shoot the boxes into the upper parts of the zombies; otherwise, it will just slow them down for a second.

The room is simple enough, consisting of a large pillar in the center and three stairways plus a single ledge along the rim of the circular platform you are

forced to stay within. Here's a fun little fact: After you kill a zombie, you can use its head as a projectile!

Anyways, be careful where you toss the boxes, as it can be quite difficult to get them again after you have thrown them onto the upper platform. Another thing that should help your score is combos. If you kill two or more zombies at once, you'll get a Zombie Combo, although I'm not sure as to how much it is. It may multiply the score you would've received for that kill by the amount of zombies taken down.

Another thing that makes this level different is how they determine the score that you receive from each kill. I've already mention the combos, but there is another thing that can vary your score. If you kill a zombie with a box, you'll only receive 75 points, but if you kill a zombie with another zombie's head, you'll pick up 100 points. Of course, if you use a zombie's head you'll have a substantially smaller chance of receiving a combo bonus.

The best tactic, which seems to apply to all the Behead the Undead challenges, would be to circle around the area you are in. Since the zombies are all slow, this should allow you to avoid as much damage as possible. While you won't be able to get in as many hits each rotation, you'll be able to last substantially longer. I picked up the Platinum on my first try, and 100 points after the needed score I just let the zombies rip me to shreds. I was literally shaking when the challenge was complete, so I wouldn't have lasted much longer anyways.

Wave	Zombies	Extra Info
1	5	Two of the stairs produce zombies
2	??	All three stairs produce zombies
3	??	You'll now have a 4th spawn point, this time on the lower level
4	??	Doesn't appear to be any different than wave 3
5	??	I lost count of the waves around here, so...

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 /-----\
 |                               |
 |                               | #3.2.0 - Cut-Out Shoot-Out |
 |                               |                               |
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+-----+
| #3.2.1 - Hart Attack |
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|In a parallel universe not too far away, Corporal Hart arrives back at
|Spacetime Marine HQ only to find the base under attack by vicious
|cardboard cut-outs. Give 'em hell, mam! Oh, and be sure not to shoot any
|good guys (you know, the slappy bloke with the goggles who left you behind
|dying on the spacestation in TimeSplitters2).
`-----
```

Challenge Rules

Time Allowed: 1 min 30.0 secs

Total Targets: 18

My Best: 1772 points

Gold: 1750 points

Silver: 1600 points

Bronze: 1100 points

- New Character Available! Viola

- New Cheat Available! Cardboard Characters

Platinum: 1800 points

You'll be playing this mission as Corporal Hart (yay!) and will basically just be having a blast. These challenges were pretty fun in TimeSplitters 2, and they haven't lost that magic touch in here. The maximum amounts of points you can glean from a target is 100, but if you take too long, the points will begin to drop. If you happen to hit a friendly (in this case Cortez), you'll automatically lose 100 points. Well, enough introductions to the challenge.

You're weapon of choice in this challenge is the Scifi Handgun. You'll find your first three targets to be easy enough to dispatch. The first two appear right by each other, with one on the left and the other on the right. They are both just before the fire up ahead. The third one is on your left, and he'll peek out from behind a rock. This is just after the fire.

SplitTERS Eliminated: 3

Keep on moving forward and you'll see a natural archway formed in the canyon rocks. Below this and to your right are a couple of rocks where your fourth opponent is. Up above the archway is a second archway. Your fifth enemy will slide through that area. You'll need to be quick and have good aim to take him down. Your best bet would probably be to use the Scifi Handgun's zoom feature.

SplitTERS Eliminated: 5

Once they are gone move past the archway to find another set of rocks on your right. You'll want to be careful though, as both a SplitTER (on the left) and Cortez (on the right) will appear. Continue on to find the wreckage of a spacecraft. Up on the top of the spacecraft your seventh target will appear. Take him down and move forward to find another SplitTER appear by the rock on your right. Cortez will appear behind the debris on your left, and up a short ways another SplitTER will appear on your right. This is just before the walkway leading over to the other side of the canyon.

SplitTERS Eliminated: 9

Now head over the walkway and hang a left. Behind the first set of debris, Cortez will appear (yet again), and another SplitTER will appear behind the debris sitting in the middle of the pathway. Move on and you'll come across a fallen fighter spacecraft. Cortez will pop right out of the back of it, so keep that trigger finger in check.

SplitTERS Eliminated: 10

Just past him are three boulders, with a SplitTER behind the one on the right. Move down the hill and take out the SplitTER that pops out from behind the boulder on your left. Move forward and another Cortez (is he like cloning himself or something?) will pop out from behind a natural outcropping in the canyon wall to your right.

SplitTERS Eliminated: 12

Move past him and a SplitTER will pop out of the canyon walls to your right. Continue forward and look up at the canyon wall to your right around the bridge. You'll find a bunker there, along another SplitTER. He pops out along the right edge of the bunker's opening. Move a little closer to the bridge and you'll find three targets sliding across the bridge, a SplitTER with a Cortez on either side (ha, I knew my clone theory wasn't crazy!)

SplitTERS Eliminated: 15

Move on under the bridge and look for the last set of rocks on the left. You'll find another Splitter there, so quickly take him out and go around the corner. There are several boulders in your path, and a Splitter has decided to take refuge behind the one on the left. He's overstayed his welcome though, so kill him and move on. Once you've turned this corner you'll see another bunker up in the canyon walls. There's a Splitter in there that'll be sliding from side to side. Take him out and you'll have eliminated all the Splitters. Hurray!

Splitters Eliminated: 18

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| #3.2.2 - Come Hell or High Water |
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|Viola likes nothing better than to unwind on a gondola drifting along the
|tranquil canals of Venice. Mind you, this is a working holiday so be sure
|to shoot as many demons as possible and take care to miss the tourists.
|No, really, I know it's tempting but just shoot at the demons...
`-----
```

Challenge Rules

Total Targets: 18

My Best: 1200 points

Gold: 1600 points

Silver: 1450 points

Bronze: 1150 points

- New Character Available! Goddard

Platinum: 1800 points

This time you'll have the advantage of being free from that damned time limit, but that doesn't mean this will be any easier to grab that Platinum. You'll let the game take care of moving you in the form of the gondola beneath your feet, so all you have to worry about is taking out all those demons. Something I've noticed with this one is it doesn't seem to matter how long you take to destroy them but where you hit them that affects your score. The other thing is that your targets don't stay there forever, so you have to be quick with your shots.

Two things to keep in mind here. The first is that your weapon's secondary fire mode is a silencer with a scope, so that may help in taking out targets that don't stay long and are far away (like the fifth demon.) The second is that no matter how many times I recount the demons, I always end up with one more than they say there should be. If anyone can confirm this, I'd be grateful.

As soon as the challenge starts up you'll spot a demon poking its head out from the corner of the building on your left. Sadly, you'll have to wait 3 seconds before filling this cardboard cutout with lead. This one will make things difficult by popping back behind the building every second or two.

Afterwards you should turn your attention to the front of the gondola where you'll practically be on top of your second demon. She pops out from underneath the water, and if you're not quick, she'll go back under. If you miss her the first time, make sure you don't the second time she pops up as you don't have the luxury of waiting around forever.

Demons Eliminated: 2

As you come to around the middle of the tunnel you'll be greeted by another

demon popping out of the water, although this one is a lot uglier looking than the first two (in my opinion.) Shoot him and be prepared to take down another one of those female demons. She's waiting for you at the very end of the tunnel and shall be popping out of the side rather than the water. Watch out though as a little boy will be popping out as well. You'll find the succubus on the left and the kid on the right. Take her out and wait for the next round of demons.

Demons Eliminated: 4

This round will be a tad harder, but as long as you're prepared for it, you shouldn't have too much trouble. Demon number five will appear down the canal on the right, but will only appear once. Make sure the demon's eliminated before it can hide in the building again. Your next one will appear on your left, and it happens to be one of those annoying sliding ones. Once you get close enough to the building, you'll find an opening leading to stairs. He's sliding back and forth inside that opening. Kill him and move on.

Demons Eliminated: 6

Once you've rounded the bend you'll see a covered bridge above the canal. There are two windows in it and two demons sliding back and forth. Take them both out quickly before you pass them. They both seem to move into the middle of the bridge and then slide back to their end, rather than sliding along the entire length of the bridge. Once they've been taken out, if you have the time, look over to your left at the top of the stairs. On the corner farthest from you, a demon should be flipping around the corner and then quickly flipping back. Take her out now, because your next chance will just be harder to get at her. Anyways, keep looking left, where under the second archway you'll find another sliding demon. He moves between this archway and the next, so take him out before the gondola moves past that area. If you missed the demon popping around the corner, you might still be able to hit her along this path, so keep that in mind.

Demons Eliminated: 10

You're going to have to hurry to get the next three demons. The first two are on top of the bridge in crossing over the canal in front of you. The next one will pop around the corner just past the bridge, but she only does this once. Both of the demons on the bridge pop out and then back again quite quickly, so make your shots count. If you took out the previous four demons quickly, you may have enough time to get all three of these demons.

Demons Eliminated: 13

Now once you have totally gone around the bend you'll see a part of the building on your right that goes in further than the other parts. On the side closest to you is where your next demon is. This one is fast like the others, but this time there's a new twist. After the demon has retreated, the next thing to likely pop out is a friendly, exactly where the demon is. The demon should pop out right behind this person, but you won't see it until the person has retreated. Shoot with care.

Demons Eliminated: 14

Just past the opening in the wall is another demon that'll pop out of the water. You'll also have one pop out a little ways past him, yet again on the right in the water. Finally, you'll have a third one pop out from the opening in the wall on your left. You had better be quick though as you'll only have one chance for these demons.

Demons Eliminated: 17

Just after that last demon, this time on the other side of the opening another demon will appear. At the same time, one will appear on your right at the end of the building there. Take them both out quickly before they disappear. Well, that's all of them.

Demons Eliminated: 19

+-----+
| #3.2.3 - Balls of Steel |
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|R107's a crazy mixed up dude, he thinks he's a robot but instead of
|turning to Droidian psychoanalysis for help he's decided to work his
|frustrations by shooting at pictures of robots. Well, if he wants to be
|a real robot he needs to play by the rules - a robot may not injure human
|beings, yep that's right, not even cardboard ones.
`-----

Challenge Rules

Time Allowed: 1 min

Total Targets: 13

My Best: 925 points

Gold: 1000 points

Silver: 875 points

- New Character Available! Badass Cyborg

Bronze: 700 points

Platinum: 1300 points

Yep, R One-Oh-Seven is back and just as crazy as ever. Your weapon will be the Sniper Rifle, and this challenge couldn't really be any easier. This will play like a shooting range. Most of the enemies will pop up somewhere in front of you, so you don't even have to take a single step. A couple of them will slide back and forth, one will pop out from around some container in the back, and at least one robot will appear to your right. The humans in this level happen to basically be pinup girls, so they should be easy to tell apart from the robots.

I can't really think of any tips to give, so just do your best and you should be walking away with some sort of medal :D

/-----\
| #3.3.0 - Cat Driving |
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| #3.3.1 - The Cat's Out of the Bag! |
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|When he's not busy planning world domination, Khallos indulges in a secret
|passion. Yes, it's the sport of kings and the lovable rogue's pastime,
|welcome ladies and gentlemen, to a dark and shady world where fortunes are
|won and lost, the world of high performance cat racing!
`-----

Challenge Rules

Total Laps: 3

My Best: 1 min 17.9 secs

Gold: 1 min 20.0 secs

Silver: 1 min 30.0 secs

- New Cheat Available! Human Gun Sounds

Bronze: 1 min 40.0 secs

Platinum: Unknown

In this challenge you'll be racing as Khallos' pet cat, Strudel. You actually can get moving pretty fast, and Strudel happens to drift really easily. If you're not careful, this will cause you to crash and possibly flip over. If you play it right though, you can turn Strudel's drifting into an advantage. My best advice would be to start turn early, brake or let of the accelerator just before going around a corner, and practice your drifting so you can use it to fly around corners.

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| #3.3.2 - Lap It Up |
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|The clock is ticking, the engine is purring, the litter tray has been
|emptied and Strudel's tanked up with full fat double cream and ready to
|go! Get out on the VR grid and see if you can shave a whisker off your
|best time.
`-----

Challenge Rules

Total Laps: 3

My Best: 1 min 58.8 secs

Gold: 2 min 15.0 secs

Silver: 2 min 30.0 secs

- New Character Available! Comrade Papadov

Bronze: 2 min 45.0 secs

Platinum: 2 min 00.0 secs

Yet again you'll be playing as Strudel. This time though the race will be a lot more difficult. Instead of being on flat ground the entire race, you'll be going up and down hills along with all the usual turns. If you are going too fast on a hill, you risk hitting a bump and flipping poor Strudel on his side! You've had around a minute (give or take five seconds) added to the time limit, so hopefully that will help you out. The biggest piece of advice I would have to give is to watch your speed on the hills/turns and go all out when you hit flat ground.

Another thing about this level is you don't have the single, clear pathway like in The Cat's Out of the Bag! You have various paths that can be taken, although the one's you should take will be yet again marked by the glowing barrier thingies along with the new addition of glowing red arrows.

+-----+
| #3.3.3 - The Cat's Pajamas |
+-----+

|Only the finest cat drivers have the ability to shine on this treacherous
|frozen circuit. Remember to balance the throttle in the corners, just feel
|the line, dig your claws in and don't let the back end slip out on this
|tricky ice track.
`-----

Challenge Rules

Total Laps: 3

My Best: 2 min 28.2 secs

Gold: 2 min 35.0 secs

- New Character Available! Gilbert Gastric

Silver: 2 min 50.0 secs

Bronze: 3 min 10.0 secs

Platinum: 2 min 25.0 secs

The final level in the Cat Driving challenge and this one actually turns out to be a lot easier than they make it sound! I picked up the Gold on my first run. The ice does sort of kill your traction at high speeds, so you'll want to be letting off the accelerator every once in a while to keep from falling over.

While the path may be marked, that doesn't mean you have to follow it perfectly. You just have to make sure you go through each of the glowing red checkpoints. Otherwise, feel free to cut corners (that's probably how I got the Gold so easily!)

Some of the checkpoints have some sharp corners immediately after them, so watch for them and take them kind of easy. On the third to last checkpoint, you'll end up having a ramp right after it. You can't avoid it without wasting a lot of time (to my knowledge), so just take it at full speed! After you hit the ground (unless your really good it'll always be on your side), you'll see various stats about your jump along the bottom of the screen. While they are interesting, I don't think they actually do anything. Anyways, if you hit that jump fast enough you'll be quite close to the second to last checkpoint. Just pick yourself up and continue on. One last thing to remember would be to watch your speed when you go over the finish line, as it seems to have a bump going across it.

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| #3.4.0 - Super Smashing Great |
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| #3.4.1 - Avec Le Brique |
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|Recent refurbishment at the "Chine Garden" restaurant has been a big
|success and bookings are flooding in. But Gaston isn't too pleased,
|he's lost a lot of custom from the "Frog and Snail". Enter our old
|chum Monsieur le Brique, let's see how quickly you can smash up all
|the plates and glass and put them out of business.
`-----

Challenge Rules

Time Allowed: 3 min 30.0 secs

Objects: 103

My Best: 2 min 42.2 secs

Gold: 2 min 50.0 secs

Silver: 3 min

Bronze: 3 min 30.0 secs

- New Character Available! Aztec Warrior

Platinum: 2 min 30.0 secs

This challenge set was also featured in TimeSplitters 2. In these challenges, you are given a single weapon with which you must break as many of the required objects as necessary in the allotted time to complete the challenge. In this one, you have 103 plates and glass to destroy, and you'll have a maximum of 3 min 30.0 secs to complete that objective. You'll be playing as Gaston Boucher and your weapon will be the Brick. Yep, a brick. You'll also have unlimited ammo, so that's a good thing for people who aren't the most accurate (like me.)

You'll find two sets of shelves right in front of you when you start. There are six plates on each of the shelves. Be careful where you throw the bricks though, because if you hit the shelf just right the brick will ricochet right back at you! After you have taken down all eleven of those plates turn around and you'll find another shelf with ten plates on it. Destroy them and move to the left.

Objects Destroyed: 23

Moving down here, you'll notice several more shelves lined with plates. The closest one on your right should be your first target. Take down all six plates on this shelf and move down to the next one along this wall. There are eight plates on this one. After you have finished off those, turn around and clean off the last shelf in this room. This will give you another six plates.

Objects Destroyed: 43

Now remember that opening in the wall you passed just a moment ago, just before the last three shelves? That's where you need to go to next, so let's head over there quickly. If you've been quick and accurate, you should be entering this hallway at about the 1-minute mark. Follow the hallway until you have to make a choice of which way to turn. To the left is a bathroom, but nothing in there is breakable. Go to the right and you'll meet up with some glass. There is a lot of glass in here, 33 pieces to be exact.

There are two glass screens in the room, and each screen has two pieces of glass. There's the large piece on top and the smaller piece along the bottom. There are also 14 windows made up of two pieces of glass just like the screens. You'll find 7 windows on the first floor and 7 up on the second floor. You'll have to hit all those from down on the first floor though. Also, notice the nine pieces of glass along the floor? You can't destroy those, so don't even bother trying. Once you've finished up in here head over to the stairs. You'll find a pretty glass railing along the pathway at the top of the stairs. Destroy that and head into the next room.

Objects Destroyed: 76

You'll wind up in another stair room, and this time you'll have four glass railings to take down. Three are easily visible, but the fourth one is a little harder to spot. Break the first three and then look up towards the ceiling. See all those little windows lining the top edge of the room? Yeah, I never noticed them at first either. There are 26 of them in total. What you want to do for

these windows is attack the ones on the opposite side of the room you are on. So with that knowledge in hand take down the ones across the room from you and then head over to the right. After going around that one corner take down the ones across from you (yet again.) Go around the final bend on your right and break the last glass railing. Then turn your attention to the opposite side of the room and continue destroying those windows.

After you have cleared three of the four sides, you'll need to head downstairs. Look up and clear out the last ones in here. Once you are done head over to the next room.

Objects Destroyed: 98

In here, you'll have two narrow but tall windows on each side of the main doors. You'll also have one massive window above all of these. Destroy these last five objects to clear the challenge.

Objects Destroyed: 103

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| #3.4.2 - Absolutely Potty |
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|It's archeology, Captain Ash style - well, if those foreign Johnnies won't
|let him take the ancient artifacts out of the country then he'll destroy
|the lot of them! Smash every priceless Aztec pot in the temple as quickly
|as possible before the authorities arrive and pack him of to Blighty.
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Challenge Rules

Time Allowed: 2 min 30.0 secs
Pots: 52

My Best: 1 min 48.4 secs

Gold: 1 min 50.0 secs
Silver: 2 min
Bronze: 2 min 30.0 secs

- New Cheat Available! Paintball

Platinum: Unknown

Wow, who knew Captain Ash had a side like this to him? (Maybe I'm just a little dense, I don't know.) Anyways, as usual your time limit has been made even shorter, but so has the amount of items you have to break into little pieces. Several things will be different about this challenge. The first is that you'll be using the Tactical 12-Gauge Shotgun. You'll have 40 shells to begin with. Another thing that is different is you'll be able to see all the pots on your radar. Anyways, let's move on, shall we?

You'll start out just before a bridge, and as soon as you can move head straight. You'll find two pots right up ahead. Shoot them and run around the corner. You'll find another two pots in this hallway. Shoot both of them and continue along this path. I'd suggest reloading now as you have a bit of a distance to go before the next pot.

Pots Destroyed: 4

At the end of this long hallway you'll find another pot. Shoot it, turn the corner, and take down another two. A monkey will run past you in the corridor

in front of you. He's carrying a pot on his head, so shoot it down quickly. If you take a left here you'll find one pot and a dead-end. Destroy it and turn around to find another pot to break.

Pots Destroyed: 10

Head down the ramp in this room and destroy the two pots on either side of the opening to the next area. Once they are gone head through the opening to find another seven pots. All but two of them are on the left side of this hallway. Blast them all and make your way around the turn at the end. A monkey will run right across your path again, and of course he'll have a pot over his head. Shoot it quickly before he gets away. Also pick up the 12-Gauge Shells lying at the entrance to this room.

Pots Destroyed: 22

Once in this room face to your right for another pot. Head over to its remains and take a left. On the platform to your left is another pot. Destroy it and drop down into the lower level of this area. If you missed any of the monkeys they will be running around this upper platform. Take them down quickly, because we have places to go and not much time to do so. Now is the perfect time to reload your shotgun, so you might as well do it.

Pots Destroyed: 24

You will want to go over to the side opposite of the one you entered through. You'll find a tunnel here, marked by a torch on its left side. Inside you'll find your first pot on the right. Continue on and take out the two pots lining the path up ahead. Keep on moving and you'll run into a grouping of three pots. Take them out, but make sure you don't miss the monkey heading your way. Reload you 12-Gauge and continue down the path. You'll wind up on a ledge at the end of this path which you'll need to drop down. Head to the left as there are no pots to the right. Later on if you want a nice view take the right path, but right now it'll cost you too much time.

Pots Destroyed: 31

Once you enter the large room here, look over to your right. You should see a monkey coming down the side of the room there, so shoot the pot off his head and go left. There are four pots below the stairs on the right. You'll see a pot resting on the stairs near the top. Take it out and finishing climbing the stairs. There are two more pots on the right, with one being right at the top of the stairs. Turn back around after breaking them and you'll find five more pots leading to a hole in the ground. Take them all out but don't go down the hole. It just leads back to the path you took to get in here. Reload if you haven't already and leave through the opening in the wall right here. You can find some 12-Gauge Shells right in front of this opening.

Pots Destroyed: 44

In this passageway you'll find three pots on the left and three on the right. I would suggest taking the right ones first, because of the two exits in this room (one on each side), the one on the left puts you closer to the final two pots. If you took the left side second, leave this room through the exit past the pots and head down the stairs there. You're back in the monkey room again and the last two pots will be sitting right in front of you. Shoot them both to complete this challenge.

Pots Destroyed: 52

If you are desperate to get the Gold on this level you're going to have some trouble with it. Here's a few tips to help you pick it up. The first is to remember key reload spots. I've mentioned a few above, but there are some others that depend on certain factors like how accurate you were, because in certain areas if you aren't that accurate your reload spot could change to a location earlier on than usual. You have to also decide at certain times to halt the reloading process midway because you only have a certain amount of pots left in that area.

For instance, let's say you only have five pots left in that area and you know you are pretty accurate, but not completely accurate. You could stop reloading your 12-Gauge at six shells, giving you a little extra time (because you'll have to reload after this spot anyways), but also giving you an extra shell in case you miss.

Another thing to keep in mind is that when you shoot a monkey, 5 seconds will be added to your time. This will only occur on the first monkey you shoot it seems, but losing those five seconds can mean the difference between the Gold and the Silver.

The final thing you can do is cut down on how many shots you need to use to break all 52 pots. In some areas you'll have two pots group so close together that if you aim right you'll hit them both with one shot! Don't spend too much time aiming though or you'll negate any positive effects from doing it.

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| #3.4.3 - Don't Lose Your Bottle |
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|Kitten was out of town last night and Harry took the opportunity to invite
|a bunch of sailors over to the Big Tipper. Trouble is they've left bottles
|of their favorite grog all over the place which is pretty incriminating.
|If Kitten gets back and finds "Flying Seaman" everywhere then Harry's in
|big trouble - get it cleaned up as quickly as possible.
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Challenge Rules

Time Allowed: 2 min

Bottles: 31

My Best: 1 min 50.6 secs

Gold: 1 min 35.0 secs

Silver: 1 min 45.0 secs

Bronze: 2 min

- New Weapon Available! Brick

Platinum: Unknown

Just like before your time has been cut down and so has the amount of things to break. Look's like Harry really screwed up, so why don't we give him a hand here? Ugh, this one is a real pain! You'll be given dual pistols, but you've got several problems on your hands here. The first is the level, which isn't really laid out into a fairly straight path for you. The second problem is that your bullets are small and so are your targets. You don't have the benefits of a shotgun and its wide blast radius this time.

Your final problem is that the 'sailors' that Harry invited over are none other than Khallos' henchmen and women. They are all completely wasted and still drinking. You'll have to be careful when shooting the bottles out of their

drunken hands because it's one hit kills here. Some of them are even waving the bottles around giving you even more trouble. Killing anybody will add 5 seconds to the clock, so you have to be really careful here.

All right, you'll be standing in front of three bottles of "Flying Seaman" right at the start, so shoot those down. Now head to your left and go up the stairs. On your left are another three bottles. Two are on the table and one is propped up against the tiger striped pillow on the couch. Keep on moving forward and head through the doors on the left. Go down the first set of stairs and blast the bottle in the corner. Turn to your right and you'll find your first drunken friend. If your bullet hits him five seconds will be added to the clock so you need to be careful. If your aim is good enough then just use your guns as they are, but if you need a little more help switch over to the secondary fire mode. You'll be granted a scope which can prove quite helpful. Interestingly enough, if a body part of his is behind the bottle and you shoot at it he won't be harmed! The bottles seem to stop the bullets dead in their tracks, so keep this in mind.

Bottles Blasted: 8

Continue down the stairs, ignoring the bottle perched up on the ledge. We'll get that one near the end of this challenge. Once you get out into the main dance area look over to your left. There are three booths, all of which have bottles lining their tables. Take the closest one to you for three bottles. The next one over has five, and the final one has two. Now turn your attention to the drunk sitting over on the floor behind you. Blast the bottle out of his hand and head over to the ramp on the left side of the room. At the top is a henchwoman, so blast the bottle out of her hand so we can move on.

Bottles Blasted: 20

Take the stairs on the left. Keep on moving straight until you get to the giant golden statue of Mr. Tipper. Go around the right side and you'll spot another henchman too wasted to even stand up. Blast his bottle and then jump down the ledge on his left. Continue forward until you've gotten to the bottom. You'll spot a bottle on the drummer's seat, so blast it and then turn around. At the bar is your last henchman. Blast his bottle and then take down the one on the counter to his right.

Bottles Blasted: 24

Turn back towards the stage and take the stairs to its right. You'll want to go left at the top. Keep on going until you get to the bottle on the ledge (I told you we'd come back for it.) Destroy it and then destroy the two on the table to your right. Now head to your left and you'll find the last four bottles sitting on top of various objects. Blast them all and you're finished.

Bottles Blasted: 31

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|                                     #3.5 - TimeSplitters 'Story' Classic |
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| #3.5.1 - Queen of Harts |
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|Meanwhile, back in a parallel universe, Corporal Hart is still battling
|heroically to somehow make a reasonable showing in this game despite

|having been killed in the prequel. Go for it! Find the time crystal and
|get to the exit portal as quickly as possible.

My Best: 2 min 40.6 secs

Gold: 2 min 30.0 secs

Silver: 3 min 30.0 secs

Bronze: 6 min

- New Cheat Available! All Characters Cloaked

Platinum: Unknown

Yay! Another Corporal Hart mission. You'll start out with the Scifi Handgun (x2) with its ricochet mode on. You may want to switch off of this mode to keep from blasting yourself in all these hallways. This mission takes place in the Spaceport level, which would be a good idea for you to play in Arcade Mode to get a feel for it. Watching the camera pan around yourself you'll notice a door open with an enemy running through it. As soon as you gain control of yourself head over and kill him. Quickly go through the door he came out of and blast the guy around the corner. After he's gone, turn around and go through the other door in the room you started.

Once you go through that door a robot will run around the corner. If you just haven't noticed this before, shoot the robots in the head. Like humans it's a one hit kill for them. Even the more durable robots have this weakness, so while it might take an entire clip to take down one robot by hitting them in their chest or something, you can take them down with just a single shot through the face. In addition to the robot another one of those guys will run around the corner. Eliminate them both and continue on.

Around this corner is another guy, so kill him and move around the corner. This is a perfect time to try out the Scifi Handgun's scope, so bring it up and wait for the two enemies to run around the corner up ahead. You won't have to wait for long though, so kill them and move forward. You may want to reload now, but it's just a suggestion.

Unless he spotted or heard you before, you'll see another guy looking around the corner to the right of the door ahead, but he'll be looking the wrong direction. Shoot him in the back and two more of him will run out through the doors. Kill them both and head up to the end of the hallway. Look left and you'll spot two robots shooting at you from past the bridge. You can easily get them from here with your weapon's scope, so use it on before they cause too much damage. If you take too long at least one of them will decide to stop shooting at you and move towards you. You'll either have to wait until they get under the bridge to hit them or run towards them and blast them as you come up on them.

Now head over to where the robots were. You can pick up their Scifi Snipers if you wish. Another guy should come through the door there, so kill him and move through the door. Once you get around the corner two guys should pop out around the next set of corners up ahead. Kill them and go to the end of this tunnel. Take a right, and if you want it pick up the Electrotool on the ground.

Go through the door and two large robots will appear, both of them wielding Miniguns. Shoot them both in the head to keep your health from declining too rapidly and then grab their guns. Head through the next two doors, but watch out for the two guys' right on the other side of the second one. Now is a good time to whip out your Minigun. There are some things you'll need to know before heading out onto the landing pad, so listen up before charging ahead.

There are several things to worry about in this area, and you'll probably lose more health here than anywhere else on the level. There is a balcony wrapping around the entire landing pad, which will soon house several robots on each side ready to snipe you. Another problem is the spaceship floating there. It has two large guns (connected) on its belly, and it will target you ASAP.

You'll also find two of the large robots below it. As soon as you step onto the landing pad the robots on the balcony will appear. A couple of them will run down the ramp across from you, but most will happily snipe you from above. The good news is that there doesn't seem to be any robots on the side of the balcony that you'll be having your back to!

Alright, now that you have some knowledge let's tackle this puzzle one piece at a time. Your first concern shall be the large guns strapped to the belly of the spaceship. Your Minigun will make short work of them, but to keep from receiving any damage while destroying them you'll need to attack from a distance. Since we are in this tunnel thing, none of the enemies have appeared (unless you walked out too far.) You need to move to your left, but only far enough to have a clear shot at the ship's guns. Just wait for your target reticule to turn red before firing. Once it changes colors again you'll know the guns are destroyed.

Your next problem is the two large robots that will appear beneath the ship. Move forward some, but only far enough to trigger their spawning. Quickly eliminate them with the Minigun and move out into the main area. Your last problem here will be the robots running down the ramp that are easily dispatched with the Minigun and the snipers. The snipers shoot quite fast, so you'll need to keep yourself in a constant state of motion. You can use the Minigun on them if you wish, or really whatever weapon you are comfortable with.

One thing that I have found to help us just running up the ramp across from where you entered and mowing them down with the Minigun. You'll have to be quick so you don't lose too much health though. Another thing to keep in mind is that you can't leave this area until all the robots are destroyed. If you decided to kill them all from the ground pick up some more Minigun ammo and run up the closest ramp. Either way though run through the door to leave here (it's located diagonally from where you entered the area.)

Once you enter this next room you'll think your safe, but don't be lured into a false sense of security from the emptiness here. Once you go through the next door two enemies will appear behind you, one on each side of the room. Two enemies should also spawn in the room you just entered, so keep that in mind. I find it easiest to run through both doors with the Minigun in hand, and then turn back once I hear them spawn and circle around them while shooting. This allows me to avoid some damage and take them out quickly. I then turn back and take the other two out. If you are low on Minigun ammo you may have to use another weapon on the remaining forces once you run out.

Anyways, run down the ramp and blast the two enemies on the other side of the hole in the wall. If you have your Minigun still use that. Afterwards I'd suggest bringing out your Scifi Handgun. Take the door on the right and move down the hall. You'll find that you can continue moving forward and up, or you can head down to your right through the red tunnel. You can take either one, but first eliminate the guy around the corner on the high road.

Now before you just run down either path let me give you some info on them. If you decide to take the high road your opposition will be minimal, namely a single robot and that one guy. They will appear just before you make it to the door at the end. You'll find the crystal on the other side of the door, but

you'll also find three more men looking straight at you.

If you take the low road on the other hand you'll first find an enemy to your right at the bottom. Take him out and turn to the left. Down the hall is another enemy shooting at you. Once you get to the end you'll find yourself in the crystal room and you'll find yourself looking at the enemy's side. They'll turn of course, but you won't have the benefit of pipes blocking some of their shots like if you took the high road.

I personally find the high road to be easier. If you take the high road, the robot I mentioned from the low road will ultimately track you down by running along the same path as you. You'll probably find him as you leave with the crystal. Anyways, after you've grabbed the Time Crystal and taken care of any stray attackers in the vicinity you'll need to head back to the room with the ramp. Not the one leading to the lower road, but the one leading to the landing pad. For some reason it classifies the crystal as a bag, therefore forcing you to use one of your hands to carry it. Well, there go dual-handed weapons.

On your way back you'll be ambushed by TimeSplitters galore. They are all cloaked, but may become visible just before attacking. My suggestion would be to zigzag until you hit the portal which is located just past the door at the top of the ramp. Even if you have any Minigun ammo left you probably won't be able to kill any of the Splitters while zigzagging, so there's know need to decrease your overall accuracy. Once you hit the portal this mission will be complete.

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+-----+
| #3.5.2 - Sammy Hammy Namby Pamby |
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|The LZ drop didn't go too well and Samuel Renzo's been separated from the
|rest of the platoon, and more worryingly - his lunchbox full of ham
|sandwiches landed in occupied territory. Blast your way through the
|jungle, grab the lost lunch and get to the inexplicable time portal asap.
|Step to it GI!
`-----
```

My Best: 2 min 48.9 secs

Gold: 2 min 40.0 secs

Silver: 3 min 20.0 secs

Bronze: 6 min

- New Character Available! Sapper Johnson

Platinum: Unknown

This one is pretty hard actually. You'll be getting attacked around every turn. There are also several sections where you will be facing six or more enemies at once. When you start out you'll spot a guy running towards you. The second you can go you better, because he won't waste any time in sending plenty of lead your way.

You start out this mission with the Tactical 12-Gauge, while your opponents for the most part are sporting Machine Guns and Soviet Rifles. You'll need to blast the guy in front of you from the get go. Your best bet would be to strafe to your right while turning to your left. You can keep him in your sights that way and miss his gunfire.

After he is gone you'll need to kill his friend. You can do the opposite of what you just did to avoid gunfire. Strafe to the left and turn to the right.

This'll put you right in front of his buddy and give you a clear shot, all while helping to keep you bullet free.

Pick up their guns now and switch over to the Soviet Rifle or the Machine Gun. I personally prefer the Soviet Rifle, because even though it is a little slower than the Machine Gun it is a lot more powerful. I use it throughout the level unless I run out, in which case I'll temporarily use the Machine Gun.

Anyways, you may not have the Machine Gun until the next set of enemies runs around the corner. If you don't but you want it, you'll just have to use the Soviet Rifle for now. Three enemies will quickly come to aid their buddies, so fill them full of holes before they return the favor. If you didn't have a Machine Gun yet you'll find at least one among their bodies.

Head around the corner they came from and follow the path up. Around the next corner is another soldier, so shoot him quickly. You'll find two more moving down the path towards you, and depending on how quick you've been they may already be at this corner. Either way, kill them and move on. There are two more soldiers in this section up ahead, so kill them to open the gate.

Move through the gate and around the corner. You're going to find an area with partially standing walls. Around these walls are a total of seven soldiers. The first one will be right in your path. You should take him out quickly, but you may want to duck back for a second. This will give you some cover and lure some more soldiers out. This area is a little difficult, so be careful that you don't get overwhelmed.

All right, move on around the bend up ahead. There are three soldiers guarding the passageway back into the mountain, so gun them down. Strafing works beautifully here, so I'd suggest using it. Go back into the mountain now that they are out of your way. Once you turn the corner beware of the lone soldier guarding the next gate. Eliminate him and move through. Once you go around the corner you should look right. You'll see an indentation in the wall with a soldier along its right side. You can get him before going around the next set of corners, so do so before he really notices you.

Move on ahead now, but watch out when you can see the outside again. There are three soldiers in this specific area. One should be running down the tunnel, another is on the right in another indentation in the wall, and the third is just outside. Gun down the first one, followed by the one outside. You need him out of the way, because he will start lobbing Grenades down the tunnel if you're not quick. Finally dispatch the one crouching in the indentation.

Go outside, but be careful with the guy hiding behind the rock on your left. Once you get far enough out three more soldiers will run around the mountain up ahead. They will be moving through the water and will start shooting at you by the time they get under the bridge. Your best bet is to keep strafing, possibly even taking cover behind a rock once or twice, and shooting at them when you're not taking cover.

Run around to the bridge now and go up it. On the left at its end is a soldier, so kill him when you get a clear shot. You'll find three more men down the tunnel here, along with the next gate. Once they are eliminated you'll need to turn around. Head back to the bridge where you should find about four soldiers coming at you. I'm not sure where they came from, but dispatch them all and the gate will open.

Once you go past the gate shoot the guy on your right. Turn the corner to find another guy. You'll have to be careful after you shoot him because there are two more men up ahead, both of them taking cover behind the sand bags. Run over

and shoot them quickly. You'll find another soldier in the tunnel ahead, plus a second one from behind. Kill the one in the tunnel first and then turn around. If you've been quick he will be ahead and to the right. Kill him and then turn back towards the tunnel.

Go into the tunnel and around the corner. A guy should be running around the next corner any second now. Once he's gone you'll have several more enemies up ahead. First though you need to be aware of the tunnel's layout up ahead. It has two rock walls running along the middle of the tunnel. They go a short ways before ending, allowing you to move from one side to the other. This split in between the two walls occurs about halfway up.

For the first wall the soldiers will be expecting you to take the left side, so take the right instead. You'll find one person on that side near the beginning of it, and one near the end. You'll also have two soldiers running down the left side. Shoot both on the right side and wrap around to the left. Shoot the ones who ran down that side, followed by two more who run around the corner up ahead. Now turn around to find two more soldiers running down the left side. Gun them down now and run up ahead. You'll find your lunchbox just around the corner.

After you grab it you'll have to deal with TimeSplitters again, who aren't really pleased that they won't be having ham sandwiches today. They must really want them badly since they are trying to stop you any way possible. Don't let them steal your lunch or your life! You can use the same tactic of zigzagging like in the previous mission to avoid a great deal of damage. Anyways, run all the way back to the outside. You need to continue on moving and head towards the next tunnel straight ahead. Turn right and there's your portal. Congratulations, you've saved your lunch and ruined the TimeSplitter's!

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| #3.5.3 - Glimpse of Stocking |
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|It's been conniptions and collywobbles all around since Mr Underwood
|misplaced some important 'artistic' documents. All is not lost though, by
|dual wielding his trusty pistols (that's double guns to us ordinary fold)
|it shouldn't take too long to recover his Victorian Gentleman's magazines
|and make a mad dash for the time portal.
`-----
```

My Best: 2 min 22.0 secs

Gold: 3 min

Silver: 4 min

Bronze: 6 min

- New Character Available! Mr Underwood

Platinum: 2 min 30.0

You'll start the level out with dual Kruger 9mm's, but ammo is pretty scarce in this level, so watch your shooting. Try to make headshots, or you can even hit them with your melee attack, but you should probably avoid doing that on the running zombies or the ones on fire. Speaking of zombies, there are three heading your way, so you may want to deal with them ;D

After they are gone, move forward some and a zombie will literally come running out of the hallway in front of you. Blast him and head into that same hallway. There is another zombie just around this corner, and a flaming zombie will soon come running down the stairs. Dispatch them both and head up the stairs. Turn

the corner to find three more zombies, one of which will be moving fairly quick.

Eliminate them and move into the next room. You'll find one on your right and two on your left. Once you hear some screaming, turn around and you'll find a flaming zombie running up the stairs. Blast them all and then take care of the two zombies moving down the stairs, one on the left side and two on the right. You'll find some ammo for your Kruger in the middle of this room. Head up the stairs to find three more at the very top. Kill them all and then take the red door on the right. One thing to keep in mind is none of the doors will unlock until after ALL zombies in the area are eliminated, so keep that in mind.

One the right is a flaming zombie, and the left has a regular zombie. Kill the flaming one first, followed by the normal one. You will find one more normal one followed by a flaming one coming from the next hall. Kill them both, and then take down the remaining four normal zombies in that hall. At the end, you'll find a flaming zombie on the right and two zombies on the left.

Kill them all and move on until you hear some screaming again. Turn back around and shoot the flaming zombie running towards you. Now turn around again and move on into the next room, killing all six zombies that are just lined up waiting for you. You'll find some more Kruger ammo in here on the right if you are in need of it. Now head through the opening up ahead and down the stairs, passing through the door at the bottom.

One zombie will come running around the right corner, and then two more will come from around the left. A fourth will be moving up the stairs, and a fifth will run around the right corner around the time you kill the first 3-4 zombies. Once they are all gone head to the right where you will encounter another two zombies. You should know what to do by now ;D

Anyways, enter the door on your right now. One regular zombie will be moving down the stairs on your right. He'll be on the right side. Three more will come running down the middle, all lined up together in flames. Kill them all and head up the stairs. There is Kruger ammo at the end of this hall by the red door. You can't enter it though because it is locked. Turn around and a zombie should be at the top of the stairs by now. Kill him and move around the corner in front of you.

There will be two zombies on your right, with one being real close to the room's entrance. Look down the stairs after they are gone and a flaming zombie should be heading up the stairs. It may end up burning itself out before it climbs even halfway up, but if it doesn't fill it full of lead.

This room is full of zombies, and they will be triggered by you climbing down the stairs. You may as well just move down it and begin killing them all. Be careful though, because there are many runners in this group. In total, there are 11 zombies in this room, not counting the first flaming one and the two at the top.

Once they are all dead, head over to the opposite side of the room and take the stairway on the left. There is some Kruger ammo at the bottom. Go through this door and you'll find the Gentleman's Magazine just outside the door. Walk over it and turn back around, heading through the red door again. As per usual, TimeSplitters will be harassing you the entire way back. All you need to do is run up these stairs, turn the corner, and run all the way across the room. Then climb the stairs to the second floor and make a left. The time portal is inside the next room. Enter it to complete the mission.

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|                #3.6.0 - Monkeying Around                |
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| #3.6.1 - Electro Chimp Discomatic |
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|Tonight it's the Cyborg Chimp Dance Marathon down at the Big Tipper but
|the cheeky little chaps have forgotten to put in fresh batteries! Keep
|their groove gages topped up with a few thousand volts from your
|electrotool. Be careful not to overcharge them, they are only small and
|they might explode...
\-----
```

Mission Notes

Lives: 6

My Best: 3 min 16.4 secs

Gold: 4 min 30.0 secs

Silver: 4 min

Bronze: 3 min

- New Weapon Available! Monkey Gun

Platinum: Unknown

For this one, you will only have the Electrotool as your weapon. Luckily it has unlimited ammo, because you won't have the time to do anything other than watching these little monkeys. The lives mentioned above aren't yours, but the monkeys. If you let their battery drain completely they will die off. You can see how much juice they have left by looking at the green power meter to their left.

You are in the Disco obviously, and the monkeys seem only to stay on the glowing dance floor. This is really good for you, because in the later waves you will have to be running from one monkey to the next in quick succession. I'm not sure what else to say about this level, so good luck!

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| #3.6.2 - Melon Heist |
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|Trouble's afoot at Khallos' secret Russian base. The secondhand circus
|monkeys he bought online from some dodgy bloke in Poland can't keep their
|thieving little paws off his melon stockpile. Anyway, it's your job to
|keep things under control - just aim for the fruit and don't hit the
|chimps. There's never a dull day as an evil henchman...
\-----
```

Mission Notes

Time Allowed: 2 min 30.0 secs

My Best: 800 points (Hurray!)

Gold: 2000 points

Silver: 1200 points

Bronze: 750 points

- New Character Available! Elite Henchman

Platinum: Unknown

This one is difficult, at least for me. If you remember the water tower part of (1969) The Russian Connection, then you will know some of the basics here. You are up on a four story tall water tower looking down on the barracks. There are open fields to the left of each of the two buildings, and this is where the monkeys will be running around. You have to be quick though, because they follow a specific path from one building to the next. This will only give you a few seconds at which to shoot at them.

If you shoot the monkey, you will be penalized 150 points, while if you hit the watermelon you will gain 100 points. The only tips I can really give you are to shoot carefully and learn the common paths the monkeys follow. If you are a good enough shot, or if you are like me and just take your time, you can succeed at this. If you are having a lot of trouble, I would suggest stopping once you get enough points for a Bronze, and then going back later to get a higher medal. This way you can at least unlock the next challenge.

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| #3.6.3 - Brass Monkeys |
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|When a winter sport gets banned it just gets forced underground, and here
|on a remote Siberian lake is where feverish aficionados gather covertly to
|enjoy the heady thrill of Monkey Curling. Just aim for the target, judge
|your weight for length and send that little chimp sliding down the ice.
|Now you know why some monkeys have blue bums...
`-----
```

My Best: 800 points

Gold: 2500 points

Silver: 1500 points

Bronze: 500 points

- New Character Available! Mischief

Platinum: Unknown

This one is a really odd challenge, but it's just about as odd as the next challenge, so... Anyways, if you had been getting a message scrolling along the bottom of the screen asking if you had ever curled a monkey, now you can say, "Yes, yes I have ;D"

In this challenge, you have a certain amount of monkeys to use per round. You'll also have a score target, which gets progressively higher as the rounds go on. There is a long bar on the right of the screen showing you a pretty good map of the level. You'll see a large target along the top end, and this is where you need to shoot your monkey. There are bunches of rings that make up this target, with the innermost ring being worth a massive 500 points, while the outermost ring is only worth a measly 10 points.

Now turn your attention to the bottom of the screen where you will see a bar. The bar is broken up into two stages. The first determines the power of your shot, while the second will determine the angle. You will press the A Button to set each one, so make sure to press it at the right time. For the power, you want to hit somewhere around 30% to 40% full power. As for the angle, you will need to hit it dead center.

After you have launched it, two little monkeys will come along to help out with

their brooms. If you press the B Button, they will sweep their brooms along the ice, giving your launched monkey a slight speed boost. Anyways, just keep this up until you end up missing the score goal to finish the challenge.

Oh yeah, from what I understand, if you hit one of the monkeys already placed on the target, your score for that shot will be based on that monkey's position rather than the one you launched.

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|               #3.7.0 - Miscellaneous Challenges               |
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| #3.7.1 - Cortez Can't Jump! |
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|Some day this wars gonna end, son... If that's so, then Cortez really
|ought to get looking into some future perfect career alternatives. He
|says there can't be that much difference between shooting guns and
|shooting hoops. Well, let's see if he's right!
`-----
```

Mission Notes

Shot Allowed: 25
Time Allowed: 4 min

My Best: 110 points

Gold: 250 points
Silver: 150 points
Bronze: 100 points
- New Cheat Available! Big Hands
Platinum: Unknown

This one may prove to be difficult for you, but it shouldn't be impossible. All you have to do is grab the objects (they look like weird shaped crates to me) using your Temporal Uplink and chuck them into the rings as you pass them by. It seems that your score for each shot will vary on a number of factors, like how far the ring is from you or if it is placed horizontally or vertically. Just take your time, practice shooting, and you should come out on top in the end.

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| #3.7.2 - TSUG: TimeSplitters Underground |
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|Can you pat your head and rub your tummy at the same time? Ok then clever
|clogs, let's see you try this. An underground railway station covered by
|two independently controlled remote guns. Shoot the TimeSplitters before
|they get to the guns and explode. For an extra challenge, wear a woolly
|hat, pull it down over your eyes and operate the controller with your
|feet.
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```

My Best: 1875 points

Gold: 3500 points
Silver: 2000 points
Bronze: 1000 points
- New Character Available! Oleg
Platinum: Unknown

This one will be difficult unless you can pat your head and rub your tummy at the same time! The wording of the mission description is a little odd, so let me give you my own version. As they say, you will be controlling two independently controlled remote guns. The one on the left is controlled with the L Button and the Control Stick, while the one on the right is controlled by the R Button and the C-Stick.

They are on opposite ends of the station, so they are able to cover each other's backs. You will have waves of TimeSplitters coming from both directions, all of them trying to destroy the guns with blasts of electricity. If you can't shoot the Splitter with one gun, use the other one. Sometimes the Splitter's will go invisible for a moment, so it may help to have a friend keep an extra eye on the screens to warn you about one that is getting dangerously close.

You will find a health bar on the bottom of each screen. This is obviously for the gun, so keep an eye on it. You won't fail until BOTH guns blow up, but you also won't last long with only one gun. Good luck!

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| #3.7.3 - Plainly Off His Rocker |  
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|Capt Ash has taken over the machine gun nest and gotten all nostalgic  
|about the war. Such happy days! He's also gotten indiscriminate with his  
|firing so anything in the air is fair game. Oh well, dash it all, let's  
|just see how many plane things he can shoot down.  
`-----
```

Mission Notes
Time Allowed: 1 min

My Best: 300 points
Gold: 200 points
Silver: 150 points
- New Character Available! Pulov Yuran
Bronze: 100 points
Platinum: 300 points

This one is actually pretty fun. When you start you will have to man the machine gun manually, so do that before the planes start flying. You should watch your radar to detect planes coming in. Some fly pretty fast, so this can be quite useful in detecting them before you see them.

If you happen to spot the UFO, shoot it down at all costs! It is worth quite a bit of points, so it may end up helping you achieve a better trophy. Also, don't forget that this old technology has a tendency to overheat if fired continuously for too long ;D Firing in bursts can help overcome this. Another tactic to help your aim is to line up the targeting reticule mounted on the end of the gun with your target.

Target Values

Planes - 25 points
UFO - 100 points

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/-----\  
|                    Final Sections                    |  
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|#F.1 - Contact  
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If you have any questions, comments, suggestions, or anything else related to this FAQ, you can contact me at shamu200 AT msn DOT com. Make sure you put something in the subject like TS:FP, TimeSplitters FAQ, etc. or odds are I'll label it as junk and delete it.

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|#F.2 - Contributions/Thanks  
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```

The following people contributed the requirements for picking up a Platinum trophy. They will be listed under the mode their Platinum's are. In addition, a listing of those missions will follow their name.

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+-----+  
| Arcade League |  
+-----+
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```
Kevin Hutchins  
  -- Rockets 101  
  -- Divine Immolation  
  -- Toy Soldiers
```

```
Mathieu Fortier AKA MaDmAtHiEu  
  -- Big Game Hunt
```

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+-----+  
| Challenge Mode |  
+-----+
```

```
Mathieu Fortier AKA MaDmAtHiEu  
  -- Rare or Well Done  
  -- Hart Attack  
  -- Come Hell or High Water  
  -- Balls of Steel
```

```
Steve Leblanc  
  -- Avec le Brique
```

```
Will T.  
  -- The Cat's Pajamas
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|#F.3 - Legal  
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