

TimeSplitters: Future Perfect Arcade Award FAQ

by GauRocks

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The TimeSplitters: Future Perfect Arcade Award FAQ
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A. Introduction

Ah, the Arcade Awards. Minor, unrewarding, and simple, yet they're the source of lots of confusion. There's always someone looking for a strategy for one of them, or trying to complete their list. Occasionally, people want to know how many of them are out there, or what all of them are. Fortunately, this FAQ is here to answer any questions you might have about them. With any luck, it will succeed.

You see my e-mail address at the top? If you can't figure out what I added to block spam, you don't deserve to e-mail me. As long as you're capable of taking out useless info, you can e-mail me with any questions or comments. Put the word FAQ in the title. Now, shall we begin?

B. FAQ (Frequently Asked Questions)

If you have a question about this game that specifically relates to the Arcade Awards, read this. If you still have a question, you can then e-mail me. If you ask something I answer in here, or e-mail me to ask about things other than Arcade Awards, you will be blocked. So read this first.

Q: What's an Arcade Award? How do I get one?

A: After a match in Arcade mode, you can receive up to three Arcade Awards. The Awards you earn scroll across the screen that appears at the end of a completed match. You can view a list of all Awards that you've earned in the Player Progress menu. They're in the "View Arcade Awards" section, for obvious reasons. The number at the top is the total number that you've earned.

Q: How many Arcade Awards are there? What are they?

A: There are 59 Awards, but you can only get 58 without an Action Replay. For the complete list, see section D. That's what it's there for.

Q: What do you mean I can only get 58? What's the missing one?

A: Brutality Award, although it can be unlocked with Action Replay, is not accessible in the game. For more details on Brutality Award, look it up in section E.

Q: What's the point of getting Arcade Awards? Do they unlock anything?

A: The Arcade Awards are only there for show, and as a measure of how you play. Some people want to collect them all, even though there is no reason to do so. They're just for fun, but some of them can be pretty tricky to earn. That's why this FAQ is here.

Q: How do I get Brutality Award?

A: The short answer is that you can't. The longer answer is that we've tried almost everything we can think of, and there doesn't seem to be a way to earn it. Unless you want to cheat with Action Replay, you're pretty much out of luck. For more details on Brutality Award, look it up in section E.

Q: How do I get something that is not Brutality Award?

A: Look in section E, or use Ctrl + F to find the name of the Award. If the information there doesn't help you get it, either e-mail me or ask on the boards. I'm not a robot, so don't be discouraged if I don't respond for a few days.

Q: How did you come up with these strategies?

A: Most of the Awards have been in the series since TimeSplitters. Back when TS first came out, people were trying to get all the Arcade Awards to see if it unlocked anything. They found strategies and basic information through lots of testing. Most of them have been the same ever since. As for the ones that change and get added, people just try until they show up or earn them accidentally. We were lucky this time, because we had a mostly complete list straight from Free Radical.

Q: I got Brutality Award without cheating. Why are you a liar?

A: If you have a method that actually works, please, by all means, share it with the rest of us. I'll gladly give you full credit for it in this guide. Otherwise, don't waste our time with your lies. If you actually got the Award in this game, you must have been trying for it. It's not the kind of thing you would ever get accidentally, so don't try that excuse.

Q: What took so long for this FAQ to come out?

A: Everyone kind of wanted it, but nobody really had the motivation to sit down and do it. I finally got tired of answering the same thing over and over, so here it is. Better late than never, right?

C. How to Read This Guide

This is a sample entry, to help you use this FAQ. Not all sections will be listed under each Award. If it's not there, assume that it can be set to whatever you prefer. Just make sure 'Always start with gun' is on, unless I say otherwise. As always, if you're looking for something specific, use Ctrl + F and search for it.

#. Award name

Description: What the Award is for, in one sentence or less.

Suggested Mode: The type of game you should play, be it Deathmatch or Capture the Bag.

Suggested Level: If a certain level or type of level helps, it will be listed here.

Suggested Weapons: A lot of Awards are easier with the right weapon set.

Suggested Players/Teams: Sometimes you need a few humans or bots on the right team.

Other Settings: Occasionally you'll need to do something to another setting.

Strategy: This is what you really need to do to get the Award. This will probably be the longest section.

How to avoid it: If you keep getting this Award over the one you really want, try this.

D. List of Arcade Awards

This is the complete, accurate list of all 59 Arcade Awards in the game. They are listed in the order that they appear on the Arcade Awards menu in your Player Progress.

1. Most Lethal
2. Most Losses
3. Lemming Award
4. Most Professional
5. Multi Kill
6. Longest Spree
7. Most Effective
8. Pathetic Shot
9. I Hit Dead People
10. Brain Surgeon
11. Fists of Fury
12. Glass Jaw
13. Decapitator
14. Fists of Steel
15. Traitor
16. Vandal
17. Hypochondriac
18. AC -10 Award
19. Where's the Health?
20. Where's the Armour?
21. Hoarder
22. Sloth
23. Most Frantic
24. Backpeddler
25. Sidestepper
26. Ledgehopper
27. Most Sneaky
28. Most Cowardly
29. Dodger
30. Most Outgunned
31. Best Equipped
32. Unlucky to Lose
33. Weapons Expert
34. Porter
35. Bag Man
36. Most Useless
37. Ricochet King
38. Underequipped
39. Victim
40. Bully
41. Most Peaceful
42. Most Dishonorable
43. Most Manic

44. Cartographer?
45. Shortest Innings
46. Longest Innings
47. Survivor
48. Marksmanship
49. Sniper
50. Most Flammable
51. Most Damaging
52. Persistence Award
53. Traveler Award
54. Trigger Happy Award
55. Insomniac Award
56. Beheader Award
57. Smasher Award
58. **Brutality Award**
59. Golden Oldie Award

NOTE: Brutality Award is not accessible without a cheat device.

E. How to Get Each Arcade Award

This is the section that most of you are probably here for.

1. Most Lethal

Description: Have the most kills in a match.

Suggested Mode: Deathmatch to 50 kills

Suggested Players/Teams: Ten low level bots

Strategy: Win the match and you should get it within a few tries. Be careful to avoid other Awards.

How to avoid it: Don't kill so many people. Let allies do the work, or just stop killing.

2. Most Losses

Description: Have the most deaths in a match.

Suggested Mode: Capture the Bag

Suggested Level: Venice

Suggested Players/Teams: Red: You and nine high level bots. Blue: One low level bot

Strategy: Run to one of the rivers next to your base. Jump in. Repeat until your team wins.

How to avoid it: Die less.

3. Lemming Award

Description: Commit suicide often.

Suggested Mode: Elimination to ten lives

Suggested Weapons: Rocket Launcher in slot 1

Suggested Players/Teams: Ten bots, the recommended set should work well.

Strategy: Fire at the ground as soon as you spawn. Repeat nine more times. If all goes well, you should earn the Award. If not, try again.

How to avoid it: Turn explosives off.

4. Most Professional

Description: Be the best player in a match

Suggested Players/Teams: Lots of low level bots

Strategy: Don't die often, win the match, and blow all the other bots away.

Have good accuracy and know the level. In other words, be the most professional player.

How to avoid it: Relax and let someone else have a chance. You're doing too

well.

5. Multi Kill

Description: Kill more than one person at the same time.

Suggested Level: Anything small

Suggested Weapons: Explosives

Suggested Players/Teams: As many players as possible.

Strategy: Get a whole bunch of people together, then use an explosive and take them all out. The more the better.

How to avoid it: Use guns and aim at one person at a time.

6. Longest Spree

Description: Kill the most people in a row.

Suggested Mode: Team Deathmatch

Suggested Players/Teams: Red: You. Blue: As many bots as you can handle

Strategy: Kill as many of them as you can between deaths. Make sure you get at least one kill per life. If you can avoid the other Awards, you should be set.

How to avoid it: Don't kill people so fast. Give someone else a chance.

7. Most Effective

Description: Use your weapons well and don't die often.

Suggested Mode: Deathmatch

Suggested Players/Teams: Recommended set

Strategy: Reload your gun after every kill. Play well, and don't die too often. The reloading is the key to this Award, but you have to play fairly well.

How to avoid it: Ease off on reloading and die a few more times.

8. Pathetic Shot

Description: Have horrible accuracy.

Suggested Weapons: Automatics

Strategy: Shoot at walls, floors, and the sky until the match ends. Fairly simple.

How to avoid it: Auto-aim helps, and so does pointing your gun at opponents before you fire.

9. I Hit Dead People

Description: Shoot dead people.

Suggested Mode: Elimination

Suggested Weapons: Automatics

Strategy: After someone dies, fire a clip into their dead body. Easier in elimination, since the bodies stay there.

How to avoid it: Use pistols, or don't fire so many bullets.

10. Brain Surgeon

Description: Shoot people in the head.

Suggested Weapons: Guns with decent accuracy

Suggested Players/Teams: Make sure a few Monkeys are opponents.

Strategy: Aim for the head. It shouldn't take too many tries, especially with the monkeys.

How to avoid it: Aim lower, and playing as a shorter character can help.

11. Fists of Fury

Description: Punch often.

Suggested Weapons: None. Turn them off.

Strategy: Punch like a maniac. If you get a few kills, you should get this.

How to avoid it: Use a gun.

12. Glass Jaw

Description: Get punched to death often.

Suggested Mode: Team Deathmatch to 10 or 15

Suggested Weapons: None. Turn them off.

Suggested Players/Teams: Red: You. Blue: Ten high level bots

Strategy: Run up to the bots and let them pummel you to death.

How to avoid it: Have a gun in the match.

13. Decapitator

Description: Knock off zombie heads.

Suggested Mode: Team Deathmatch to 15 or 20

Suggested Weapons: Baseball Bats

Suggested Players/Teams: Red: You. Blue: Lots of zombies

Strategy: Aim high enough to knock off their heads and just start swinging.

How to avoid it: Don't play against zombies, or use guns.

14. Fists of Steel

Description: Punch effectively for the entire match.

Suggested Mode: Elimination

Suggested Level: Zeppelin

Suggested Weapons: None. Turn them off.

Suggested Players/Teams: One Daisy Dismay

Strategy: Stand on top of the Zeppelin, walking back and forth. Catch her as she's coming up the ramps and punch her to death. Try not to die yourself, and try not to miss. It may take a few tries, but it works.

How to avoid it: Use a gun.

15. Traitor

Description: Kill your allies.

Suggested Mode: Team Deathmatch or Capture the Bag

Suggested Players/Teams: Human allies.

Other Settings: Friendly fire damage on.

Strategy: Play normally, but shoot your teammates when possible. If one of your allies earns a lot of positive Awards, you should be able to get Traitor. If you must use bots, it will be tougher. Do your best to avoid the Awards that you get over this one.

How to avoid it: Turn friendly fire off.

16. Vandal

Description: Break lots of glass.

Suggested Level: Chinese

Strategy: Just run through and shoot all the windows. Wait for them to respawn, and do it again. Then play normally. Unless someone else is trying for it too, you should have no problem.

How to avoid it: Don't play with explosives, and aim at your opponents instead of the windows.

17. Hypochondriac

Description: Get health often, even when you don't really need it.

Suggested Mode: Elimination to one life

Suggested Level: Mapmaker, a large room (5x5 works well) with health on every tile

Suggested Weapons: Pistols

Suggested Players/Teams: Two human players controlled by the same person.

Strategy: Shoot the character that is supposed to earn the Award once. Then run them over to grab a health pack. Shoot them again, and have them grab health again. Once you've done it 20 or so times, have the one that's been grabbing health kill the other one.

How to avoid it: Only grab health when you're below half health.

18. AC -10 Award

Description: Get armour often, even when you don't really need it.

Suggested Mode: Elimination to one life

Suggested Level: Mapmaker, a large room (5x5 works well) with health on every tile

Suggested Weapons: Pistols

Suggested Players/Teams: Two human players controlled by the same person.

Strategy: Have the player that is supposed to get the Award get armour. Shoot them once. Then run them over to grab more armour. Shoot them again, and have them grab armour again. Once you've done it 20 or so times, have the one that's been grabbing armour kill the other one.

How to avoid it: Don't get more armour until yours runs out.

19. Where's the Health?

Description: Don't get health, even when you really need it.

Suggested Mode: Elimination to one life

Suggested Level: Mapmaker, a large room (5x5 works well) with health on every tile

Suggested Weapons: Pistols

Suggested Players/Teams: Two human players controlled by the same person.

Strategy: Shoot the player that needs the Award until they're almost dead, then stand on the health with the undamaged character. Have the one that needs the Award shoot the other once. They should immediately collect the health and then go stand on the next one. Walk the one that needs the Award onto the spot where the health used to be, then shoot the one on the health again. Repeat this until you've gone around the room, then have the one that's been collecting the health fire the final few shots to end it.

How to avoid it: Grab health when you're below half health.

20. Where's the Armour?

Description: Don't get armour, even when you really need it.

Suggested Mode: Elimination to one life

Suggested Level: Mapmaker, a large room (5x5 works well) with armour on every tile

Suggested Weapons: Pistols

Suggested Players/Teams: Two human players controlled by the same person.

Strategy: Have the player that doesn't need the Award get armour and stand on a second suit. Walk the one that needs the Award onto the spot where the armour used to be, then shoot the one on the armour. They should immediately collect the armour and then go stand on the next one. Have the player that needs the Award stand on the new empty spot and shoot them again. Repeat this until you've gone around the room, then have the one that's been collecting the armour kill the other player.

How to avoid it: Grab a suit of armour during the match.

21. Hoarder

Description: Hoard weapons instead of using them.

Suggested Weapons: Anything with bullets. Shotguns tend to work well.

Strategy: Don't use weapons, just go around the level collecting them. This Award is really common, and you might get it even if you're actually shooting. If you don't get it, just shoot less and try again.

How to avoid it: Don't pick up weapons off the ground, and try to use all the ammo you have before you get more. Automatics also help.

22. Sloth

Description: Move very little.

Suggested Weapons: Put the best one in slot one, or make them all the same.

Strategy: Stand still. You can shoot anyone you see, but don't move. If you

die, respawn and stand still again.

How to avoid it: Move more.

23. Most Frantic

Description: Move a lot.

Strategy: Just run in circles, and don't let go of the control stick.

How to avoid it: Stand still for a little while every now and then.

24. Backpeddler

Description: Move backwards a lot.

Suggested Mode: Capture the Bag to 5

Suggested Level: Venice

Suggested Players/Teams: Red: You and eight bots. Blue: Two bots

Strategy: Don't even try to play. Just walk backwards the entire match.

How to avoid it: Walk normally.

25. Sidestepper

Description: Sidestep a lot.

Suggested Mode: Capture the Bag to 5

Suggested Level: Venice

Suggested Players/Teams: Red: You and eight bots. Blue: Two bots

Strategy: Don't even try to play. Just sidestep the entire match.

How to avoid it: Walk normally.

26. Ledgehopper

Description: Kill yourself by jumping off ledges often.

Suggested Mode: Capture the Bag to 5

Suggested Level: Venice

Suggested Players/Teams: Red: Two bots. Blue: You and eight bots.

Strategy: Run upstairs if you don't spawn there and jump out a window into the river. When you respawn, do it again. Keep killing yourself out the windows until your team scores the fourth point. Once that happens, go to a window and stand so that you'll see them coming back. Wait until they're about to win, and jump out the window one last time.

How to avoid it: Stop jumping to your death.

27. Most Sneaky

Description: Use walls and corners to surprise opponents.

Suggested Level: Bunker

Suggested Weapons: Guns

Strategy: Strafe around corners for cover while you reload. Pop out from behind corners to ambush opponents. Use the fact that the level isn't open to your advantage. Cover and sneaky shots are key. It's a fairly easy Award, and most people get it without trying too much.

How to avoid it: Play in Siberia and stay outside.

28. Most Cowardly

Description: Run away from people who try to kill you.

Suggested Weapons: Weapons that take more shots to kill.

Suggested Players/Teams: Choose a fast character.

Strategy: Shoot someone, wait for them to shoot back, and run away. Try to avoid your opponents, and never stop to fight.

How to avoid it: Slow down, and make sure you don't walk away from anyone who shoots you.

29. Dodger

Description: Crouch.

Strategy: Crouch for the entire match. If you don't get it, you don't know where the crouch button is, or you're playing as a short character.

How to avoid it: Never crouch. Not even for a second. Even tapping the crouch

button will usually give you this Award.

30. Most Outgunned

Description: Use weaker weapons than your opponent.

Suggested Weapons: An automatic in the first slot and a pistol in a later one.

Other Settings: In the Controls settings, set Weapon Change to something that isn't 'if new and best' or 'best'.

Strategy: Use the pistols instead of the automatic. When you spawn, make sure your first action is to grab the pistol.

How to avoid it: Set Weapon Change to 'if new and best', 'best', or 'never'.

31. Best Equipped

Description: Use the best weapon in the level.

Suggested Weapons: Any recommended set you like.

Other Settings: In the Controls settings, set Weapon Change to 'best'.

Strategy: Use the weapon that the game automatically chooses for you, and don't switch or run out of ammo.

How to avoid it: Turn 'best' off and switch to a weaker weapon.

32. Unlucky to Lose

Description: Be in the lead for most of a match, then manage to lose.

Suggested Mode: Elimination

Strategy: Stay in the lead for the entire match. Once it's down to you and one other player, keep it close, then lose. Coming in second in Virus may also work, but it's less consistent.

How to avoid it: Don't lose.

33. Weapons Expert

Description: Get and use every weapon in the level.

Suggested Weapons: Six different ones

Strategy: The description pretty much says it. Memorize the spawn points of all six weapons, get at least one kill with each, and switch between kills.

How to avoid it: Use the same one weapon for the whole match.

34. Porter

Description: Secure your bag the most.

Suggested Mode: Capture the Bag (duh?)

Suggested Players/Teams: Red: You and six bots Blue: Four bots

Strategy: Stay at your base, let the bots grab the bag, and then kill them and secure it.

How to avoid it: Let someone else secure the bag.

35. Bag Man

Description: Capture the opponent's bag the most.

Suggested Mode: Capture the Bag (duh?)

Suggested Players/Teams: Make sure you can handle your opponents.

Strategy: Keep charging the enemy base, and capture the bag. It helps if you're always the one to score.

How to avoid it: Let someone else capture the bag.

36. Most Useless

Description: Do very little.

Suggested Mode: Capture the Bag

Suggested Level: Subway

Suggested Players/Teams: Red: Harry Tipper and you. Blue: Mr. Giggles

Strategy: Get a gun you like and kill Mr. Giggles once. Fire off a few shots to lower accuracy and run around for a little while. Walk into one of the tunnels and wait there for a while. Don't move very fast, just enough to avoid Sloth. Don't pick up any new weapons or armour,

to help you avoid unwanted Awards. Wander through areas that are far from the fighting, and try to avoid doing anything that could be useful, beyond a kill or two on the opponent to avoid Most Peaceful. You're going to be using the tips to avoid other Awards on this one for sure.

How to avoid it: Do anything that helps your team. Anything at all. If you keep getting this, you need some serious practice.

37. Ricochet King

Description: Bounce shots off walls to kill opponents.

Suggested Mode: Team Deathmatch to 20

Suggested Level: Chinese

Suggested Weapons: Scifi Handguns X2

Suggested Players/Teams: Red: You and a few bots. Blue: A few bots.

Strategy: Set your Handgun to Ricochet mode and go to the corner near the steam pipe. The path leads down to the blue base, and it looks like a blue tunnel. Line up your shots so they bounce around that corner and into the blue base. It will take a little while to get the aiming down, but you'll get the Award eventually.

How to avoid it: Don't use Scifi handguns or explosives.

38. Underequipped

Description: Use fists when there are better weapons around.

Suggested Weapons: Any recommended set works fine.

Strategy: At the start of the match, switch to fists and die a lot. Keep changing back to fists.

How to avoid it: Use a gun.

39. Victim

Description: Get killed by the same player a lot.

Suggested Mode: Capture the Bag to five

Suggested Level: Subway

Suggested Players/Teams: Red: A second human and a bot. Blue: You.

Strategy: Kill the bot once to avoid getting Most Peaceful. Go in the room behind the bag, and have the human player kill you over and over until the bot wins the match. If you're controlling both players, make sure you move the Victim character around and have them shoot at the other player a few times. It may take a few tries, so just keep avoiding the ones that you get over it.

How to avoid it: Stay away from the person that keeps killing you.

40. Bully

Description: Kill the same player a lot.

Suggested Mode: Capture the Bag to five

Suggested Players/Teams: Have a human ally, or, at the worst, a second character under your control. Put several bots as the opposition.

Other Settings: Friendly fire damage on

Strategy: This Award is really hard to get if you target an enemy, but fairly easy if you target an ally. Start by killing your ally, then score a bag. Kill him before or right after every point. If you're stuck doing it yourself, play as the character that doesn't need the Award. The only thing the bully character should do is kill his ally 5-10 times.

How to avoid it: Kill more than one person, and try to avoid grudges with other players.

41. Most Peaceful

Description: Don't shoot much, if at all.

Suggested Weapons: Guns

Strategy: Just go an entire match without shooting a gun at anyone, and you should get it without any problem.

How to avoid it: Kill people.

42. Most Dishonorable

Description: Shoot people in the back.

Suggested Mode: Capture the Bag

Suggested Level: Subway

Suggested Weapons: Guns

Suggested Players/Teams: Human opponents make it easier.

Strategy: Find somewhere that everyone runs by and shoot them after they pass. Strafe around behind opponents. Subway and CtB just make it easier - it can work anywhere.

How to avoid it: Make sure you shoot people who can see you.

43. Most Manic

Description: Run around randomly and shoot people as you pass them.

Strategy: The description says it. This is often paired with Most Frantic.

Running around like crazy and shooting like crazy is the best method to get this Award.

How to avoid it: Calm down. Move slower and shoot less. More accuracy and fewer deaths can also help.

44. Cartographer?

Description: Wander around the level.

Suggested Mode: Assault to 10 minutes

Suggested Level: Training Ground

Suggested Weapons: The recommended set

Suggested Players/Teams: Red: You. Blue: Empty

Strategy: Walk through the level like you're practicing the assault. Try different routes and patterns. Be sure not to finish. It will take several tries, but just keep acting like you're lost. Feel free to shoot out the guns and barrels, and even try shooting them once they're destroyed. If you wander around for ten minutes without winning, you've got a chance at it.

How to avoid it: Play normally and you'll probably never see it.

45. Shortest Innings

Description: Have the shortest time between deaths.

Suggested Mode: Capture the Bag to five

Suggested Level: Anything small

Suggested Players/Teams: High level bots on a team against you.

Strategy: Fight hard, die, and spawn to do it again. Playing defense is probably your best bet, but you can run up if you really want.

How to avoid it: Die less, or not at all.

46. Longest Innings

Description: Have the longest time between deaths.

Other Settings: Maxing out your handicap might help.

Strategy: Die once at the start of a match, and don't die again. If all goes well, you should end up with it.

How to avoid it: Die more often. Not at all might also work.

47. Survivor

Description: Live a long time while at low health.

Suggested Weapons: Weapons that do less damage

Suggested Players/Teams: Several low level bots

Strategy: Get shot below 1/4 health, and then play well. If you can get 2-3 kills before you die, then do it again, you should have the Award within a few tries.

How to avoid it: When you're near death, either die or grab health.

48. Marksmanship

Description: Use manual aiming often.

Suggested Weapons: Guns without scopes

Strategy: Hold the manual aim button for all your kills, or even play the entire match with it held down. If nobody else is pressing the button, this is a fairly easy Award.

How to avoid it: Don't use manual aim.

49. Sniper

Description: Snipe people.

Suggested Level: Siberia

Suggested Weapons: Pistol in slot one, Sniper Rifle in another slot.

Strategy: Get a sniper rifle and start sniping. If nobody else does it, you should get the Award. If someone else is doing it, you'll have to snipe better. Be sure to zoom way in and aim for the head.

How to avoid it: Don't use sniper rifles.

50. Most Flammable

Description: Spend a lot of time on fire.

Suggested Mode: Team Deathmatch to 10

Suggested Weapons: All flamethrowers

Suggested Players/Teams: Red: You. Blue: 10 R-110s

Other Settings: Character abilities on.

Strategy: Play normally, run up and try to burn them. Don't use melee attacks and you should get it after you die ten times.

How to avoid it: Turn flamethrowers off or play as a robot with abilities on.

51. Most Damaging

Description: Do the most damage to other players.

Suggested Weapons: Automatics, explosives

Strategy: Don't worry about killing everyone, just find large groups and open fire on everyone. If you can avoid killing too many people, but play well enough, you should get it.

How to avoid it: Pick weaker weapons and shoot less.

52. Persistence Award

Description: Play a long time.

Suggested Mode: Capture the Bag to 1

Suggested Players/Teams: Only you, no opponents.

Strategy: Leave the game running for a few hours, come back and finish the match. Repeat until you have 2 days, two hours of game time. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

53. Traveler Award

Description: Walk a long distance.

Suggested Players/Teams: Choose someone fast, like Edwina or the Monkey.

Strategy: Walk around and collect speed power-ups if you can. Once you've walked 800 miles, you should get it. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

54. Trigger Happy Award

Description: Shoot a lot of bullets.

Suggested Weapons: Minigun, Monkey Gun

Strategy: Stand on ammo boxes and fire lots of bullets. Once you've fired 500,000 bullets, you should get it. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

55. Insomniac Award

Description: Play late at night often.

Other Settings: Make sure your system's internal clock thinks it's after midnight.

Strategy: Play long matches. You should get it after two hours of insomnia time. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

56. Beheader Award

Description: Knock off lots of zombie heads.

Suggested Mode: Challenge

Suggested Level: Brain Drain or Boxing Clever

Strategy: Just keep replaying the challenges until you've knocked off 200 heads. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

57. Smasher Award

Description: Break a lot of glass.

Suggested Level: Chinese

Strategy: Break all the glass in the level until the match ends, and repeat until you've broken 500 panes. If you don't get it, and your statistic is high enough, play an Arcade match.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

58. Brutality Award

Description: Kill civilians.

Other Settings: Break out an Action Replay.

Strategy: As far as anyone can tell, this Award is not in the game. It used to be for 100 civilians killed, but that statistic is gone. People have suggested that it's for Animal cruelty this time, but there's no evidence for that either. Instead of telling you how to get it, which is impossible as far as I know, here's a list of things that have been done without getting it.

- Got Animal cruelty over 90,000, and played Arcade mode after that.
- Killed 100 doctors in You Genius, U-Genix, and played Arcade mode after that.
- Killed 100 scientists in Mansion Of Madness, and played Arcade mode after that.
- Killed 100 allied soldiers in Time To Split, and played Arcade mode after that.

How to avoid it: Play the game normally without cheating.

59. Golden Oldie Award

Description: Play as a character from the original TimeSplitters.

Suggested Players/Teams: Play as Gingerbread Man, Robofish, Chinese Chef, or Duckman Drake.

Strategy: Keep playing matches. There are reports of it taking one match, and reports of it taking fifty. If you go 25 without it, try someone else.

How to avoid it: Don't worry about it. It doesn't appear on the screen after a match.

F. Legal Stuff

Here is where most authors tell you never to take their work and post it or sell it anywhere ever or they will take their crack team of lawyers and hunt you down. Well, I have a different policy.

If you want to post my guide, or use a portion of it, just mention me. You don't have to tell me, although a thank you message is always appreciated. I'm just glad if someone finds a use for this. If you are going to borrow something, though, don't change the original intent of it. Presenting my text accurately is fine. Mutilating it is not. If you want to sell this, and you actually find someone dumb enough to pay money for it, go ahead and sell it. In fact, feel free to e-mail me and gloat about how you sold this to someone. I'll laugh at the moron right along with you. Basically, use it how you like, and if it's not too much trouble, let me know.

Also, all trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. This guide is not endorsed by any individual other than myself.

G. Version History

Version 1.2 (1/05/08) - Corrected the credits and resubmitted this guide to GameFAQs. Turns out that while it was gone, someone else went and plagiarized a decent portion of it and submitted that. I'm taking that as a sign that this guide is probably useful to someone, so I'm putting it back up.

Version 1.1 (1/12/06) - I corrected a very small but confusing typo. Better late than never, I suppose. I also adjusted a few sentences.

Version 1.0 (8/30/05) - I organized everything I had from archived topics and my own knowledge into this FAQ. It should be mostly complete, but I'll probably end up updating a few more times. If I've missed anything, let me know on one of the boards or e-mail me.

H. Conclusion

Well, now you know how to get 58 of the 59 Arcade Awards. Now, instead of reposting the same strategies every time someone asks about an Award, I can just tell them to check the FAQ. Well, since we're almost done here, I'd like to take this opportunity to thank a few companies/people/hideous demons.

Nintendo - Because I played it on a Gamecube.

Free Radical - For making this game, since without the game, this guide wouldn't be here. Also, they posted a list of 50 of the Awards, leaving very few up to debate.

SBallen - For maintaining GameFAQs and posting this guide, along with thousands of other useful documents on almost every game ever made.

Snoozer - For providing strategies for Most Useless and Cartographer?, confirming several other strategies, and helping me out on TS2 as well. This guide wouldn't be here without his awesome descriptions.

Aerisweet, GCN Duster, TS2Master and Vault - Writing the Arcade Award FAQs for the first two games, which made getting all the Awards in this game a lot easier. Major props to all four of you, along with anyone who helped you with strategies.

Cortez - He made this game worth playing.

The demon in my brain - For making me insane, such that I must complete every game I ever play. I hate him most of the time, but this guide wouldn't exist without him.

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