

Twisted Metal: Head-On FAQ/Walkthrough

by kazen16

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Twisted Metal: Head-On Guide and FAQs
Strategy Guide and FAQs

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Developer: Incognito Inc.
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Updates

04/11/05 - Start
04/13/05 - Online guide
04/14/05 - Tips
04/17/05 - Done
04/17/05 - Upload to gamefaqs.com
04/18/05 - Updates Corrections
04/22/05 - Update Tips and Typos

Stuff you should know

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==1= INTRODUCTION ===== 10000 ==
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Hi guys, I am Kazen and this is a Guide/FAQs for Twisted Metal: Head-On. This is the first game that I bought for my PSP and I enjoy this game a lot especially the Multiplayer part of it. You can read my full review in www.gamerankings.com.

TM:HO is the latest in the long running series car combat genre of games. It first came out for PlayStation then followed by a couple of sequels, and then Twisted Metal: Black for PlayStation 2. This game is

Car Combat action game; basically you drive around and destroy your opponents with the use of different kinds of weapons and techniques.

The story is always the same from the beginning of the series. Calypso a mad man started the Twisted Metal Tournament and who ever wins the tournament will receive any kind of wish he wants to.

In this guide I will provide you the basic and vital information about the game, I also include some of my comments and tips for you to use and try. This comments and tips are based on my opinion and how I do it and it might differ from what you do or your opinion, so don't bother me if you don't like em...

This is my first FAQs/Guide so forgive me if i have error, errors can happen sometimes you know.

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==2= BASIC GUIDE ===== 20000 ===
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This includes the things you should know when playing the game. The Basic Controls, Your screen and Energy attack button sequence are vital in playing this game.

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=2a= CONTROLS ===== 20001 ===
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Directional Pad/Analog = use for moving your vehicle, press Up to accelerate, Left and Right to turn, and down for reverse
Square Button = accelerate, double tap + hold for Turbo
Circle Button = Brake
Triangle Button = Scroll on weapons
X Button = Double Tap to Jump
R Button = Machine Gun
L Button = Fire weapon
Start = Pause, Pause Menu

Other Important Buttons

Square + Triangle = Drop current relic
Select + Down = Change camera view
Select + Right = Change Weapon Bay Display
Select + Left = Toggle Current Score - Comprehensive/Abbreviated/Off (Online Only)
Select + Up = Toggle Game Summary on/off (Online Only)
Triangle + Up or Down = Rapid weapon select scroll

NOTE=====READ=THIS=FIRST=====NOTE

**** This button configuration is in default (Classic) as well as this whole guide

**** There are also other control schemes, Run-n-Gun, Hit-n-Run and Head-on, this configuration is Classic (check your game options for more info)

NOTE=====NOTE

=====
=2b= YOUR SCREEN ===== 20002 ===
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Lower Right Corner

Green Bar = This is your total health, once it reaches 0 or run out then your dead

Blue Bar = This is your Energy Bar, it depletes every time you perform an energy attack. It refills itself

Yellow Bar = This is your Turbo Bar, it depletes everytime you use it. to refill it you need to get a refill around the arena.

Green Circle = This is the overheat icon for machinegun, it turns to red if your near overheat. If you overheat your machinegun you wont be able to use it for a while.

Weapons Bay = This is the area where your current weapon is selected, press Triangle to scan other weapon you gathered. By default its in Icon mode to change it to list mode press Right+Select.

Upper Left Corner

The Radar

The Green + symbol in the middle = you
Colored dots = your enemies
Colored blinking dots = you enemies in different floor (enemy is in the higher floor or underground)

The enemy who is closest to you will have its name in your radar.

=====
=2c= ENERGY ATTACK ===== 20003 ===
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Energy attacks are special moves that require a sequence of button pressing, every vehicle can perform this kind of attacks. It consumes the Energy Bar (blue bar) everytime you use it, each energy attack has a different power consumption. Energy bar refill itself.

Name = Freeze Missile
Button Sequence = Up, Down, Up
Description = Freezes the target enemy for a few seconds, has a minor homing power. Don't fire on already frozen vehicle because it will bounce back to you.
Power Consumption = Aprox. 40%
Useful level = 5/5 Very Useful
Comment = This is probably the first or second most use Energy attack in the entire game. This is deadly when combining with a Power Missile or Special move.

Name = Shield
Button Sequence = Right, Right, Down, Down

Description = A temporary protection for any kinds of attack, it last for about 5 seconds

Power Consumption = Approx. 60%

Useful level = 5/5 Very Useful

Comment = This is a must, everybody should know this especially in multiplayer modes or in boss battles. 5 seconds of protection is short but very useful in tight situations. If your using a light armored vehicle them this is very useful in head to head situations with a high armored vehicle.

Name = Mine

Button Sequence = Right, Left, Down

Description = Drop a land mine in the ground that deals small amount of damage. This is the only energy attack that deals damage (freeze missile has a 1% damage)

Power Consumption = Approx. 10%

Useful level = 1/5 Not Very Useful

Comment = This is just a waste of energy, I never use this energy attack, I always accidentally press it though

Name = Cloak

Button Sequence = Left, Left, Down, Down

Description = Cloaks you vehicle for a short period of time (aprox. 5 seconds) you cannot be targeted after you start cloaking but once hit by any kind of weapon (including a machine gun) the cloak will disappear also when you fire any kind of weapon

Power Consumption = Approx. 30%

Useful level = 2/5

Comment = Good when escaping a crowd but when the enemy is chasing you than a shield is much better choice since the enemy can just spread the machinegun and reveal you. (I always use shield over this)

Name = Flak

Button Sequence = Up, Down, Left, Right

Description = Intercepts any kind of missile that approaching you. It also has a knock back effect if the enemy is close to you (10% damage to enemy).

Power Consumption = Approx. 30%

Useful level = 2/5

Comment = Sounds nice, but actually the effect of the flak is very short but the power consumption is so high. I rather use the Shield or Freeze Missile

Name = Rear-Fire

Button Sequence = Left, Right, Down, + Fire Button

Description = Fire weapon from behind, Weapons like Swarmer Missile cannot rear-fire and some special without a projectile. Mr. Slams Special in online is a projectile but you cannot rear-fire it.

Power Consumption = none

Useful level = 5/5 Very useful

Comment = Very useful in did, I use it all the time especially in online. This is a highly recommended skill plus it doesn't consume any power!

Name = Napalm

Button Sequence = Right, Left, Up, Up + Fire Button

Description = Adds napalm projectile to any weapon fired, doesn't work with special weapon.

Power Consumption = Aprox. 30%

Useful level = 3/5

Comment = This is a great if you want to outbalance an enemy plus you don't need to press the fire button again for the Napalm. The Napalm doesn't damage like the real one, it only adds flame damage and outbalancing enemy. The problem is it cost so much energy to perform.

Name = Jump

Button Sequence = X,X

Description = Jump Vehicle

Power Consumption = Approx 18%

Useful level = 3/5

Comment = Jump is a nice advance skill. You can use this to avoid obstacles or jump on ledges. My biggest use in this one is while on Turbo I use this to turn around quicker. When upgraded this is much better especially with fast vehicles. My only problem with this one is it cost too much power they should just leave it with 0% consumption just like rear-fire.

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=2d= VEHICLE UPGRADES ===== 20004 ===
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Upgrades will make your vehicle more powerful and advantageous. After and enemy is destroyed a small golden triangle will appear on where enemy remains is. Once you run over to that, you acquire an upgrade for your vehicle. All in all there are 6 upgrades for your vehicle, upgrades are general for all vehicles except for the sixth upgrade, which is different on every vehicle. You'll get the upgrades in order and once you reach the seventh upgrade then it will random select from extra ammunitions, 15% health, or Turbo and energy refill. In single player mode upgrades are carry over to the next level. If you got destroyed all the upgrade will be lost and you will have to start over again in collecting them. You can check you upgrade status in pause menu.

Upgrade list in order of acquisition

First Upgrade: Turbo and Energy Upgrade

Description: Speeds up energy regeneration by 10% and less 10% in using Turbo. It also refills your Turbo and Energy when you don't have any before you grab it.

Second Upgrade: Jump higher

Description: jump twice higher than the normal jump

Third Upgrade: Ram damage Upgrade

Description: 10% more damage when you bump on enemy (with turbo needed)

Forth Upgrade: Machine Gun Upgrade

Description: Upgraded damage per bullet

Fifth Upgrade: Armor Upgrade

Description: Increase you Health by 15%, it also refills you health to full + 15%.

Sixth Upgrade: Special Upgrade

Description: Upgrade special attack. Special attacks have more damage when you successfully max a charge bar or do button mashing. Each character has a different Upgraded special weapon.

Seventh Upgrade: Random upgrade

Description: This is the last upgrade, when you reach the seventh upgrade you'll have random selection between, 15% health regenerate, extra missiles, or Energy and Turbo refill.

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==3= CHARACTER & VEHICLES ==== 30000 ===
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This is the complete list of all character in the game, their back-story, profile, stats, their special weapon information, and some comments and helpful tips.

Format goes like this

Vehicle Name:

Driver Name:

Age: ht: wt:

Back-story:

Stats:

Handling:

Armor:

Special Weapon:

Speed:

Special Weapon Information

Special Weapon Name:

Special Weapon Description:

Rear-fire:

Multiple Targets:

Special Weapon Damage

Max Normal:

Max Upgraded:

Comments:

Tips:

Availability:

=====
=3a= ROADKILL ===== 30001 ===
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Vehicle Name: Roadkill

Driver Name: Marcus Kane

Age: 35 ht: 5'11" wt: 255 lbs.

Back-story:

Marcus Kane is a man plagued with nightmares of competing in the past Twisted Metal competitions. These nightmares have gotten worse and worse. Desperate to put these nightmares to rest once and for all, he

decided to compete in what he believes to be another nightmare; he doesn't realize this Twisted Metal is for real.

Stats:

Handling: 5/10

Armor: 4/10

Special Weapon: 6/10

Speed: 6/10

Special Weapon Information

Special Weapon Name: Boomerang

Special Weapon Description: Projectile boomerang, Returns if you press fire button again as long as it's destroyed or hasn't reach the target yet it has a homing capabilities. If you destroy an enemy the Boomerang will not be destroyed so you can save you it. When upgraded it has charge bar and fires multiple boomerangs.

Rear-fire: Yes

Multiple Targets: No

Special Weapon Damage

Max Normal: 15%

Max Upgraded: 27%

Comments: I don't use this character often, although his stats are normal or not bad but I just don't like his special - Boomerang, it has a low homing capabilities plus it doesn't hurt much. Because it has low homing capabilities then if it miss you still have chance to return the Boomerang, but the problem is they often get destroyed first before you call it back. same for the upgraded version of Boomerang.

Tips: If you miss your target with your boomerang then call it back again to save your special move. Be sure when firing your Boomerang your in front or your clearly straight with your target it has a low homing capabilities.

Availability: Available

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=3b= SHADOW ===== 30002 ===
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Vehicle Name: Shadow

Driver Name: Mortimer Scharf

Age: Long Dead ht: 5'3" wt: 115 lbs.

Back-story:

Mortimer, a former caretaker of wayward souls, has long since gone back to rest in his coffin. One night, some kids are goofing around near Mortimer's grave. One of the reads the "Gone but not forgotten," inscription on the tombstone and drunkenly decides to see if that's true. They dig up the grave and wake up Mortimer. This upsets Mortimer as he finds he can't go back to sleep. Exhausted and desperate to go back to his eternal slumber, Mortimer enters Twisted metal hoping Calypso can put him back to sleep.

Stats:

Handling: 5/10

Armor: 4/10

Special Weapon: 8/10

Speed: 6/10

Special Weapon Information

Special Weapon Name: Soul Shadow

Special Weapon Description: A violet projectile that explodes upon trigger (press fire again), it has a splash damage. When upgraded you charge it up for extra damage, the splash damage radius is much more wider and damage higher. Soul Shadow can also pass through walls!

Rear-fire: Yes

Multiple Targets: Yes

Special Weapon Damage:

Max Normal: 14%

Max Upgraded: 27% (this is my highest with one enemy)

Comments: I never really like playing this guy, Soul Shadow is kinda hard to use, and Special weapon is a major factor in this game. Maps are very big and sometimes you rarely see people in one area especially online (they always move around) and Soul Shadow is more effective in crowded areas and utilizing splash damage. plus you have to trigger it and its not homing makes it difficult for me.

Tips: Try to avoid using Soul Shadow in Rear-fire since you still have to trigger it and you can't see your enemy behind. When playing online, this guy is best suited in Deathmatch level with high quantity of player, since deathmatch maps are fairly small you'll see a lot of players in one area then you can utilize Soul Shadow's splash damage effectively. You can use Soul Shadow to throw out your opponents out of the arena. Remember Soul Shadow passes through walls so hide n shoot!

Availability: Available

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=3c= MR. GRIMM ===== 30003 ===
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Vehicle Name: Mr. Grimm

Driver Name: Mr. Grimm

Age: 26 ht: 5'10" wt: 180 lbs. (when he was human)

Back-story:

Mr. Grimm is, in fact, the grim reaper himself. At some point during his centuries of work, he attempted to devour a soul himself instead taking it to its next destination. He became hooked, needing to devour more and more souls. He found himself absorbing more souls than he was delivering. This craving was driving Mr. Grimm to the point of insanity. Realizing he can't take it anymore he enters Twisted Metal hoping that Calypso can give someone else the job of being the Grim Reaper.

Stats:

Handling: 10/10
Armor: 2/10
Special Weapon: 10/10
Speed: 8/10

Special Weapon Information

Special Weapon Name: Screaming Soul
Special Weapon Description: A projectile that looks like two burning skull. This special weapon is very powerful and fast but it lack homing capabilities. When upgrade it become a red skull and you have to do button mashing for extra damage. The extra damage that follows the red skull has minor homing capabilities.
Rear-fire: Yes
Multiple Targets: No

Special Weapon Damage

Max Normal: 25%
Max Upgraded: 28% - 33% (not sure since it difficult to execute the total damage, the red screaming soul is not homing and the button mashing part is homing, so to use the red screaming soul you have to get close to hit your enemy accurately but if it reaches the target (its fast) the button mashing part will disappear and you will get the total damage.)

Comments: I like Mr. Grimm, he is very fast and good to handle. The freeze energy attack covers the no homing capabilities of screaming soul. This guy is small and fast, so sometimes I tend to pass a power up instead of getting it.

Tips: He is very small so use it as an advantage to avoid being targeted, keep moving all the time. Once the enemy is frozen get as close as you can and use your screaming soul (ready it before you freeze). If your enemy is big and slow you can fire two screaming soul this is very powerful strategy. Always conserve your energy when using this guy you need freeze missile and also shield which is very important to this guy especially when you're in a tight situation, or facing head to head with an opponent. It is best not to use your freeze with other weapon other than screaming soul or power missile.

Availability: Available

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=3d= SWEET TOOTH ===== 30004 ===
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Vehicle Name: Sweet Tooth
Driver Name: Needles Kane
Age: Unknown ht: 5'9" wt: 185 lbs. (really?)

Back-story:

Needles is by far, the most aggressive competitor Twisted Metal has ever known. He's competed in every Twisted Metal and has become known as the insane clown. He has become tired of this position as a simple competitor and with his wish hopes to take over Twisted Metal altogether.

Stats:

Handling: 2/10

Armor: 8/10

Special Weapon: 6/10

Speed: 2/10

Special Weapon Information

Special Weapon Name: Napalm Cone

Special Weapon Description: A bouncing projectile. It also bounces to walls and has minor homing capabilities (when it bounce to the wall, the homing capabilities is gone). When upgraded you have to it charge up and it fires multiple Napalm cones.

Rear-fire: Yes

Multiple Targets: No

Special Weapon Damage

Max Normal: 18%

Max Upgraded: 30%

Comments: Sweet Tooth is an ok character, feels like Warthog except bigger. Napalm Cone is decent special has a homing and it bounces thru walls. Other than that I really don't use this guy I always use Warthog over this guy

Tips: In close areas Napalm Cone is great! If you miss wall will bounce it back

Availability: Available

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=3e= THUMPER ===== 30005 ===
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Vehicle Name: Thumper

Driver Name: Angel

Age: 25 ht: 5'7" wt: 120 lbs.

Back-story:

For years, Angel has wanted to compete with the big boys and their lowriding, customized, bass pumping vehicles. Growing up she has watched his brother and cousin built, modify and create incredible vehicles, while basking in all of the attention and notoriety that comes along them. She has had to stand by the sidelines simply watching the car show competitors instead of competing herself. Twisted Metal was just the opportunity she was looking for. If she wins will finally have the car that puts them all to shame.

Stats:

Handling: 5/10

Armor: 4/10

Special Weapon: 8/10

Speed: 6/10

Special Weapon Information

Special Weapon Name: Balls of Fire

Special Weapon Description: Shoots four fireballs, it has low Homing capabilities (the enemy should be inline with you) every Ball deals 5% of damage. It also has a added fire damage (like in napalm). When upgraded it will transform into flamethrower with a button mash for fireballs (extra damage)

Rear-fire: Yes

Multiple Targets: Yes

Special Weapon Damage

Max Normal: 20% (5% per Ball of Fire)

Max Upgraded: 33%

Comments: Everything in this character is normal. I personally don't like Balls of Fire it's kinda hard to use plus you have to aim 4 balls to successfully make the 20% damage and it has low homing capabilities. The good thing about this is when you hit someone you'll get a bonus of flame damage just like with Napalm. The upgraded version of this one is not that useful, the flamethrower has a short range and the button mashing part has low damage.

Tips: Its still good to freeze enemy when you use Balls of Fire. Don't fire if the is standing in water surface, the extra flame damage will not appear.

Availability: Available

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=3f= SPECTRE ===== 30006 ===
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Vehicle Name: Spectre

Driver Name: Chuckie Floop

Age: 19 ht: 6'2" wt: 195 lbs.

Back-story:

A popular radio station, receives a confusing giveaway prize from an anonymous source. The prize? A "special" vehicle to compete in a contest called Twisted Metal, and all you have to do to win is be the 7th caller. Of course the DJ's have no clue what they're giving away and the 7th caller, Chuckie Floop, is just happy to win something. Chuckie doesn't realize what he is in for and discovers from the mysterious contest creator that the winner will be granted any wish they desire. Not sure how this contest works or how anyone can grant wished. Chuckie's mind focuses on the important "what will I wish for?".

Stats:

Handling: 10/10

Armor: 2/10

Special Weapon: 8/10

Speed: 8/10

Special Weapon Information

Special Weapon Name: Ghost Missile

Special Weapon Description: A homing missile that passes thru walls or obstacles. The damage is not that great but it's a sure hit. It is also kinda slow. When Upgrade you can charge it for more damage

Rear-fire: Yes

Multiple Targets: No

Special Weapon Damage

Max Normal: 13%

Max Upgraded: 24%

Comments: A well-balanced character. The Ghost missile is a sure hit but the enemy can detect it (you will see if your being target by a Ghost Missile) so they use Shield if needed also Flak can also destroy Ghost missile

Tips: Don't use Ghost missile as the main offensive missile since it has low damage, instead use this to take advantage of its ghost properties, like if you see the enemy has a very low health then you can us it even if the enemy is hiding somewhere (what im saying is conserve it and use it when you need it). Since Ghost missile is slow then its nice to fire it in a close range. Remember the enemy can see that you targeted them with a ghost missile they can use Shield or Flak.

Availability: Available

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=3g= TWISTER ===== 30007===
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Vehicle Name: Twister

Driver Name: Miranda Watts

Age: 25 ht: 5'2" wt: 100

Back-story:

Miranda's twin sister Amanda competed in Twisted Metal a few years ago and has been missing ever since. Miranda's been on an exhaustive hunt for her sister, but hasn't had any luck finding her. She eventually follows Amanda's trail to Calypso who offers her a seat in the upcoming Twisted metal. Miranda is no stranger to racing as she and Amanda used to be the top two female car racers in the world. She agrees and knows exactly what she'll wish for; her sister returned alive and well.

Stats:

Handling: 10/10

Armor: 2/10

Special Weapon: 8/10

Speed: 10/10

Special Weapon Information

Special Weapon Name: Tornado Twist

Special Weapon Description: Transform itself into a tornado that can sweep multiple enemies. You can also control the tornado. Once upgraded

you can add extra damage by button mashing

Rear-fire: N/A

Multiple Targets: Yes

Special Weapon Damage

Max Normal: 18%

Max Upgraded: 34%

Comments: I like twisted because of its speed and special weapon. Tornado Twist is good to sweep multiple enemies and I also use this in Arenas like Tokyo Rooftops, its fun to throw people away from the buildings. In Twister vs. Mr. Grimm I like Twister in terms of size, sometimes Mr. Grimm is so small it's difficult to grab weapons in the arena. Twister is flat and wide which means I can grab more weapons plus she looks cooler hehehe (well I like them both in different situations ^_^).

Tips: Remember, You can control Tornado Twist; you can also use turbo and jump if needed. Don't smash enemies to walls while doing the Tornado Twist sometimes they fall away from the tornado it is best to stay in open areas or near a ledge (to throw away enemies).

Availability: Available

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=3g= OUTLAW ===== 30008 ===
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Vehicle Name: Outlaw 2

Driver Name: Capt. Jamie & Sgt. Carl, Roberts

Age: 27, 31 ht: 5'6", 5'8" wt: 135, 165 lbs. (respectively)

Back-story:

Jamie and her brother Carl were once decorated and respected police officers. Jamie's brother had competed in and won a previous Twisted Metal. Upon making his wish, Calypso tricked and imprisoned him. Jamie entered and won a subsequent Twisted Metal and was able to rescue her brother. Now they're competing together with the goal of bringing down Calypso and Twisted Metal once and for all. Jamie hopes to merely bring the contest to an end. She doesn't know that his brother plans to kill Calypso if he gets the chance.

Stats:

Handling: 5/10

Armor: 4/10

Special Weapon: 6/10

Speed: 8/10

Special Weapon Information

Special Weapon Name: Tazer

Special Weapon Description: Shoot electricity from a radius. It follows a single enemy if he is inside the proximity. The Tazer can pass walls and obstacle. Once upgraded you have to do button mashing for extra damage.

Rear-fire: N/A

Multiple Targets: No

Special Weapon Damage

Max Normal: 17%

Max Upgraded: 34%

Comments: Never like this one, the stats are ok, but there are more other good vehicle their. The Tazer is kinda weak (you have to be close to your enemy) plus only one target!

Tips: Tazer can pass thru walls, make sure the enemy is in your range (and wont escape) before using Tazer to maximize its damage

Availability: Available

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=3i= GRASSHOPPER ===== 30009 ==

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Vehicle Name: Grasshopper

Driver Name: Krista Sparks

Age: 15 ht: 5'1" wt: 105 lbs. (when she was alive)

Back-story:

Krista Sparks is the long dead daughter of Calypso. Calypso, and his entire family were killed in a brutal car accident. Calypso escaped from death by stealing a demon's powers, but he was not able to bring his family with him. Calypso attempted to rescue his daughter from the afterlife, but discovered that while he may be able to summon her spirit, it would only be temporary. In order for her to be truly live again she must win Twisted Metal and wish for this life herself.

Stats:

Handling: 10/10

Armor: 2/10

Special Weapon: 4/10

Speed: 6/10

Special Weapon Information

Special Weapon Name: Body Slam

Special Weapon Description: Jump from the ground spears to the target enemy. You must be on the ground before you can do this, you will see a green light somewhere below the target that means your ready to do Body Slam. When Upgrade you have to do button mashing; Grasshopper will jump and shoots green balls to the target and finally do the body slam.

Rear-fire: N/A

Multiple Targets: No

Special Weapon Damage

Max Normal: 18%

Max Upgraded: 34%

Comments: of all the character I like the handling for this one (but just that). She seems so compact and movable, but I would still use

Twister or Mr. Grimm over her. When you get hit by Body Slam you'll be thrown away (very far or high!), this is nice to outbalance your opponent or throw them out of the arena.

Tips:

Availability: Available

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=3j= WARTHOG ===== 30010 ===
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Vehicle Name: Warthog
Driver Name: Colonel Hall
Age: 36 ht: 6'4" wt: 255 lbs.

Back-story:

Colonel Hall wanted to be a military man since he was a little kid. Right from the start he excelled at all forms of combat, and tactics came naturally to him. The army has sent him to compete in Twisted Metal wish for an ultimate weapon. When he wins, Colonel Hall wishes for an ultimate weapon; something that will enable him to easily take out all the evil-doers of the world.

Stats:

Handling: 2/10
Armor: 8/10
Special Weapon: 6/10
Speed: 4/10

Special Weapon Information

Special Weapon Name: Patriot Missiles
Special Weapon Description: Shoot 3 homing missiles (the smoke is Red, White and Blue). When upgraded you have to charge it for more damage.
Rear-fire: Yes
Multiple Targets: No

Special Weapon Damage

Max Normal: 18%
Max Upgraded: 27%

Comments: I love using this guy even though he sounds plain. The high armor is a good plus for this guy. In online the Patriot Missile is helpful and a nice weapon, it goes all the way before it loses its homing capabilities. In deathmatch level in online, I prefer using this guy because his smaller than Sweet Tooth (smaller means less being target).

Tips: Make use of its high armor capabilities.

Availability: Available

=====
=3k= AXEL ===== 30011 ===
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=====
Vehicle Name: Axel
Driver Name: Axel
Age: 38 ht: 6'3" wt: 280 (60 pounds comes from his metal arm)

Back-story:

More than a decade ago, Axel was imprisoned in a massive, two-wheeled contraption by his father. He confronted his father about this and he was told he'd have to spend another decade imprisoned. In a show of defiance, he tore his arms free from the contraption. He found he couldn't handle living without the thing he'd been part of for so long. He felt like he'd lost a part of his body. Axel met a doctor who constructed cybernetic arms and feet that would allow him to drive the vehicle once again, on the condition that Axel would turn over his wish should he win Twisted Metal.

Stats:

Handling: 5/10
Armor: 6/10
Special Weapon: 6/10
Speed: 4/10

Special Weapon Information

Special Weapon Name: Shock Wave
Special Weapon Description: Shoot Shockwave around the body. If you get hit it has knock back effect (enemy gets thrown away). When upgraded the shockwave area increases and its more powerful. You have to charge it to max its damage.
Rear-fire: N/A
Multiple Targets: Yes

Special Weapon Damage

Max Normal: 15%
Max Upgraded: 27%

Comments: I don't really use this character much. Just like Outlaw this guy's special attack is kinda hard to execute. The good thing about this guy is the Shock Wave is very fast to execute and has knock back effect.

Tips: Freeze then Shock Wave, or also after you pass and enemy immediately use Shock Wave, That enemy will sure be thrown away.
Shock Wave can pass through walls!

Availability: You have to Unlock, Beat Russia Mini Level (Check Mini Level)

=====
=31= MR. SLAM ===== 30012 ===
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Vehicle Name: Mr. Slam
Driver Name: Simon Whittlebone
Age: 33 ht: 5'9" wt: 200 lbs. (when he was alive)

Back-story:

Simon Whittlebone was the mastermind behind Whittlebone Tower; a skyscraper that was to stretch taller than any building that had come before it. While the building was under construction, Simon climbed to the top of the tower and shouted to the universe that this creation made him a god. He lost his balance and fell to the ground. With the mastermind dead, the tower was never finished. Companies tried to tear the remains down, but strange and ghostly things always kept people at bay; Simon's spirit has been haunting the tower. His spirit possesses one of the construction vehicles and he enters Twisted Metal with the hopes of being reborn so he can finish his tower.

Stats:

Handling: 2/10
Armor: 8/10
Special Weapon: 10/10
Speed: 2/10

Special Weapon Information

Special Weapon Name: Bucket Slam Shake, Missiles
Special Weapon Description: Scoops the enemy and slams it in the ground four times and throws it away. You don't even need to activate it just point you're special in your weapon bay and run over and enemy and it will automatically grab it. In online mode Mr. Slam has a different special he shoots 3 rockets in his crane, It has homing capabilities. When upgrade the automatic grab will disappear =(. You have to charge it and when you release it, the crane will fly forward (in shot range) and grab your opponent.
Rear-fire: No (both special)
Multiple Targets: No

Special Weapon Damage

Max Normal: 24%
Max Upgraded: 34%

Comments: Mr. Slam is a very powerful character the automatic grab is a great special weapon and it's also painful. I don't like the upgraded version plus I can't spam it. The Bucket Slam Shake is not available in multiplayer =(. This guy is a big target in online he is also slow, but the armor is great, the homing missile is not that bad to in terms of damage you can't rear-fire with this one. In other words I rarely use this guy in online.

Tips: first its better to use this guy if you adjust the camera view. Next, you can spam the powerful automatic grab. First save all your special until you got like four or five then wait in an area near a wall (best in corners). Once the enemy appears, freeze it then grab it and throw it in wall follow him and grab him again before he recovers.

Availability: You have to Unlock, Beat L.A. Mini Level (Check Mini Level)

Vehicle Name: Crimson Fury
Driver Name: Agent Shepherd
Age: 34 ht: 6'1" wt: 200 lbs.

Back-story:

Agent Shepherd is a good and dedicated FBI agent who's entered Twisted Metal with the goal of bringing the FBI's most wanted, Calypso, to justice. He's a simple and straightforward man. If he wins Twisted Metal and with the help of the FBI, Shepherd hopes to capture Calypso.

Stats:

Handling: 10/10
Armor: 2/10
Special Weapon: 8/10
Speed: 8/10

Special Weapon Information

Special Weapon Name: Reticle Pulse Blast
Special Weapon Description: Shoots a red like energy ball to the enemy. It has little homing capabilities. When you select your special in the weapon bay a red box will appear in your screen (similar to the one in camera) the target should be inside the box (you'll hear a sound) so when you fire it will have a homing capabilities.

Rear-fire: Yes
Multiple Targets: No

Special Weapon Damage

Max Normal: 16%
Max Upgraded: 25%

Comments: never like this one (but I like his car specially the animation when you select your special ^_^) Reticle Pulse Blast is difficult to execute because you have to target the enemy inside the box, why not just do it like with Warthog or Spectre, plus its weak for a special weapon.

Tips: You'll hear a sound whenever someone's in the box thing.

Availability: You have to Unlock, Beat Monaco Mini Level (Check Mini Levels)

=====

Vehicle Name: HammerHead
Driver Name: Catfish
Age: 47 ht: 6'1" wt: 175 lbs

Back-story:

Catfish, a man who prides himself as the mighty hunter, decided to modify his favorite rig to compete in this year's Twisted Metal, because after all, it's just another form of hunting, vehicular style. Catfish's

illustrious and often illegal hunting obsession has resulted in the head of every type of big game creature to hang proudly in his favorite trophy room. Now, Catfish's ultimate dream is to hunt the most intelligent species in the animal kingdom, the Human, in an all-out, man vs. man survival of the fittest in the raw wilderness.

Stats:

Handling: 2/10

Armor: 6/10

Special Weapon: 6/10

Speed: 2/10

Special Weapon Information

Special Weapon Name: Ram Attack

Special Weapon Description: Similar to Grasshopper, although this one looks like his teleporting (instead of jumping) to the top of the enemy. Hammerhead's vehicle will turn blue and jump on top of the enemy.

Rear-fire: N/A (but can target opponents behind)

Multiple Targets: No

Special Weapon Damage

Max Normal: 15%

Max Upgraded: 28%

Comments: first of all, Ram Attack sounds better with Grasshopper and Body Slam fits Hammerhead what do you think? Well anyway, this guy is very big; I don't really use this guy. If you accidentally press the special and nobody is in your target then the special won't get wasted (only depletes if you successfully hit someone). Once upgraded you will have to do a button mashing, which I like more better than Grasshopper's version. This one won't miss and it's easy to execute the problem is you will never know who your target is, it will automatically select the one closes to you. In online this guy is great especially his special which you can spam, he also has a nice handling. the bad thing is he is big and big means big target.

Tips: Maximize the use of Ram Attack this never miss, you just have to get close and trigger it, if you miss then its ok since the special will not deplete if not hit. Even if the enemy is in your back Ram Attack can still detect it, so if anyone is tailing you, you can use this.

Availability: You have to Unlock, Beat Tokyo Rooftop Mini Level (Check Mini Levels)

=====
=3o= COUSIN EDDY ===== 30015 ===
=====

Vehicle Name: Cousin Eddy

Driver Name: Cousin Eddy

Age: 29 ht: 6'0" wt: 300 lbs.

Back-story:

Cousin Eddy was born in a backwater Ozarks pigsty called Sour Creek. You won't find it on any map. A textbook case of what can go

wrong when cousins marry cousins, Eddy was the strongest man in town by the time he was ten, though his malformed, inbred brain had stopped developing at age three. Eddy only had two loves: "smashin' things" and collecting "shiny things". By age thirteen he owned all of the shiny things in Sour Creek. After he'd finish his smashing the place was kind of lonely, so he wandered off in search of more shiny things and more things to smash. When he stumbled across the Twisted Metal competition he thought he'd found paradise. Eddy had gathered a band of drifters - "cousins" he called them - who he coerced by brute strength into helping him transform a trash RV into a nightmare killing machine. Now he could blast his way into Twisted Metal. So much to smash. So many shiny things...

Stats:

Handling: 5/10

Armor: 10/10

Special Weapon: 10/10

Speed: 8/10

Special Weapon Information

Special Weapon Name: Ram

Special Weapon Description: Run straight forward the enemy, he doesn't follow the enemy. When upgraded it transforms into flamethrower similar to Thumpers upgraded special but much powerful. The flamethrower follows the nearest enemy in its proximity.

Rear-fire: N/A (Flamethrower follows the nearest enemy)

Multiple Targets: No

Special Weapon Damage

Max Normal: 25%

Max Upgraded: 36%

Comments: This guy is powerhouse; he uses rockets (not homing) as a machinegun. The special weapon is great; the flamethrower upgrade is much better it also adds flame damage

Tips: Make sure your align with the enemy before you use the special attack or you can Freeze the target first. The flamethrower is a nice special since it follows the target but it is still best to freeze the enemy first, because sometimes its difficult to follow fast vehicles; also don't use if your enemy is in a water surface, the extra flame damage will not work (just like in napalm).

Availability: Not available in online, you have to Unlock - Beat him in "LA - Cousin Eddy" Level (Story mode)

=====
=3p= ATV ===== 30016 ===
=====

Vehicle Name: ATV

Driver Name: Gene Ruttish

Age: 22 ht: 5'9" wt: 185 lbs.

Back-story:

Gene Ruttish had always fancied himself a ladies' man... unfortunately no one ever told the ladies. All his life he'd tried one crazy ATV stunt after another in the vain attempt to gain their favor. For years he's been living by the credo, "Bones heal. Chicks dig scars. Glory lasts forever." Years of trying crazy stunts have made him quite the skilled driver and willing risk-taker. Joining Cousin Eddy's caravan has given him a place to show off his skills and Twisted Metal is his latest attempt to "wow" the women. Gene knows exactly what he wants from Twisted Metal. When he wins, he will ask Calypso to make him the most desired man on the planet.

Stats:

Handling: 10/10

Armor: 1/10

Special Weapon: 4/10

Speed: 8/10

Special Weapon Information

Special Weapon Name: ???Shotgun like thing??? and Dynamite ???

Special Weapon Description: Shoots multiple bullets (something like a shotgun) when upgraded it change into dynamite. The dynamite is like napalm but it has homing capabilities and you don't have to trigger it. The Dynamite is fast and deadly (like Mr. Grimm's Screaming soul)

Rear-fire: Yes

Multiple Targets: Yes (Dynamite no)

Special Weapon Damage

Max Normal: 20%

Max Upgraded: 29%

Comments: This guy super weak, the dynamite is a nice upgraded special though. This guy has a nice handling feels like Grasshopper. The armor for this guy is its major downfall (feels like he's much weaker then Mr. Grimm), also the ordinary special has no homing capabilities but has a wide area of effect but still the damage is not that great if all the bullets didn't hit.

Tips:

Availability: You have to Unlock, Beat Cousin Eddy in "L.A. - Cousin Eddy" (Story mode)

=====
=3q= DARK TOOTH ===== 30017 ===
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Vehicle Name: Dark Tooth

Driver Name: Marcus & Needles Kane

Age: ht: wt: (check Marcus' and Needles' profile)

Back-story:

Terrible things can happen when a man comes to grips with his dark side. Marcus has spent his life running from his nightmares. Needles has devoted his life to making his nightmares come true. When Marcus surrenders to Needles the whole is greater than the sum of the parts.

Marcus' rational mind and Needles' fevered insanity descend into a vortex of sinister chaos. The only possible outcome is the total annihilation of anything that stands in their path.

Stats:

Handling: 10/10

Armor: 10/10

Special Weapon: 10/10

Speed: 10/10

Special Weapon Information

Special Weapon Name: ??? Eat ???

Special Weapon Description: Grab the enemy and crush it with this powerful mouth like bumper, this special is similar to how Mr. Slam's special but you have to trigger this. The Upgraded version same but more powerful

Rear-fire: N/A

Multiple Targets: No

Special Weapon Damage

Max Normal: 20%

Max Upgraded: 30%

Comments: Too powerful but still can be destroyed also. I feel like he has a weaker armor than what the stats says. His ordinary machinegun is like Sweet Tooth's special. You can also spam his special same as Mr. Slam

Tips: After you use your special (the enemy is thrown up) then follow it up with your powerful machinegun. You can also spam his special by cornering the enemy to a wall and keep on using the special.

Availability: Not available in online, you have to unlock - Finish story mode once with any character

=====
=3r= TOWER TOOTH ===== 30018 ===
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Vehicle Name: Tower Tooth

Driver Name: Marcus & Needles Kane

Age: ht: wt: (check Marcus' and Needles' profile)

Back-story:

Same with Dark Tooth

Stats:

Handling: 10/10

Armor: 10/10

Special Weapon: 10/10

Speed: 10/10

Special Weapon Information

Special Weapon Name: Flamethrower & multiple Napalm Cones

Special Weapon Description: Flamethrower shoots from the bottom of the tower. When near death it changes to Multiple Napalm Cones Shoots above the tower and has an extra Multiple Tazer like around the tower.

Rear-fire: Yes (Flamethrower follows the nearest enemy)

Multiple Targets: Yes

Special Weapon Damage

Max Normal: Flamethrower 15% Multiple Napalm Cone ???

Max Upgraded: no upgraded

Comments: This guy is so powerful. You can only play him in one level (Rome Deathmatch). It's machinegun is similar to Sweet Tooth special (Napalm Cone) and its special is flamethrower (similar to Cousin Eddy) and when near death it changes to multiple fireballs (multiple Napalm Cone).

Tips: Just fire all your machinegun and special, use shield you can still get damaged. Sweet Tooth's head acts as radar, it turns to the direction of the enemy.

Availability: Not available in online and other mode except challenge mode; Need to unlock - beat story mode with any 5 characters.

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=4= ENDING SUMMARY ===== 40000 ===
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===== SPOILER WARNING!!! =====
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===== SPOILER WARNING!!! =====

These are summaries of ending per character to see their endings you need to finish the story mode.

RoadKill's Ending

Marcus approach Calypso said that this is only a nightmare (he believes this whole Twisted Metal tournaments and the killings are only nightmares!) he then he wish to end this nightmares (as what he thought) but Calypso said theirs are some wishes he can't grant (because TM tournaments are not nightmares its real) but still gave the wish as he said, Marcus woke up in his bed.

Shadow's Ending

Mortimer wish that he needs to go to sleep (means death) because he was once dead until this group of punks woke him. The problem is he can't sleep again so he entered TM tournament to wish for it. He said to Calypso he wants to sleep so then Calypso grant it by giving him a bedtime story until he slept.

Mr. Grimm's Ending

Mr Grimm is craving for more souls to eat so he wish to Calypso that he doesn't want to be a reaper anymore. Calypso granted it by exchanging Mr. Grimm's soul to a small girl. Mr Grimm became human and the little girl became the new reaper. But the new reaper's target is no other than Mr. Grimm's soul, So Mr. Grimm died by being run over by truck.

Sweet Tooth's Ending

Sweet tooth entered Calypso hideout, He said that he is become tired of this routine (join TM tournaments and kill, ect...) so then he wish to Calypso that he wants to take his place and vice versa. Calypso doesn't want to be Sweet tooth but he doesn't have any choice the winner is Sweet Tooth he has to grant the wish. So then they exchange body and after that Sweet tooth (in Calypso's Body) said to execute the intruder (Calypso in Sweet tooth's body).

Thumper's Ending

She wants that her car to have more bounce, thump, style, and something that will make the world shake (basically all those thing that will make the car more stylish). Calypso grant it, then she use it and an strong earthquake came and a huge chunk of building fell on her car, killing her.

Spectre's Ending

Chuckie wish to have a lots of money so then Calypso grant it by giving him a lot of money, the money never stop appearing until chuckie got covered by piles of money and died.

Twister's Ending

Miranda found out that her sister is dead, she then wish that her sister be revived, so Calypso grant it by calling Mr. Grimm and forcefully get Amanda's soul back. The soul entered the ground and the ground open and Amanda appeared, Miranda lift her up from the ground. Then she saw that Amanda was an old woman.

Outlaw's Ending

Jamie and Carl approach Calypso, Carl has a different plan, he wants to kill Calypso and forget about the prize. Carl point his guns to Calypso but, Jamie doesn't want to kill anymore instead claim the wish. Jamie fought Carl and they had an argument, the argument became bigger and bigger until Carl was so full of it then he shouted "I wish you just shut-up!" The Calypso granted it by sealing Jamie's mouth

Grasshopper's Ending

Krista was Calypso's dead daughter, the whole family died in a car accident except for Calypso who escaped death by stealing a demon's power. Krista wished, that the whole accident never happened. Calypso granted it but then Krista ends up in a hospital, comatosed. (I think what happed here is Krista was comatosed since before the accident happened.)

Warthog's Ending

Col. Hall wants to eradicate all the scum in the world since he thought those are the main source of evil that plaguing the youth. He then wishes to have a tool that will kill those bad people. Calypso granted it by giving him a futuristic gun. Col. Hall went to Brazil to test its power. He infiltrate a drug compound and kill the bad guys and save those child working their. He thought he save those kids but then the kids start shooting at him and eventually killing him.

Axel's Ending

Axel arrives in the rooftops where Calypso and Dr. Zemu are. Axel had an agreement with the doctor that if he wins he will give him the prize wish (Dr. Zemu was the one who help Axel in making those arms and wheels). Axel change his mind instead he wants to claim the wish, he want eternal piece. Dr. Zemu had a plan incase this thing happened so he grab the remote that control those metallic arms of Axel and imprison him again in those gigantic wheels. When was about to say "I wish for

pi~" simultaneously Dr. Zemu press the button again triggering an electric shock. Axel ended up saying "I wish for pi~ahhhh! (pizza)."

Mr. Slam's Ending

Simon was dead and he wants to finish his gigantic tower. Simon wish that he wants to be reborn so he can finish his tower. Calypso granted it by turning Simon into a baby.

Crimson Fury's Ending

Agent Smith arrived at Calypso's hideout. Smith doesn't want to get the wish instead arrest Calypso for the crimes he did. Calypso tried to pursued him but nothing happed. Calypso ordered his guard to shoot the agent when suddenly the whole FBI team infiltrate Calypso's hideout and ended up arresting him.

Cousin Eddy's Ending

Cousin Eddy was in fact not a real contestant he just entered the tournament without a real invitation. Calypso doesn't want to grant his wish (since he is not a valid contestant) but Cousin Eddy got angry and grabs Calypso by the neck. Calypso ended up granting his wish by making his old RV into a new (shinny) and powerful one.

ATV's Ending

Gene wants to be popular with all the girls, so he ask Calypso that he wants to be the most desired man in the planet. Gene got overrun by thousands of girls (possibly dead).

Dark Tooth's Ending

Marcus/Needles arrive in this open field; he saw this huge tower like vehicle (Tower Tooth). As he touches it Tower tooth separate the two personalities then comes Marcus and Needles Kane separated. They climbed the vehicle and drive it.

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SPOILER WARNING!!!
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SPOILER WARNING!!!
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=====
==5= WEAPON ===== 50000 ==
=====

There is no Twisted Metal without this crazy weapons and Power-ups! This weapons and Power-ups are scattered around the arena and can be picked-up by anyone. These weapons are not randomly generated that means you'll always find them in the same place. Theirs a limit for carrying weapons, so that means if you can't grab anymore than you have to use any of them first. Here are the lists of all the weapons power-ups you can gather.

Format follows

Name: = Name of the Weapon
Looks like: = Physical Description in the Arena

Description: = Description of the weapon
Damage: = How painful it is if you got hit (remember every character has different Armor)
Homing: = Does it follow your enemy or not?
To use: = Directions on how to use

Comments: = my comment

=====

Name: Machinegun

Looks like: N/A

Description: Every vehicle has this one, it has an unlimited bullets but it overheats if continually use. The overheat icon is Green circle below your Health it turns red when near overheat. When overheat occurs you can't use it for a while until the overheat icon turns green again.

Damage: 1% per bullet (not sure)

Homing: No (Mega Machinegun Relic is Homing)

To use: Press & Hold L (default Classic configuration)

Rear-Fire: No

Comments: This weapon is important; once you reach an upgrade (or got a Relic) this weapon is powerful. They are also good for enemies who cloaks in front of you. The Relic Mega Machinegun is a nice relic it kills those pesky low-armored vehicle in an instant

Name: Homing Missile

Looks like: Violet missile

Description: A type of missile that follows the target

Damage: 10% per missile

Homing: Yes

To use: Put in weapon bay and just shoot

Rear-Fire: Yes

Comments: This weapon is very useful always grab this one, damage is decent and the homing capabilities is superb. I like using this especially to those fast cars.

Name: Fire Missile

Looks like: Orange missile

Description: Ordinary missile with little homing capabilities

Damage: 12% per missile

Homing: Yes (not as good as Homing Missile)

To use: Put in weapon bay and just shoot

Rear Fire: Yes

Comments: same as Homing missile this weapon is great.

Name: Power Missile

Looks like: Red missile

Description: Powerful missile with no homing capability

Damage: 20% per missile

Homing: No

To use: Put in weapon bay and just shoot

Rear Fire: Yes

Comments: I love this weapon! The old Freeze and Power Missile combo is very effective.

Name: Ricochet Disk

Looks like: Round blade like thing (looks like a ninja star)

Description: A weapon that bounce thru walls or obstacles, when it bounce it become more powerful (damage increase)

Damage: 10% is the base damage (I think +10% every bounce)

Homing: No

To use: Put in weapon bay and just shoot

Rear Fire: Yes

Comments: This weapon is annoying it can also damage you! But still a nice weapon in a close room just be ready with your shield coz the

damage will increase every bounce!

Name: Napalm

Looks like: A big gas tank with a flammable symbol in it.

Description: Shoot from above and drops at the target, it has area damage once it hits the ground, has bonus flame damage.

Damage: 10% if direct hit (8%, 4% if not direct)

Homing: No

To use: Put in weapon bay and shoot then press shoot again to drop to ground. You will see a white arrow above the target and changes to red indicating you can hit the target if you drop it there.

Rear Fire: Yes

Comments: I love using this weapon, it takes practice to use this one but once you get the hang of then this is very useful. When you hit someone with this weapon they will be outbalance and loose the target, this is especially useful if your head to head (close combat) with someone.

Name: Remote Bomb

Looks like: Looks like a pack of dynamites

Description: Drop in the ground and can be trigger (by pressing shoot again). It also explodes if run-over.

Damage: 20% (direct hit, I got higher damage when the enemy run-over it 22%)

Homing: N/A

To use: select from weapon bay then drop in the ground. To trigger it the Remote Bomb should be selected in your bay and press fire button again. Enemy can also get damage buy running over it (you don't need to trigger).

Comments: It's a nice strategic weapon at same time annoying since you can get damage by it; but I still use this powerful weapon to those people who always tailing me

Name: Swarmer Missile

Looks like: Looks like a pack Missile, Yellow

Description: Shoot multiple missiles depends on how long you hold it (max of 6 missiles)

Damage: 4%, 9%, 18%, 23%, 23%, and 27%

Homing: Yes

To use: select from weapon bay then, then charge it until it reaches 6 missiles (you will see it in the screen you can also hear it). When it reaches 6 missiles then you have to release it or else it will only get wasted. You can also release it even if it hasn't reach 6 missiles (depends on how long you hold it).

Comments: A very nice weapon, the damage is great and it's homing! it takes a lot of practice to use this. When to charge and when to release it is the biggest problem you need to overcome.

Name: Environmental Weapon

Looks like: Yellow lightning

Description: When you trigger it the damage will come from different areas of the arena. Not all levels have environmental attacks (check Maps below for more info on this)

Damage: depends on what arena/level

Homing: N/A

To use: Just trigger it, some levels requires you to do something before you can activate it. It can also damage you so keep away from that specific area when activating it.

Comments:

Name: Health Recovery

Looks like: Blue w/ red cross & red cross with white border.

Description: blue w/ red Cross for Partial Health (+30%) and Red Cross with white border for full

Damage: N/A

Homing: N/A

To use: Just run over it and it will automatically refill your health, if you have damage, if not then you cannot grab it.

Comments: you know how important this is right???

Name: Turbo

Looks like: Silver Gas tank (looks like a NOS tank)

Description: Refills your Turbo meter

Damage: N/A

Homing: N/A

To use: Just run over it and it will automatically refill your Turbo, if turbo is full you can't grab it.

Comments: Turbo is very important, in fact I don't even move w/o the turbo on.

=====
==6= MAPS/ARENA ===== 60000 ===
=====

Legend:

N = North

E = East

S = South

W = West

Format:

Profile

Name: = Name of the Arena

Size: = Small / Medium / Large

Description: = Brief description of the area

Environment

Environment Attack: = Name of The Environmental Attack

Environment Attack Description: = Brief description

Teleporters

= Number and location of Teleporters including mini-game teleporters

Others

Health Location: = Health Location

Weapon Armory: = Area where theirs a lot of weapon pickup

Sniping Spot: = Area where you can snipe for long range attack

Comment: = my comments

=====
=6a= BIG BLUE STADIUM ===== 60001 ===
=====

Profile

Name: Big Blue Stadium

Size: Small

Description: A baseball stadium, this arena is pretty simple doesn't have a lot of hiding area. It has a band in the middle of the arena.

Environment

Environment Attack: Band Attack

Environment Attack Description: Shoot projectile coming from the band stage. It hits everyone in the baseball field except for people behind the band stage or in the NE (when front of the band is N) area of the arena.

Teleporters

Teleporter A: Its near the baseball field (between the diamond and baseball player stand). It goes to Teleporter B.

Teleporter B: Inside the NE room (when front of the band is N). it goes to Teleporter A.

Mini-game Teleporter: Inside the NE room then look for a glass wall then destroy it (front of the band is facing N).

Others

Health Location: Full Health is in NE room, 2 Partial Health, one at the back of the band, and other one is in NW side of the map (the are where baseball player stay, you have to enter a very short tunnel like thing)

Weapon Armory: In the NE room, it has a lot of weapon pick-ups, 1 fire 1 Homing, 1 Swarmer, Napalm and Ricochet disk. The full health is also located here. If you destroy those bikes moving around the Arena (baseball field sides) you'll get weapons.

Sniping Spot: Crowd area or the stage (near the band)

Comment: This map is good for beginners, small and compact and you can easily see all your enemy. The only hiding spot here is the NE area room and the health area beside the map. My favorite area here is the NE room, you'll get a lot of weapons

=====
=6b= LOS ANGELES ===== 60002 ===
=====

Profile

Name: Los Angeles (LA)

Size: Large

Description: urban area a lot of building (simple box buildings) it has water canal the goes around the arena. It has high places like the highways and a teleporter that leads to the "LA WOOD" sign, which is a big open area (you cant go their by driving only).

Environment

Environment Attack: Powerplant lightning

Environment Attack Description: Shoot powerful electricity from the power generator. The electricity has the power to outbalance any vehicle. The range is small same as the round platform where its standing.

Teleporters

Teleporter A: Inside a building marked # 23 (studio#23), the building is in front of a big water tank and has a couple of building around it, it goes to Teleporter B.

Teleporter B: in the back of "LA WOOD" sign (back of letter "D" to be exact), leads to Teleporter A:

Mini-Game Teleporter: Beside the warehouse with Health inside (the warehouse#12 or Studio#12 is parallel to the Powerplant. It's a small box type building; you have to destroy the door

Others

Health Location: 1 full health and 5 partial health, Full health you need to use the ramp. 1 partial health is located in the Powerplant area, another directly across it (inside a warehouse marked 12 with 3 doors in front and 3 doors in the back, you have to brake the doors); another in underground canal area if you drive around the water-way you'll eventually see a entrance in it; another is located in the "LA WOOD" sign (need to take the teleporter in studio 23) its somewhere in the lower left side of the area (if your facing same direction as the "LA WOOD" sign does; another directly at the back of Studio 23 (the one that has a teleporter).

Weapon Armory: The Powerplant Area, it has 2 Fire, 1 Homing, 1 Power 1 Swarmer, missiles, Partial Health, and an environmental attack

Sniping Spot: Roofs and also the highways has a nice view

Comment: This is pretty much a nice map the only thing I hate about this one is the weapons are not scattered that much and also there are so many health (not a bad thing but sometimes, its not a good thing too)

=====
=6c= PARIS ===== 60003 ===
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Profile

Name: Paris

Size: Medium

Description: A long rectangle shape arena. The Eiffel Tower is in the center of the map. The map is divided by a short water way. Once the Eiffel Tower is destroyed you can have access to the roofs of the building around the area, which is also connected to the top of the Eiffel Tower. To destroy the tower you need to use a Remote Bomb at the top of the tower, you can find a Remote Bomb at the top also.

Environment

Environment Attack: Eiffel Top Lightning

Environment Attack Description: Once the Eiffel Tower is destroyed. You can use the Eiffel Top Lightning. It's located in the other end of the map. It does electric damage similar to the ones in Los Angeles arena.

Teleporters

Teleporter A: Under The Eiffel Tower, Leads to Teleporter B

Teleporter B: Top of Eiffel Tower, Leads to Teleporter A

Mini-game Teleporter: directly parallel to the Eiffel Top Lightning (broken top of Eiffel), you have to destroy the wall to enter.

Others

Health Location: 1 Full Health and 4 Partial Healths. Full Health located under the bridge in the middle of the arena (short water way). 1 partial health located in the top of the buildings (need to destroy Eiffel Tower first). Another one beside the Eiffel Top Lightning (broken top of Eiffel), Inside the flat building (the one with wide water in front of it you) have to destroy the front to enter, and the last one is above the flat building (you need to use the ramp at the back).

Weapon Armory: Once Eiffel Tower Destroyed go to the top of the buildings

Sniping Spot: Top of Eiffel Tower, Top of buildings that connects the Eiffel Tower. And at the top of the flat building (the building that has a water in big water front of it)

Comment: I love this map, it has a lot of open areas and they are big. They have also hiding spots like the side streets and roofs. One thing I like about this is you can almost see the enemy from end to end because it has open areas in the middle of the map.

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=6d= EGYPT ===== 60004 ===
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Profile

Name: Egypt

Size: Large

Description: long rectangle shape arena, desert, has a lot o bumpy roads and obstacles, has a lot of tunnels and teleporter connecting one pyramid to the other.

Environment

Environment Attack: Tornado

Environment Attack Description: Huge tornado that can carry anyone in its range.

Teleporters

3 Teleporter and 1 Mini-game Teleporter.

Teleporter A: in the middle of the map, their a big Pyramid enter it, goes to Teleporter B

Teleporter B: Right side pyramid (if N is the Tornado), leads to Teleporter C

Teleporter C: Left side Pyramid (if N is the Tornado), goes to Teleporter A

Mini-Game Teleporter: its in the side of Tornado, check the one with a 2 big human statue destroy the door, it will reveal the Teleporter.

Others

Health Location: 3 partial healths. In the middle of the Tornado, you need to take the ramp in the sides to reach it; another in the middle Pyramid; another in between the left and right Pyramids (if you drive in front of the Sphinx you'll reach it);

Weapon Armory: weapons are pretty much scattered in this map

Sniping Spot: Top of the canyons, this is near where the Tornado is located.

Comment: this is one of my favorite arenas because the weapons are pretty much scattered in every places. It has a lot of tunnels, which leads to different places (I use this for escaping or sneaking).

=====
=6e= ROMAN RUINS ===== 60005 ===
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Profile

Name: Roman Ruins

Size: Medium (but multi layered)

Description: a rectangle shape arena with a circle in the middle. The middle part has a multi-layer floor and the Environment Attacker is located their.

Environment

Environment Attack: Fireball

Environment Attack Description: Shoot fireball from the bon-fire, it has flame damage

Teleporters

Teleporter A: Directly in the other end of the map (the one with water), leads to Teleporter B

Teleporter B: Underground (can only be reach by a teleporter, leads to Teleporter A

Teleporter C: Opposite end of Teleporter A, (check the sides of the area), leads to Teleporter D

Teleporter D: Top of the middle part of the arena, leads to Teleporter C.

Mini-Game Teleporter: go the middle part of the level then climb to the second layer then drive around you will eventually see it

Others

Health Location: 1 Full health and 3 partial Health. Full health is located underground need to take Teleporter A. 1 Partial Health is the middle of the map (top of the bon-fire need to take the ramp) another is located in the left side of Teleporter A and last one is located at the top of the middle part of the arena (take Teleporter C then move to the front a little bit and you will see it).

Weapon Armory: they're pretty much scatted but the side where Teleporter D is located has a couple of weapons (Power, Fire and Homing Missile).

Sniping Spot: Go to the top by taking Teleporter D then you'll have a downward view if you drive to the angled floor.

Comment: A nice map but the middle part is so full of stuffs like post and ramps which is hard to use (coz middle part is not big enought). Also the ramp that leads to the higher ground is to small so its kinda hard to run their especially with big characters.

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=6f= RUSSIA ===== 60006 ===
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Profile

Name: Russia

Size: Large

Description: a big map with a lot of buildings you can enter. Has a tunnel underground and theirs a part in the map where its slippery.

Environment

Environment Attack: Nuke Shockwave

Environment Attack Description: an explosion shockwave, it has fast effect, which means you can trigger it again after the rocket is standing again (which is fast)

Teleporters

Teleporter A: If you see the partial health in the area where its sleepery, go directly straight from it (orange building) and destroy the door to enter. It goes to Teleporter B

Teleporter B: Top of the middle wall (you can reach this by using the ramp made of snow, I prefer just use Teleporter A), goes to Teleporter A:

Teleporter C: Go to the Rocket (Nuke Shockwave) the you will see a partial health, go straight and destroy the wall enter it and youll see the Teleporter; it lead to Teleporter D.

Teleporter D. its directly in the top of Teleporter C, it goes to Teleporter C.

Mini-Game Teleporter: Go to the slippery area (the open area with a partial health in it) and you will notice a bell like thing. Destroy it and you will enter an underground tunnel and in the middle you will see the mini-game Teleporter.

Others

Health Location: 5 Partial Health. 1 Partial health, is located in the slippery are; one beside the environment attacker (nuke shockwave); another in underground tunnel, beside the mini-game teleporter; another is located inside a building, first go the then nuke area, then you will see the environment attacker weapon icon, go to that place and move forward (away from the nuke) and turn right in the sides and you will see entrance and the partial health; the last one is located inside the building it's the entrance is parallel to the nuke, destroy the wall.

Weapon Armory: weapons are scatted but the health is located right next to each other.

Sniping Spot: The middle wall, take the Teleporter A. Also the building near the partial health in the slippery area, destroy the door enter it climb up the stairs and go to the side where the Swarmer missile is located destroy the wall again and snipe.

Comment: This map is not bad, but my problem is there too much health and their located near each other! (Around the area of the nuke shockwave, 4 partial health!) They should have scattered it. and also there are so many place here that left un touch because you have to do so many stuff before you can get their or its hidden.

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=6g= GREECE ===== 60007 ===
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Profile

Name: Greece

Size: Large

Description: A map separated by a land and a large ship. The land part has a small city and wide plains with ruins of old Greek temples.

Environment

Environment Attack: Zeus Lightning

Environment Attack Description: Lightning that comes form the statue of Zeus. This is similar to Paris' Eiffel Top Lightning and LA's Powerplant Lightning. It has the power to outbalance any vehicle that was hit.

Teleporters

Teleporter A: Located near the Zeus Lightning statue; goes to Teleporter B

Teleporter B: is in the ruins in lower left side of the boat. The one that has a lot of Greek post a line in it; goes to Teleporter A

Mine-Game Teleporter: Go to the ship and then go down in the huge opening in front. Go straight until you reach the clearing before the elevator, check the middle part and you'll see the teleporter.

Others

Health Location: 1 Full Health, 4 Partial Health. Full heath is located in the lower level of the huge ship, the first opening you see turn to that and you'll see the full health. Partial Health is located in the back end of the ship; another near the Zeus lightning; another in the long walls dividing the huge plains, you can only get this by driving from the boat; and last in the top most level of the small city.

Weapon Armory: not much, but the lower level of the boat has a couple of weapons plus if you take the elevator up you'll also see few weapons their also.

Sniping Spot: Go to the city and climb the top most level you'll have a good view of the boat and lower part of the city. The top most level of the boat has a nice view on the plains in the other side of the town. The wall that divides the plains is also a nice spot but you'll be open.

Comment: I don't know why I don't like this map, something tells me it kinda boring. The map features are great and everything but I just don't want this map.

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=6h= MONACO ===== 60008 ===
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Profile

Name: Monaco

Size: Large

Description: The whole map is a racetrack with a beach and a port it has a lot of buildings but (you can only enter few); it has a tunnel also.

Environment

Environment Attack: none

Environment Attack Description: N/A

Teleporters

Teleporter A: Portside with boats; goes to Teleporter B

Teleporter B: Top of the building, can only be reach by a Teleporter; goes to Teleporter A

Mini-Game Teleporter: Start from the port area (Teleporter A area) then drive straight until you reach a huge tunnel (it has Turbo refill in the middle if your driving opposite of those indi cars then your in right place) got straight even more, just follow the track you will drive a "S" curve until you will see a Fire missile in the middle, stop to that place and turn around (right side) to the green grassy area, you will see Remote bomb pickup and the Mini-Game Teleporter in the corner.

Others

Health Location: 1 Full health and 4 Partial Health, Full Health in the small tunnel, to reach this go to the big tunnel the one that has a Turbo refill in the middle after the Turbo refill you will exit the tunnel, stop asoon as you exited the tunnel and turn to the side with wall then drive their and you will see the entrance to it. 1 Partial Health is located One directly across Teleporter A you need to take the ramp; another if you take Teleporter A then you will see in the corner side of the area; another is located if you take the Teleporter in the small tunnel (the one beside the full health) then you will be transported to a Casino area, full health is located their. And the last one is located directly under the second partial Health, take the Teleporter A then you will see the health their and drop directly below that area

Weapon Armory: Weapons are nicely scattered in this area

Sniping Spot: Take Teleporter A and snipe anyone, best place is the one with partial health. There is also a building that you can destroy and will reveal a hole in it, this is not a nice spot but it's hard to notice. First go to the beach area (the one that has sand in it and fire missile just drive around the port area) go to the position of the Fire missile then scan the area, if you see a Power Missile under a building drive to that Power Missile (NOT the Power Missile in the straight road). Once you're in the place of the Power Missile you will see a 2-floored house with a wide stairs in front of you (it has a fine Vodka in the wall) align your car into the stairs and run your Turbo and you will fly directly into the building destroy the wall and reveal the small room. You need a fast car to reach this.

Comment: For first timers this is not a good map, you'll get confuse with the structure and winding roads. This map is ok the weapons are pretty much scatted and balance. The only thing is don't like in this

map is its confusing I still prefer simple maps.

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=6i= TOKYO STREETS ===== 60009 ===
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Profile

Name: Tokyo Streets

Size: Medium

Description: a medium sized map it has a couple of upper layer and a little down layer. This map is simple with buildings that divide the streets. There is also a Japanese Castle in it. to enter the Japanese Castle you need to destroy the Tokyo Tower with a Remote Bomb first(just plant it in any of its legs).

Environment

Environment Attack: none

Environment Attack Description: N/A

Teleporters

Teleporter A: front of the Japanese Castle; goes to Teleporter B

Teleporter B: Top of the buildings, the only way to reach this is by Teleporter A, leads to Teleporter A.

Mini-Game Teleporter: across the Tokyo Tower. (its actually in the middle of Tokyo Tower and the Castle. Just drive into the main street)

Others

Health Location: 4 Partial Health. 1 Partial Health inside the Japanese Castle; another above the buildings, you need to take Teleporter A; another at the back of the Tokyo Tower and last one in the middle of the streets.

Weapon Armory: weapons are scattered, inside the Japanese Castle has a couple of weapons you can pick up, also the top of buildings (take Teleporter A). You can also take the tunnel surrounding the Castle.

Sniping Spot: Take Teleporter A

Comment: This map is simple and nice for any kind of battle. It's square and has a lot of divisions once the

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=6j= TOKYO ROOFTOPS ===== 60010 ===
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Profile

Name: Tokyo Rooftops

Size: Small

Description: building rooftops connected by bridge (destroyed communications towers). You might fall and get damaged.

Environment

Environment Attack: none

Environment Attack Description: N/A

Teleporters

Teleporter A: Located in the eastside rooftop it's beside a small structure; it goes to Teleporter B
Teleporter B: topmost building, you can only reach this by Teleporter A; goes to Teleporter A
Mini-Game Teleporter: The structure behind the "TOKYO ltd." Near the Full Health

Others

Health Location: 1 Full Health, 2 Partial Health, Full health is located in the structure behind the "TOKYO ltd". Partial Health is located near Teleporter A in the center of that area; another ins the walled area (you drop into this area if you take Teleporter A),

Weapon Armory: Take Teleporter A and grab all the weapons and power ups there

Sniping Spot: the structure beside Teleporter A (not really a nice spot but this is the only high place)

Comment: I love this map, so much fun especially when I am using fast cars. The map has less health no sniping spots!

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=6k= DEATHMATCH ARENA ===== 60011 ===
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These maps are really small maps (except Tokyo - Dark Tooth - medium size) they are usually square (except Rome Death Match) in shape and the obstacles are less than their corresponding levels. You need to unlock these maps by finishing a mini-game or by finishing the level.

LA - Cousin Eddy

Health is located around the Canal area (just follow the Water)

Paris Deathmatch

Health is located inside the flat building

Egypt Deathmatch

Health is located inside the pyramid

Rome Deathmatch

In the middle of the map and above the arena

Greece Deathmatch

Tokyo - Dark Tooth

Health is located around the arena (just drive around the sides)

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==7= SINGLE PLAYER ===== 70000 ===
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The single player in Twisted Metal: Head-On consist of 3 modes to choose from. The Story mode consists of series of battles and boss battles until you reach the final boss and after you defeat it you can the watch

the character ending. Another type is Endurance more like a survival mode and the last mode is Challenge where you challenge the computer into a battle.

Here are some tips on how to conquer the Single Player mode specifically the boss battles

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=7a= BOSS BATTLES ===== 70001 ==
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COUSIN EDDY

This boss has 2 parts first part, you need to destroy all the people in its window including the guy at the top of the RV. The second part is the actual battle.

The first part you need to kill the 6 people, each person has an approximate 20% health so they die easily.

Boss Strategy: This boss is difficult for first timers, he will constantly freeze you and shoot everything he has. If you get close the guy above the RV will burn you with Flamethrower

What you need have: You need to practice the freeze missile for the first part. It is also best if you grab all the upgrades in the battle with the ATVs so you will have the upgraded machinegun which is the quickest way here, a Power missile is a great weapon you only need one shot to kill those guys in the windows also grab some Napalm this is important. Other weapon is fine.

What you need to do: After the battle with the ATVs, be ready to freeze Cousin Eddy; once you successfully freeze the enemy position yourself in the side of Cousin Eddy and start shooting your Power Missile simultaneously with your upgraded machinegun (if you don't have power missile the upgraded machinegun will do, if you don't have both use your other projectile). In this process you can kill 2 people at a time. After that repeat the process. The main problem is the guy at the top, some Special will be able to reach that guy (e.g. Mr. Slam's Special, Hammerhead's, Grasshopper's, ect) if you don't have just use your Napalm; again go to the open area, be ready to freeze then once frozen get as close as you can then use your Napalm, it takes 2 Napalm to kill that guy. If your health is running out always use your turbo when running away, the Health is located in the sides (around the Canal area). The second part is easy as long as you have many weapons. It's either you freeze him or you use your shield up to you. One of the most effective is the Rear-fire (Right, Left, Down + fire button) run around and look at your Radar check if he is directly behind you then shoot, keep doing until he's down.

DARK TOOTH

This guy will run over you with its entire arsenal. You don't need any specific instruction on how to destroy this guy just shoot him down.

Boss Strategy: he will get as close as he can then use his special and throw you away and start firing his machinegun (which is not an ordinary machinegun). That combo is very painful. He sometimes will freeze you

What you need have: as many weapons as you can, all types of weapon are fine and I prefer you upgrade your Armor and Machinegun.

What you need to do: if you don't have any weapons make a round trip into the arena and grab as many weapons as you can always use your Turbo while moving if he gets close to you immediately use your shield or turn to a different street. This guy is immune to freeze The basic strategy here is run around and do Rear-Fire, this is best strategy to this guy. Always have a little damage in your health so you can grab the health in the middle of the road if you don't grab it he will grab it and heal the damage you dealt. Another strategy is to get as close as you can and prepare your shield, this guys has difficulty in turning around so the technique is run pass him (w/ Turbo) and shoot rear-fire then turn again and run pass over again and rear-fire again (sometimes you don't need to rear-fire just turn as fast as you can and aim, also Swarmer missile is good charge it before you turn to him). If you combine this 2 strategy this will be an easy fight. Always be ready with your shield when he grabs you while he is crushing you perform the Shield command this will lessen the damage.

TOWER TOOTH

This battle is consist of 2 parts, the first part is like an ordinary battle and the second part is practically same but this time he is more powerful. You don't need any specific instruction on how to destroy this guy just shoot him down (the second part requires you to shoot the top of the tower).

Boss Strategy: he will get as close as he can then use his special

What you need have: Grab as many weapons around the arena, it also helps if you have upgraded armor. Grab all the missiles especially the ones with homing capabilities.

What you need to do: The old strategy is do rear-fire until he's down but theirs a good strategy that will kill this guy in a few minutes. This strategy came from MasterShake21 form www.gamefaqs.com
<<http://www.gamefaqs.com>> message board

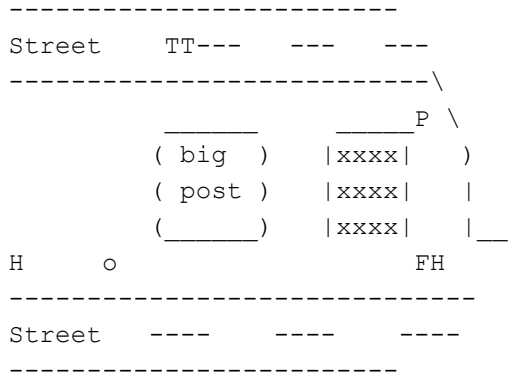
First: grab as many weapons you can grab specially the missiles with homing capabilities

Second: Go to the area with full health in it, its in the center of the map look for large round building. Stay into that area and keep at the opposite side of Tower Tooth all the time. After some time Tower Tooth will get stock and strife left and right.

Third: Shoot all your not homing weapons (save the homing weapons) if you run out use your machine gun until you reach the second part.

Forth: once you reach the second part he will shoot multiple fireballs so be ready with your shield. Shoot all your homing weapons at top until he is destroyed. Of you ran out of Health grab the full health, which is located in that area and if you run out of missile grab the homing missile. Don't move away from that area.

Little visual



Legend

- H= Homing Missile
- FH= Full Health
- P = Power missile
- X = Grass area
- O = your location
- TT = Tower Tooth's position.

Always keep at the opposite side of Tower Tooth If he is in the other side the go to the other side.

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=7b= MINI-GAMES ===== 70002 ===
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LEGEND

- N = North
- S = South
- E = East
- W = West

NOTE=====READ=THIS=FIRST=====NOTE

- ****This Mini-Game should be done in story mode to unlock the characters and Level.
- ****All the upgrades you have will have no effect in this Mini-Games
- ****Energy Weapons will have no effect
- **** if yo die inside the Mini-Game you'll be transported back to the real level. Same as status as the time you entered it.
- **** Mini-Game time requirement is based on normal difficulty

NOTE=====READ=THIS=FIRST=====NOTE

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Mini-Game Arena: Big Blue Stadium
Mini-Game Name: Demolition Derby
Mini-Game Teleporter Location: Inside the NE room then look for a glass wall then destroy it (front of the band is facing N).
Mini-Game Directions: Ram 5 taxicabs (use turbo)

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Mini-Game Tips: Use a character with a high handling like Grasshopper. Use your Turbo all the time (its infinite) and hit your enemy. Align your vehicle first then hit your turbo, the taxicabs are slow so you can hit them easily.

Mini-Game Prize: Nothing just all the weapon you gathered

Mini-Game Arena: Los Angeles

Mini-Game Name: Freeway Slalom

Mini-Game Teleporter Location: Beside the Studio (#12) with Health inside (the Studio#12 is parallel to the Powerplant.) It's a small box type building; you have to destroy the door

Mini-Game Directions: Just finish the track until you reach the finish line. The track has a lot of obstacles

Mini-Game Tips: Use Mr.Grimm , Drive slow until you memorize the track, keep it slow this track is not that long. When you reach the part with big iron balls, go to the left side of the track and move one at a time use circle button to stop.

Mini-Game Prize: Weapon you gathered and Mr. Slam

Mini-Game Arena: Paris

Mini-Game Name: Chopper Shoot

Mini-Game Teleporter Location: Directly parallel to the Eiffel Top Lightning (broken top of Eiffel), you have to destroy the wall to enter.

Mini-Game Directions: Shoot the moving Chopper with napalm under 2 min

Mini-Game Tips: Use any character just make sure after you destroy a chopper be careful, not to fall in the bridge. The only tip here is practice your napalm skills. Its not that difficult, just concentrate. Don't follow the chopper just stick to on spot and wait for it to go there.

Mini-Game Prize: Weapon you gathered and Paris Deathmatch Level

Mini-Game Arena: Egypt

Mini-Game Name: Balance Beam

Mini-Game Teleporter Location: its in the side of Tornado (Environment Attacker), check the one with a 2 big human statue destroy the door in the middle, it will reveal the Teleporter.

Mini-Game Directions: Finish the long course, the course is full of obstacles and if you got hit then you have to do it all over again. Finish the course under 3 minutes to get the bonus.

Mini-Game Tips: Use the character with high handling capabilities (prefer Grasshopper). Move slowly (don't turbo all the way) you have a lot of time, patience is the key here, first obstacle is the flame in the ground just avoid it then next is the wall the collide at each other, after passing 2 walls then stop then 2 again then stop do until finish. The next is the rotating log with spikes, just move without your turbo on. Then the next will be the one with electricity, move in one side then move with caution (patience!). The next one is the swinging blades, move to the middle use your turbo brake if needed and last obstacle is the hammer, position your self in front of the first hammer then wait for it to fall in front of you when rising boost your way, break if needed.

Mini-Game Prize: Weapon you gathered and Egypt Deathmatch Level

Mini-Game Arena: Roman Ruins

Mini-Game Name: Top Down Driver

Mini-Game Teleporter Location: Go the middle part of the level then climb to the second layer then drive around you will eventually see it

Mini-Game Directions: survive the track by avoiding obstacles. The car move on its on all you have to do is jump, turbo and turn. The camera view is from the top. you have 2 min to finish to get the bonus.

Mini-Game Tips: Use characters like Mr. Grimm, Grasshopper or Twister. You don't need to take all the ramps. Again you don't need to hurry much coz you have a lot of time. When using the ram be sure your in a perfect position and you your Turbo. You have 3 chances of surviving TNT so avoid them as possible (especially in the first part).

Mini-Game Prize: Weapon you gathered and Rome Deathmatch Level

Mini-Game Arena: Russia

Mini-Game Name: Shooting Rink

Mini-Game Teleporter Location: Go to the slippery area (the open area with a partial health in it) and you will notice a bell like thing. Destroy it and you will enter an underground tunnel and in the middle you will see the Mini-Game Teleporter.

Mini-Game Directions: Shoot the tank with your machinegun you can use your shield!

Mini-Game Tips: I suggest you use Mr. Grimm he is small and moveable. Use your shield if needed always move close to your enemy, don't fight head on especially w/o a shield.

Mini-Game Prize: Weapon you gathered and Axel

Mini-Game Arena: Greece

Mini-Game Name: Jump Skill

Mini-Game Teleporter Location: Go to the ship and then go down in the huge opening in front. Go straight until you reach the clearing before the elevator, check the middle part and you'll see the Teleporter

Mini-Game Directions: Finish the course by jumping between moving platforms, 2.5 min to get the bonus

Mini-Game Tips: I suggest you use Warthog, though you think that he doesn't fit this level, he actually does. You don't really need to jump all you need is proper timing to each platform and ramps. Some ramp doesn't require you to use your turbo, check the ramp after 3 platforms moving left and right use your turbo in that ramp then the following 3 platforms just use your ordinary acceleration. Warthog is heavy and can easy stop if needed plus you don't really need speed here.

Mini-Game Prize: Weapon you gathered and Greece Deathmatch

Mini-Game Arena: Monaco

Mini-Game Name: Death Race

Mini-Game Teleporter Location: Start from the port area (Teleporter A area) then drive straight until you reach a huge tunnel (it has Turbo

refill in the middle if your driving opposite of those indi cars then your in right place) got straight even more, just follow the track you will drive a "S" curve until you will see a Fire missile in the middle, stop to that place and turn around (right side) to the green grassy area, you will see Remote bomb pickup and the Mini-Game Teleporter in the corner.

Mini-Game Directions: Survive 2 laps in a circuit driving in the wrong way. You only have 3 chances if you hit the car driving in the opposite side. Destroy 10 cars with your infinite Fire missile and you'll get a bonus and 15 for more bonus.

Mini-Game Tips: I suggest you use Mr. Grimm or other small vehicles. Try not focus on getting the 10 kills but instead focus on finishing the laps more. Drive on the sides of the track, this area seams has little chances of enemy. Time you rocket so when enemy appears in front of you shoot it immediately. Try not to get hit in your first lap.

Mini-Game Prize: Weapon you gathered and Crimson Fury

Mini-Game Arena: Tokyo Street

Mini-Game Name: Subway Gauntlet

Mini-Game Teleporter Location: Across the Tokyo Tower. (its actually in the middle of Tokyo Tower and the Castle. Just drive into the main street)

Mini-Game Directions: Destroy Sweet Tooth head (the white one the green are enemies that shoot at you) and collect the stars. 2 min to earn bonus reward

Mini-Game Tips: Use any fast character, grab the Power missile then get as close as you can to the head then shoot, you can also turn back (but you only have 5 sec or else game over) and run your turbo and turn back again this saves time instead of running the whole track again.

Mini-Game Prize: Weapon you gathered and Tokyo Deathmatch

Mini-Game Arena: Tokyo Rooftops

Mini-Game Name: Sky Track

Mini-Game Teleporter Location: The structure behind the "TOKYO ltd."
Near the Full Health

Mini-Game Directions: Finish first in the race

Mini-Game Tips: Use Mr. Grimm, if you bump on the enemies they will be fall behind, just maintain you position in the middle, don't bump on the walls or you'll loose speed.

Mini-Game Prize: Weapon you gathered and Hemmerhead

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==8= MULTIPLAYER ===== 80000 ==
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There are 3 type of multiplayer in Twisted Metal Head-On. I haven't tried Ad-hoc and Infrastructure LAN connections so I am assuming they look the same just like in online.

1. Ad-hoc = This means PSP connect with another PSP
2. Infrastructure = This means PSP connect with a access point like a wireless router, in other words online games (PSP here in California connects with PSP in New York)
3. Infrastructure LAN = this means PSPs are connected into one access point

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=8a ONLINE LOBBY ===== 80001 ===
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When you reach the Lobby you can do some stuff in it. The Lobby has couple options you can choose from.

Announcement: this includes the official announcement of the Twisted Metal, like server upgrades, maintenance, ect.

Lobby Room: This is where all the games are listed, the games are arranged geographically. Select where you from, and you will see all the games available in that area. You can also select from different location but remember for better connection it is wise if your connected as close as possible.

Quick Start: You enter the game preference you want then they will give the most appropriate game for you.

Refresh: Refresh is similar to update, or refresh in your web browser. Always refresh so you will get the updated screen. Remember they don't update in real time, so if you don't refresh you wont see the new games created, the number player.

Logout: to disconnect from online.

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=8b CREATING A GAME ===== 80002 ===
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To create/host a game first go to Lobby Room and select which location you want. Once you're in, Press Square Button. Select which game Type you want to host either a "Coop" or "Head to Head"/"Team" game. Press down then enter the game name and password, make a unique one because you cant create it if theirs an existing one. You may want to make a password if you want a specific person to join you (they must know the password to enter the game) if not leave it blank. Then enter how many players can join (max of 6). You might want to save it if you want to so you don't need to type or remember it all the time. Press X to continue creating the game

You will arrive in your game; player info is the list of players inside the room, if your playing a team game then this is the place to switch teams

Game setup is to customize you're game like which level to play, type of game, health availability, Relics/upgrades on or off, ect.

Car select is where you select your vehicle, boss characters are not

available their. To play other character you need to unlock them first.

Stats is the list of result from the privies fight in your room

Chat is where you talk, this is the only place you can talk with other players. The keyboard is like a cellphone keypad (which is great idea instead of putting a full keyboard w/o keyboard).

"Get ready" means your done with everything and waiting for the game, if your not the host then you have to wait for the host to start the game, if you're the host then if everyone press "Get ready" the game will automatically start

"Start Game" is only for the host; by pressing this you will start the game with people who press, "Get ready", once press you have 5 seconds until the game starts press again to cancel.

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=8c= RELICS ===== 80003 ==
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Relics are available only in Multiplayer mode. They are special power-ups us in Multiplayer events. They are part of game modifiers that means you can turn them off if you want to. They are like upgrade except they are scattered in the map as soon you start the game and they have different icons; you can only grab one Relic at a time. Relics are not permanent - they go off after sometime or if a Relic Buster Relic hit you. You can drop unwanted or if you want to change to a better relic by pressing, Triangle + Square.

For some reason, the user manual has different names (sometimes descriptions) vs. the in-game names so I have to test each and everyone and compare it to the manual ~_~

Name: Defiance Relic

User Manual Name: Shield Relic

Looks Like: Blue shield

Description: Reduce Damage by 42%

Comments: A great relic especially if you're using a light armored vehicle (its like having Sweet tooth armor in Mr. Grimm), if your using the high armored then you're like a tank! I don't know if the 42% reduce damage is correct since some of the description is the user manual is different, what I know is it really increases your defence.

Name: Backlash Relic

User Manual Name: Reflect Relic

Looks Like: Orange mirror

Description: Redirect damage back to the one who fired

Comments: Actually I haven't seen this one work since everyone is crazy firing at someone and I don't know if those things are returning to me because of Backlash Relic.

Name: Mega Machinegun

User Manual Name: Mega Gun Relic

Looks Like: White Gatling gun

Description: Power up Machinegun (like the upgrade ones) and gives 50 homing bullets. The bullets regenerate for some time if the bullet is empty you'll just have an upgrade machinegun version (no homing).

Comments: a very powerful relic, this is nightmare for low armored

vehicle (sometimes the slow ones too). Since acquiring an upgrade machinegun in multiplayer is kinda difficult (well depends =P) its great to have an upgrade machinegun at the start you don't even have to destroy four vehicles.

Name: Relic Buster

User Manual Name: Relic Buster Relic

Looks Like: White Light blue hammer

Description: Makes the enemies relic unavailable for some time, enemies drops their relic; you can't grab another one until the effect of the buster is worse off.

Comments: It's a great relic; if your opponent is using an Evade Relic then this is the solution to them. Relics are powerful items so by removing them to the enemies make weaker than you.

Name: Restoration Relic

User Manual Name: Health Relic

Looks Like: Red Cross with Syringe

Description: Restore small amount of health every second, also you'll get a 30% health restoration once you grab it.

Comments: This is useful if those games where there is no health available, other than that it's kinda useless since the restoration is kinda slow.

Name: Assassin Relic

User Manual Name: Deception Relic

Looks Like: Light violet haft facemask

Description: Cloak when not moving and hide your true health

Comments: Not very useful, since you have to stop to activate the cloak when you move its remove! Well at lease it might help you escape. The health hide it a great idea but you will still have the same damage.

Name: Blitzkrieg Relic

User Manual Name: Fast Fire relic

Looks Like: Orange clock

Description: Fast weapon fire rate

Comments: Nice in games with unlimited weapons.

Name: Parasite Relic

User Manual Name: Life Sucker Relic

Looks Like: Green Parasite looking thing/leech

Description: Restore health every damage dealt (approx 10% or less)

Comments: Nice in games with unlimited weapons and no Health. This can be useful to, like if your fighting head to head with your opponent, everytime he damages you, you recover it by damaging him.

Name: Slayer Relic

User Manual Name: Damage Relic

Looks Like: Red metallic skull

Description: Double damage on any weapon

Comments: very powerful, imagine power missile will do 40% damage! OMG!

Name: Evade Relic

User Manual Name: No Lock Relic

Looks Like: Violet Padlock

Description: You wont be able to get lock down on any homing weapon, Relic Buster and Backlash still affects you

Comments: This is an anti homing weapon, since most of the weapons here are homing then this is a great relic. There is a specific range for it to work though.

Name: Special Relic
User Manual Name: Special Regeneration Relic
Looks Like: Has a symbol "S" in it
Description: Increase regeneration of Special Weapon
Comments: More Special weapon = more damage you can deliver to your enemies.

Name: Demolition Relic
User Manual Name: Destruction relic
Looks Like: Nuclear symbol
Description: Adds area damage for all weapon except machinegun
Comments: haven't notice this one yet, base on the description looks like there are more useful relics than this one

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=8d GAME MODES ===== 80004 ===
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1. Death match = Kill each other with a time limit or a specific score.
2. Last Man = Kill each other until the last man remains you have set of life.
3. Fox Hunt = one vehicle will be the target and others will hunt and the cycle goes on who's the target changes, the scoring is same as Death match.
4. Collector = you collect this small object scatted around the arena. If you destroy someone then the items he collected will scatted around the area. The point is collect as many items as possible until the end of game.
5. Team Death Match = Death match but divided into 2 teams. If your in Red team then your enemies are Blue teams sometimes the "Friendly fire" is on so be careful not to trash your own team members
6. Team Last Man = Last man except divided into 2 teams, each has a sets of life or group life (means one set of life for the whole group and you share with it).
7. Team Fox hunt = Same as fox Hunt but one Target per team at a time.
8. Team Collector = Same as collector except divided in 2 teams

The host can customize everything like the game ends after a time limit or a number of specific scores or kills. Team games can have friendly fire on (with certain percentage of damage). In last man thy can select how many lives available.

Other Modifiers includes
Relics (check Relics above for more info) = Enable/Disable
Unlimited Weapon = Enable/Disable
Single Vehicle = Enable/Disable - then select a car if enable
Car Upgrades = Enable/Disable
HUD = Normal/or hide Health Bar, Radar, or Energy Bar or combinations
Health Availability = Partial/Full/Both, or none
Level Destructible = Enable/Disable (means once you enter the arena the destructible are already destroyed.)
Drop Relic = Enable/Disable (Relic will drop in a specific time)
Relic Drop Time = No, of min you can carry the Relic

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==9= FAQs ===== 90000 ===
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Here are some of the most Frequently Asked Questions

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=9a= COMMON QUESTIONS ===== 90001 ===
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1. How many characters are there in the game?
There are 18 characters all in all, some boss can't be use in Multiplayer and Tower Tooth can only be played in challenge mode
2. Can you play as Minion?
No, there is no Minion
3. What About Calypso?
No also
4. How many Arenas'/Levels are available?
There are 10 different levels and 6 additional Deathmatch levels.
5. I can't kill <boss name here>
If you can't do it even with all the tips I gave you then you need practice boss in this game pretty much easy to kill.
6. I can't finish <Mini-game here>
Yup, sometimes those mini games are annoyingly difficult, but everything can be beaten once you get to know the level. When I first tired Greece mini level it took me 10 times coz I am using Twister but when I changed it to Warthog I finish it in one try!
7. Is this part of any Twisted Metal story line?
Well yes, some story are related in the past Twisted Metal series, TM2 to be exact.
8. How come enemies can freeze but I can't seem to find any weapon for those?
Those are not weapons you can pick up, it an energy move check Energy Attack in this guide for more info on this.
9. Why is it I can't Rear-Fire Swarmer missile?
Because you can't.
10. Can you Rear-Fire an upgraded special with a charger in it?
Yes you can, charge it first the do the command for Rear-Fire then release the charge.
11. I beat <mini-level here> but wheres my new character/arena?
You must beat the mini level in story mode not in challenge mode.

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=8b= ONLINE QUESTIONS ===== 90002 ===
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1. What do I need to play online?
All you need is a computer and a wireless router with Internet connection, your PSP and TMho game.

2. Help I don't have Internet or wireless router in out house!
You can scan for a wireless signal around your area; you can find free hotspot areas like in cafes, malls or library.
3. What is Hotspot?
It's an area where theirs a wireless connection.
4. How much do I need to pay to play online?
Absolutely nothing, it's free
5. What is ISP?
Internet service provider, this are the guys that gives you internet like AOL, Comcast, ect.
6. What is WEP key?
It's a password to protect a wireless connection so no one can use it like your neighbors or any person scanning for free hot spots.
7. My PSP says I have 100% signal but still I can't play online, why?
A 100% signal is only a signal that means your PSP is communicating to the router w/o any problem, but still the question is if the router is receiving any data from you ISP. A 100% signal can also affect your game is you have less then you'll get disconnected all the time.
8. What is Ping? Why is it always 0?
It's a tool use to test the connectivity between 2 systems; you will always see 0 from your PSP.
9. How many people can join in one game?
6 people can join the mayhem!
10. Who are the characters you can't use in Multiplayer mode?
Cousin Eddy, Tower Tooth and Dark Tooth because they have unfair stats and they're damn big!
11. I'm stuck with the Online Agreement screen
It means you have a bad connection and a 100% signal is not the solution to that it's probably your ISP or connections (well of course you need a higher signal).
12. I still can't play Online! What should I do?
You can check this, Go to your PSP menu then go to Power Save Settings, then WLAN Power Save and select OFF. This means that you're using its maximum power in connection. The battery will run out fast also.
13. When I try to login in the game it says invalid Password, why?
If this is your first logging in then your username is already taken, think of a new one then make another unique password for it. If this is not your first time them probably someone got your username and password.
14. Why can't I connect in any game it says "Full or INVALID"?
Either you're not refreshing the games (pressing Circle) or you're just slow physically or by network connection.
15. What is Lag?
Lag is sudden stop while playing in online game. Lag can be cause by unstable connection by the players in the game (one of the player has a slow connection or other player is too far from each other, ect)

Your ISP sends you data and Cable modem will receive it. They are connected by a cable, similar cable wire from your cable TV. Your Cable modem is connected to your wireless router by a RJ45 cable, then your wireless router will convert the data that came from your Cable Modem (ISP) into radio waves. Your PSP and your PC/Laptop will receive it and convert it back to data thus making online available wirelessly.

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10a= ONLINE SETUP (PSP) ===== 1000bb ===
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its fairly easy to setup you PSP you just need to follow some steps to finish, sure there are tons of wacky terminology, but even I don't even know them all. But still I manage to make my connections w/o any problems. The PSP manual has a great Step by step guide on how to setup your PSP, so check it out.

1. Turn you PSP on w/o any game in it.
2. You will arrive into your PSP menu; go to the Left most icon called Settings.
3. In Setting press down until you see Network Settings and press X.
4. Select Infrastructure (Ad-hoc is for PSP to PSP connection)
5. Press X on New Connection
6. Enter a name for your connection (e.g. Home Wireless) The press X to proceed, you will go back to the previous Screen
7. Press Right to move to the next settings, The SSID is blank then Encryption is None (if you don't have an Encryption or password for your Wireless) if you do have an Encryption in your wireless then select WEP then press Right then enter the encryption key or password. Mine has no encryption so I leave it in blank.
8. Once everything is cleared then press "Scan" below
9. The PSP will scan all the available Wireless Network in your area. This should include your.
10. Select your Wireless from the list (usually your has a 100% signal if theirs no problem). You can also see if your connection has an Encryption key needed (if in Encryption says WEP then you need a password, check step 7)
11. You will return to the previous screen and the SSID is now filled up by the one you selected earlier.
12. Press Right again then Select Easy if you want to customize it select Custom (advance users only). Once you select Easy you will arrive in the summary of what you did.
13. Press right again and Save you settings.
14. Once done saving press Test Connection. Once again you will see the result after this.
15. That's it your all set-up!

It also helps if you Update your network once in awhile with your PSP. To do that go to settings and press up until you see Network Update and select that and wait for the result.

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10b= ONLINE SETUP (IN-GAME) = 1000cc ===
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1. Select Multiplayer from the menu
2. Select Infrastructure

3. Then wait for a few seconds, then select the connection you made earlier (in ONLINE SETUP (PSP)). In the example given above its "Home Wireless"
4. Once you select that, you will arrive in the Internet Usage Policy. If your connection is bad then the usage policy will not load
5. Press Accept
6. Enter your Username and Password by pressing O; the username is the one that will appear while you're in the game. Make them both unique as possible. If you can't log in that means the Username you entered is already being used, make a new one. (Please make a unique idea like if you see other player named TMmaster then don't make TMmaster2 as a username)
7. After Entering the Username and Password make sure you save it so you will don't have to type and remember them again.
8. Press X to Log in.
9. You will arrive in the Lobby, go and select from the games available and enjoy chaotic world of TM!

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=11= TIPS ===== 11000a ==
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Here are the lists of tips I use in this game. This tips sometimes common but people tent to neglect these very helpful tips. I am giving you this tip and hopefully it will improve your skills and those people online.

Tip # 1: Energy Attacks!

Practice your energy attacks this is vital in this game especially in online. Freezing and using Shield is the most common of them all. It's not enough to know how to use them or what are they use for but the most important is when to use them.

Shield is an important Energy Attack (Defense actually) but it consumes a lot of energy don't just use them whenever you want, use them when in a head to head situation or escaping.

Freeze missile is great but be sure when using this you're in flat area or above the enemy the homing for this guy is not that effective. And by not hitting the enemy it's a big waste. Be sure you have the specific weapon ready before performing the freeze command! And don't just use a homing missiles instead use a more powerful weapon like swarmer, power missile or a special weapon.

Tip # 2: Know your enemy!

Its important to know you enemy like if your using Twister and you went head to head with Sweet Tooth, of course it not a great idea because you know Sweet Tooth is more powerful in terms of Armor. Always maximize what your character is good at, if your character Mr. Grimm maximize the speed and smallness of this guy and not fight head on. There are many ways how to check your characters capabilities, review their stats test them and see how they work.

Tip # 3: Know your Arena!

Knowing your Arena is a big advantage especially in online, Knowing the sniping spot, weapons, and Health is a great way to calculate your moves. Weapons and Health (except for Full) are always located in the same spot so remember them so when you need them just to return to that area. When you are familiar with the map then this can help in doing rear-fires and firing your missile from afar since you will know what obstacles will hit them. So play those arenas and memorize everything!

Tip # 4: REAR-FIRE you Dummy!!!

Rear-fire is one of the most helpful Energy weapons I use in this game and I mean alot! Everytime I pass an enemy I immediately shoot him with rear-fire and it's a sure hit! without even turning back. When some is tailing you then this is how to kill them. When your trying to escape do this, your doing defensive move at the same time offensive. Even if you don't see the enemy the radar and the knowledge of the arena really helps a lot.

Tip # 5: Turbo baby!

Turbo, Turbo, Turbo!!! ALWAYS move with Turbo, keep an eye on your turbo meter when they're near empty grab a refill immediate. Turbo is very helpful in all kinds of situations from offensive to defensive. Slow/big characters are mostly in need of the so always grab one. Release the turbo when your hanging in the air or got frozen so it wont get wasted. When doing ramp do turbo all the time.

Tip # 6: Relic Hunt ~

Ever wonder why you can't hit a vehicle even if you you're using a homing missile? Ever wonder why even if how hard you hit the enemy his health wont decrease? Well those are just sample of how powerful and useful this relics are. Knowing a how relic works is a key in conquering multiplayer. Grab what you think is the most effective in the fight; example, your in a multiplayer event where there are no health available but Relics are available, then grab Parasite Relic or Restoration Relic so you can heal your self, imagine gaining advantage from that!

Getting Relic Buster Relic is great idea, after you hit a couple of enemies drop it and find another one that will help you. This strategy will eliminate the enemy's Relics and will keep them from getting one, while you have all the Relic Power.

Tip # 7: Freeze Combo ~ ouchy

The most powerful and effective combo of all time, but this time I will teach you how to make more OUCHY! What we know is, freeze then Power Missile well that's old school. This is how I do it

1. Gather Power Missile 2 is good but more is way better.
2. Put your Power Missile in place and prepare to freeze the enemy.
3. Once enemy is frozen position your self at the BACK or in FRONT of the enemy. Get as close as you can. Back or front is the best position since you can fire more Power Missiles and, if you shoot the enemy in sides then after you fire the first missile the ice

will get destroyed and the enemy can use Turbo and escape your sight. Remember power missile has no Homing capabilities it can only travel in straight line so positioning at the back or front means straight and if he tries to turn (or turn to you) then that will cost him more time!

4. Shoot all your Power Missile and BOOM!

5. I also recommend using you machinegun simultaneous with it

Also a more deadly setup is with an upgraded machinegun or Mega Gun Relic

Tip # 8: Jump n Turn

This is a simple trick on how to turn very fast. When using Turbo sometimes you don't want to stop anymore. So instead of stopping just jump and turn while running. Easy huh ^_^

Tip # 9: Swarmed by Swarmer

Swarmer packs a punch; always try to charge it to the full. Enemy will stat to chase you so you run, while running away charge your Swarmer then turn very fast (Jump n Turn or Hitting Breaks) and release it. The point is always charge it before you turn to your enemy.

Use your radar in firing Swarmer, check those dots and arrows when releasing it. You don't need to charge your Swarmer in front of your enemy just make sure when you release it the enemy is in the box (target area).

Tip # 10: Twisted Twister

Twister's Tornado Twist is a great special in getting multiple enemies, the problem is getting multiple enemies. A good ideas is when in a death match (online), if you see 2 or more enemies firing at each other (basically their killing each other), immediately join them by Tornado Twist and their you go multiple enemies.

Another great thing about this special weapon is the ability to carry enemies. In Tokyo Rooftops level there are plenty of places to throw away your opponent, looks fun huh. Just grab them the wait in the ledge and hopefully the enemy will get over board (they get damage from it). Be careful though if you do this and kill the enemy by throwing them out the score will turn into suicide. No score for you.

If you're crazy you can carry them and jump at the ledge yourself brining them too.

Remember you can still use your Turbo and Jump while doing the Tornado Twist.

When using Tornado Twist don't crash your self in wall, because the enemies will fall away from the tornado.

Tip # 11: Ghost Missile - Scary?

Ghost missile is one of those special the will surely hit you but the

damage is just like one fire missile (not very painful). I suggest that keep your Ghost missile and don't use it as a main offensive weapon. Use other missiles and when you see an enemy that has low health then that's the time you use it.

Because this is a hit they balance it by the damage it dealt. Other ways to avoid this by doing the Shield and wait stop don't move until the missile hit you. Another is using Flak energy attack. You can also outrun this and do a "U" turn this missile can't do "U" turn.

My conclusion Ghost Missile is not scary but niceeee ^_^

Tip # 12: Screaming Soul - Really Scarry!

Oh this weapon is my favorite of them all its so evil hahaha. This weapon is really scary in terms of damage it can deal and damn fast. The combo is pretty simple and proves to be the most deadly of them all.

1. Conserve your Special until you have 2 or more.
2. Prepare it in your weapon bay and wait for your poor target to come out then Freeze!
3. Once frozen position directly at the back of your enemy then start firing your Screaming Souls until the enemy is toast.
4. You might want to add you machinegun to that.

Also a more deadly setup is with an upgraded machinegun or Mega Machinegun Relic

If you position yourself at the side of the enemy you can approximately fire 2 Screaming souls in point black (still deadly). For more info on positioning check Tip # 7.

Tip # 13: Mr. Slam Spam

If you play single player mode you notice that Mr. Slam's Special is fun to use, so what if we add a little more interest in it.

1. Conserve your special until you have 2 more
2. You know that this special is automatic once you point it in your weapon bay and ram an enemy.
3. Once you have 2 or more position yourself near a wall (corners is great) then wait for an enemy to get close to you and grab him (you can freeze him if want to).
4. Once the first slam is done throw your enemy at the wall/corner then grab him again before he recovers, throw in wall again and grab again and so on until the enemy is a tin can.

Tip # 14: Target Lock on ~ Snipers

Sure snipers are cheap but this game is all about strategy. So to be a good sniper of course the basic is know where to position your self. Almost all of the arenas have a sniping area, knowing the map is everything. If the enemy is kinda hard to see, use Homing Missile if you can see the directly and he is not moving use (may because he is fighting someone) then use Swarmer or Fire Missile.

So what relic will fit if I am sniping?

1. Evade Relic is great, enemies can't fire back at you.
2. Backlash Relic is also great same as Evade Relic, Reflect damage.
3. Blitzkrieg Relic will make you fire more faster.
4. Slayer Relic and probably the most deadly of all this will double your damage.

Tip # 15: "IT BURNS!!!" Napalm 101

"Napalms are for babies, the damage is so small and it's hard to use!"
WRONG!!! Napalm is a great weapon.

True it's hard to use but once you get use to it you can eliminate that disadvantage. The thing is, look at your target and you will see a triangle (colored white or lite red) that will change to red if you can hit the target. Once it turn red immediately press fire button again.

Napalm has a splash damage and that slash is wide enough to hit 2 or more people, to maximize this find an enemy that is fighting another enemy (you'll find a lot of this in death matches/Online), then fire your napalm there. Not only hit multiple targets but also will inflict extra flame damage.

My most favorite use of napalm is when I am fighting head to head with another person if you got hit by this you'll be outbalance loose your target! And thus giving you advantage...

If you're fighting in a water surface (like in LA, or Paris) and if Napalm hit you the extra flame damage will not work, so fire it in a dry area.

Tip # 16: Bounce and Bounce - Ricochet Disk

In tight areas Ricochet is damn deadly, first when enemies gather in a close area (like inside Pyramid, Tunnels, Buildings) then time to use Ricochet and bounce it in wall. When you bounce it through walls the damage increase, I've seen 30% in one Ricochet Disk! When you're inside the structure too, after firing them, wait for a few second (to maximize your shield if you use it immediately then it will run out immediately) use your shield and hopefully enemies will got hit coz if not then you'll get hit by it.

Tip # 17: Remote Bomb ala missile

If you don't use Remote bomb as a strategic weapon, then you can use it directly. When you using a fast character like Mr. Grimm, Twister, ect then you can use this. When you see an enemy ready your bomb then as soon as you pass the enemy immediately drop the bomb and press it again to trigger it.

Tip # 18: Head-on!

When you arrive into a situation where you fight face to face with an opponent, then use this tips. This happens a lot in multiplayer so

practice this.

Character with high armor has a great advantage in here. If the enemy use shield then move around him by using turbo, if he is still in your tail time for you to use your own shield. (Sometimes you don't have any move so when he use shield then use your shield to). In a head on fight its best if you have a lot of arsenals so always grab arsenals you may never know when a head to head situation arrive. When head to head situation occur ready to fire all your weapons, shield if necessary and if he use shield then avoid him and don't fire. Always use your most powerful weapon first, like Power missiles followed by Fire missiles then homing and ricochet disk.

I always use shield over freeze when this situation occurs. But sometime a freeze is great idea since you can do 2 freeze in one full energy bar. You can use freeze to escape enemy

Always simultaneously use machinegun (w/ rockets) while in head-on even if its not upgraded. If you have upgraded then this is a big advantage.

Finally, if you napalm weapon then use this weapon first. This will outbalance the enemy and thus loosing his focus to you and you in return you can see him clearly when he is outbalance freeze him if you want to or just shoot missiles.

Tip # 19: Frozen Special

Characters like Twister and Outlaw has a same concept in using special weapon, both need to get close to enemy, when you see then using their special immediately use freeze and bam no more special.

Tip # 20: "I Can't see! Damn those huge vehicles!"

Characters like Mr. Slam and Hammerhead are one of those big characters. Sometimes they cover so much of the screen and you can't see what's in front of you. The solution here is move your camera and you will see the difference. To move you camera press Select+Down button.

Tip # 21: Teleporter of Death

Almost every map has teleporter in it. This tips is fairly simple grab a remote bomb and enter a teleporter then once you appear to the next area drop your bomb but don't trigger it just leave it their. When enemy enter the teleporter from the other side and once he arrive into teleporter with bomb them boom!

When you run over a Remote Bomb it automatically triggers.

Placing a remote bomb in small entrance or tunnels areas are great idea.

Tip # 22: OMG! No weapon situation - Machinegun time?

Their will come a time when you entered a situation where both of you has no weapons use, instead you end up using machineguns to shoot each other. If you think your in trouble then run pass him don't turn around or reverse. Then if you have a lot of energy (blue bar) then time to

make use of them offensively!

"What are you saying offensively they don't do damage unless you use that useless mine!?"

Ok don't use mines, instead use your Flak! Get close to the enemy and use Flak's shockwave they inflict 10% damage same as homing missiles. If you want to freeze then flak that safe but will drain your energy.

But wait, but say mines are useless (maybe they are hehehe) but try making a lot of them in one area; it's a nice idea.

Tip # 23: Hammerhead will hammer your head

Hammerhead is one of those characters that i thought would be a bad one; until i discovered that you can spam his special move. the special move is simple, get close and hit your special. one good thing to this special is if you didn't hit anyone then it will not decrease. Gather all your special and wait for your enemy then get close and keep tapping your special until your enemy is crushed!

be careful if the enemy use Napalms though.

Tip # 24: "Greedy... IM GREEDY!"

This game is all about weapons and power-up. Have them all = kill them all. Always grab weapons available in your area specially missiles and Napalms. Keep grabbing all the healths available in the arena this will keep your enemies from getting it.

Tip # 25: Play Defensive

Sometimes its important not to chase an enemy instead do some sniping from afar. Instead of chasing them grab healths available first and fill your weapon bay, don't just chase enemy if you think you can't kill him with your current weapon. Don't just join a fight instead shoot them all from afar you might end up killing two of them. Playing defensive is very important in online.

Tip # 26: "Cowards!!!" a campers tip

Campers is a person who goes into a one small area or square room and wait for its enemy to come their. this strategy is almost same as snipping but playing defensively. To be a good camper always fill your weapon bay with all kinds of weapons (unlimited weapon games in online is good). Go to a small square room like the one in Paris, Russia, Egypt, ect. as long as the room has one entrance that will be great (more entrance is ok aslong as you know where the enemy will come). When the enemy appears then immedietly freeze him then shoot all your Power Missiles or anything. Another alternative is first use your Napalm then the enemy will be outbalance then prepare you ice.

In Unlimited weapon game (online) this trick is most helpful, if you don't want to snipe then this is one strategy you can use.

First go into a small room then prepair your Napalm once the enemy enters the small room shoot your Napalm (enemy will be outbalance) then immediately get close then shoot more Napalm, continue to follow your enemy until dead. Napalm has a wide area damage so use that. Also always use your machinegun simultaneously.

This is very deadly and powerful and same time dirty! this will make your enemy so annoyed. lolz

Tip # 27 Campers Nightmare

If you know that your enemy is waiting for you inside a room in other words he is doing camping, then this are some solution you can use.

1. You don't want to enter that room unprepared so decide what weapon you should use before entering this really depends on who your enemy is.
2. Before entering the room use your SHIELD!
3. If you dont want to enter then use Ricochet Disk. Fire it from the outside of the room to the direction where the enemy is located.

Tip # 28 Napalm Glitch... wow effective

Napalm has a glitch which is very useful. Napalm's area damage can pass though walls or ceilings so remember that. some examples of this is in LA, if your under the canal area and the enemy is directly above you, then you can use this. In Paris, in the room where their is Health inside, the flat building, you can use it their too. In Big Blue Stadium in the are where health is located, if the enemy is above then use it...

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=12= SECRETS & CHEATS ===== 12000b ===
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Complete list of cheats available for this game

Enter this code while on gameplay (not paused) you will see a message if the code is entered correctly, to cancel it do the code again and a message will confirm it.

Cheat Codes

Killer weapons = X Twice, Up Twice, then L + R
Invulnerable = Right, Left, Down, Up, then L + R
Infinite Weapons = Triangle Twice, Down Twice, then L + R
Mega guns = X, Triangle, X, Triangle, L + R
Refill Health = Triangle, X, Square, O, L + R

**** cheats doesn't work in Multiplayer Modes

Extra Levels

Rome Death match = Complete Rome Mini-Game (Story mode)
Paris Death match = Complete Paris Mini-Game (Story mode)
Greece Death match = Complete Greece Mini-Game (Story mode)
Egypt Death match = Complete Egypt Mini-Game (Story mode)
Tokyo - Dark Tooth = Beat Dark Tooth (Story mode)
LA - Cousin Eddy = Beat Cousin Eddy (Story mode)

Bonus Character

Axel = Complete Russia Mini-Game (Story mode)
Crimson Fury = Complete Monaco Mini-Game (Story mode)
Hammerhead = Complete Tokyo Rooftop Mini-Game (Story mode)
Dark Tooth = Complete Story mode with any character
ATV = Complete LA - Cousin Eddy stage in story mode
Cousin Eddy = Complete LA - Cousin Eddy stage in story mode
Mr. Slam = Complete Los Angeles Mini-Game (Story mode)

Unlock Tower Tooth Challenge

Beat the story mode five times with any character or difficulty. You can play Tower Tooth in Rome Death match level only.

**** all codes came from gamefaqs and credit goes to all who contribute it

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=13= CONTACT/LEGAL/THANKS === 13000c ===
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CONTACT

If you have questions, clarifications, correction just give me a message, I'll be happy to reply to you; comments are welcome, stupid and idiotic comments are not

This is my first FAQs/Guide so forgive me if i have error, errors can happen sometimes you know

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My TM:ho name is Kazen you'll see me playing in East most of the time (even though im from west ^_^)

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THANKS

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www.gamefaqs.com and people from the board
You!

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