

Men In Black FAQ/Walkthrough

by Psycho

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Men in Black: The Series (Crashdown)

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GAME INTRODUCTION/STORY
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At any given moment in time, there are over 15,000 alien life-forms living on this planet. The only reason the general public can handle this fact is that they DON'T KNOW ABOUT IT. The mid-1950s saw the creation of an elite agency. This agency is shrouded in mystery, invisible even to the highest government officials. They are dedicated to the tracking, study, and containment of extra terrestrial life on planet Earth. The MIB operate wholly outside the jurisdiction of any government. Funding is provided through lucrative patents of alien technology such as mobile phones, video games and CD's. Now, over 60 years since their creation, the MIB exist in the shadows of society. Shrouded in secrecy, they are nothing more than a rumor. They patrol the planet, upholding galactic law and keep the peace and most importantly protecting the Earth from the scum of the universe.

However, Agents just can't go around vaporizing every alien that crosses their path. The Interplanetary Penal code states that all alien species must be given a fair trial before being vaporized into a trillion particles, and this is where the Re-Gen squad comes in. After an incident occurs and the plasma trails clear, the Re-Gen Squad arrives to pick up the pieces. A team of highly trained field scientists, the Re-Gen squad uses advanced technology to collect what's left of the defeated aliens, which is usually just a pile of extraterrestrial goo. Once back at Zeeltor's lab, the alien remains are put through a regeneration process, bringing them back to life, where they can be brought to justice, contained and deported. Welcome to the MIB.

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MAIN CHARACTERS
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The biographies of Agent J. and Agent K., that are described here, were downloaded from the website made by Columbia/Tristar. (<http://www.independentproject.com/oldWFH/meninblack/theseries/index.html>.) They are based off of the MIB: The Series cartoon series that aired a couple of years ago. These are the two characters that you will be controlling as you blast aliens throughout the game, depending on the situation.

AGENT K: Early 40s. Veteran MIB. He's seen it all, so his major mode of reaction is "unfazed" - no matter how much chaos is exploding around him, no matter how bizarre the alien he's facing, he's got a habit of dryly commenting on humans, "God, we're a gullible breed." His years

of being a Man In Black have honed his stance of ionic detachment: he's human, yet some how above humanness. He can't help it: he knows things and has seen things virtually no other human will ever know or see. That is why it's so easy for him to cut through the ostensibly strange to the truly strange.

If it sometimes seems like K has lost touch with what it means to be human, it's only because he can't let himself be vulnerable. For to be a Man In Black, one is required to sever all ties to one's former life and virtually erase his or her identity. K and the other Men In Black have the literally thankless job of being humanity's protectors: they're constantly saving the planet, and most of the time the planet never knows it's in danger.

AGENT J: Mid 20s. Rookie MIB. Former NYPD... recently hand picked by and partnered with Kay. He's fast talking and outwardly cocky, with a hip attitude. Those aren't the qualities that sold Kay on him though; it was his tenaciousness, and eagle-eyed perception. But despite Jay's inherit knack for being a Man In Black, there's A LOT to take in. He's still learning the ropes, which allows him to be alternately bemused, befuddled, and awestruck at the outrageous phenomena he comes to witness, the awesome facts that he comes to learn.

Though he might miss his former life, every once in a while Jay considers sneaking off to a ball game. J likes being a Man In Black. He digs the action and often has the attitude of a kid in a candy store. Jay's often all too anxious to try out a new phrase or concept he's learned. But the downside to being a rookie is the dirty work: if someone's got to crawl through the gelatinous trail of giant space planaria, it's going to be J. K will see to that.

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CONTROL CONFIGURATION
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This FPS game works best with and Analog Controller and the best Control Configuration is Configuration D. If you have played other games like Halo, Red Faction, or even Quake II, this mode will make you feel right at home. You will not even have to use the triangle, square, circle, or x buttons and also the D-pad will not be necessary. However, I will give you a full listing anyway.

D-PAD : Forwards, Strafe Left/Right, Backwards
SELECT : Communicator
START : Pause
TRIANGLE : Look Up
SQUARE : Look Left
CIRCLE : Look Right
X : Look Down
LEFT ANALOG : Use as D-PAD
RIGHT ANALOG: Aim/Use as Look Buttons

L1: Action
L2: Crouch
R1: Change Weapon
R2: Fire Weapon

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WEAPON FILES

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J2 STANDARD SIDEARM: The MIB weapons policy underwent radical change in the mid '80s. As more alien immigrants (both legal and illegal) came to Earth, alien technology and weaponry became increasingly powerful. In 1984, the J2 Standard Sidearm was introduced as the agency's standard issue firearm, replacing the out-dated J1 Attack Blaster (still a weapon of choice amongst some MIB veterans). Like all MIB weapons, the J2 is powered by a re-chargeable energy cells. When the energy runs out, the strength and range of the weapon is greatly reduced.

JX ROCKET LAUNCHER: MIB weapon research traditionally overlooks projectile weapons as they require constant mechanical maintenance (alongside the problem of ammunition control). The JX Rocket Launcher is an energy based weapon, firing 1,2, or 3 balls of pulsing fire at whoever stands in the way. An errant shot from a JX is believed to be responsible for bringing down the first Skylab in the late 1970s.

S4 DE-ATOMIZER: The Series 4 De-atomizer is an upgraded version of the J2 Standard Sidearm. The difference being, that the fire rate of this hand-held blaster is semi-automatic and much quicker than its cousin the J2. When first introduced, the Series 4 was looked upon with skepticism by the more world-weary Agents. However, once the (now retired) Agent D captured four Cephalopods single handed, armed only with a Series 4 and a smile, the weapon was viewed in a more favorable light.

CARBONIZER: The Carbonizer is another recent addition to the MIB Armory. Uniquely alien in design, it emits a cloud of corrosive gas that can envelope and incapacitate a target in mere seconds. While the Chemical Weapon Charter of 1991, banning the use of all chemical weapons by legal alien immigrants, means that the black market value of a functional Reverberating Carbonizer has gone through the roof. Legal alien residents face deportation and exile if they are caught supplying RCs to unregistered sources.

NOISY CRICKET: The tiny gun with the massive recoil. Noisy Crickets are ideal for the covert Agent on the move. Their small size means they're easy to conceal, while the power they pack can be devastating. Noisy Crickets are often handed to raw recruits, who are often caught unawares by the powerful kickback. This practice was discouraged in 1995 after a rookie was flung into the MIB main computer screen, causing millions of dollar's worth of damage (and angering the Twins Spraaaaaaak and Bob, which is NEVER a good idea.)

BALL GRENADE: The Ball Grenade is a special case weapon. MIB policy dictates the sparing use of such a strong spot-effect explosion device. The discharge and destructiveness in the design could lead to very public displays of the MIB's technical ability. First used in the late 70's, the design has gone through several radical changes. The first iteration of BGs was extremely powerful. They were self propelled and each contained a hover device. They traveled in straight lines until they made contact with something. Then they exploded, usually destroying everything within a 500 yard radius.

IONIC TICKLER: First designed as an Arquillian Cattle containment tool, the immense power of the Ionic Tickler (officially named J99

Ionic Trans-Defibrillator) was noticed following the Arquillian Spaceformer Revolt of 1989 (which led directly to the New York Beef Boom of same year). After 2 years of intensive research, the Ionic Tickler entered the MIB armory for field-testing. Nowadays, it ranks as a favorite amongst the more flamboyant Agents. A high intensity beam weapon, the energy required to maintain at full capacity is immense. Unfortunately, the Ionic Ticker is prone to overheating, and caution is advised to all Agents issued with a weapon of this caliber.

AWFUL TRUTH: Possibly the most powerful personal weapon on the planet, the Awful Truth (officially named the J1000 Atomic Triangulatory Mass Accelerator) was banned by the Galactic Firearms Convention of 1981. This ruling was overturned three short years ago, after the Los Angeles branch of the MIB successfully lobbied to have them re-introduced to combat the increasingly destructive alien weapons variants. The Awful Truth fires multiple energy bursts in quick succession, peppering the target point over a prolonged period.

NEURALYZER: The Neuralyzer is a relatively new addition to the MIB armory. Arguably the agency's most powerful tool, the Neuralyzer can 'modify' the memory of any humans who witness its powerful flash. The flash hot-wires the human brain's memory impulses, resulting in memory loss, and a few moments of confusion. Neuralyzers were once standard issue for Agents and rookies alike. However, since the infamous Exam scandal of 1993, in which a prospective Agent Neuralyzed the exam room 5 minutes before exam time (thus ensuring he was top of the class), they are only issued to Agents who display both skill and discretion in the field.

AZURRIAN PULSE RIFLE: Created by the Azurrian race during the great plasma famine of 1802, the Azurrian Pulse Rifle - or APR for short - is one of the most powerful weapons now surfacing on the alien black market. Providing the weapon is fully charged, it will emit a pure high-definition beam of azoic energy, closely followed by an almighty ionic shockwave. In the wrong hands and aimed in the wrong place, this awesome weapon is capable of decimating anything and everything that stands in its way... as the infamous Azurrian inventor Professor Grand found out all too well during an early isolated weapons test in the Nevada desert. The Azurrians named the resulting 'home-made' canyon in his honor.

WEAPON CHARGER: One of the biggest headaches presented to MIB Field Technicians was the following: How do Agents re-load weapons while on duty? Projectile weapons are frowned upon by the MIB hierarchy: they leave tell-tale remnants at incident scenes, re-loading can be time-consuming, and carrying 100 rounds of ammo can ruin the cut of a MIB suit. Consequently, MIB weaponry is energy based, and can be charged up to capacity at a number of custom-built rechargers. These rechargers are disguised as real-world objects, such as phone booths, drink machines, ATM's, etc. and can be found dotted around the City. These machines, while solving a number of problems, also threw up a few new dilemmas - many a time an MIB Agent has been called to neutralize an unsuspecting citizen who received a stunning jolt of energy when trying to buy a can of soda.

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BOOSTER PACKS/ITEMS
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While out in the field an Agent may need to locate and use many different items, from security keys to explosives. To pick up an objects, simply walk over them. You will be prompted to press the Action button to use these objects when they can be used. Here is a listing of the booster packs and items that you will find throughout the game.

HEALTH PACK: Picking up a Health pack can increase your health by 50 or 100. Useful when you have taken some damage from enemy fire.

SPEED BURST PACK: The speed Burst will increase your speed for a short period of time, enabling you to give your enemies the slip.

ENERGY SHIELD PACK: The energy shield pack when activated will make you invulnerable to all enemy fire. When the shield has been picked up, a yellow bar will appear underneath your health bar. Once the energy has been depleted, your normal health bar will start to decrease again when hit by enemy fire, meaning you are vulnerable again.

INFRA RED GOGGLES: This will help you to get through an area containing invisible infra red beams by allowing you to see where their placement is. Also, brightens up darker areas as well.

GLOBAL POSITIONING CELL: Finding this on a level will grant you access to allow you to see the map of the level you are currently on. You can access this by pausing the game and by selecting the View Map Option on the Communicator.

? CHEAT ICON: They are scattered throughout the level. Once the icon has been picked up, you will be given a password to activate the cheat, and an explanation of what that cheat does. To input the password, go back to the front-end and select the password option from the main menu. Thus the cheat will be activated.

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ALIEN FILES
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Here are the aliens that you will encounter throughout the game in order of appearance. Obviously, some are more lethal and ugly than others...wait a minute, they all look ugly and strange, but here is a description for each of them anyway.

MOOKS: The Mooks have a bad attitude. They are renowned through the Galaxy as warriors without equal, yet (due to a quirk of evolution) they are constantly ridiculed for their bizarre froglike appearance. Another stumbling block to their galactic acceptance: Their military uniform, a symbol of the highest prestige on their home planet of Mi-No-Hoork, resembles an earth-style body romper-suit. When the Mooks arrived for the Interstellar Border Conference of 1988, they were openly ridiculed by a less than politic MIB ambassador. The repercussions have shook the planet ever since.

GOZONIANS: Many a MIB Agent has chosen early retirement after coming face to face with a slaving Gozonian. This lizard-like alien is the stuff of nightmares - menacing eyes, piercing teeth and dangerous claws. The Gozonians were secret residents on this planet long before the creation of the MIB, and records show that a particularly flamboyant Gozonian family living in Transylvania in the 17th century

gave rise to some particularly virulent rumors concerning vampirism.

KAYZORS: Kayzors are crab-like aliens from the Spoorag Nebula. A warrior race, their technology is highly praised among the more intelligent races in the universe. Unfortunately, it is of little use to humans, being designed to be operated with pincers instead of hands. Indeed, the lack of opposable thumbs (and the social stigma this created) has angered Kayzor High Command for generations. The Kayzor race has been at war with Earth, a planet of so-called 'five-fingered infidels', for over 25 years. It's thought that the Kayzors would have launched a wave of devastating missiles to destroy Earth a long time ago, if only they could push the big red button with their crab-like claws. Although the Kayzors are small, they can overpower opponents by sheer numbers and woe betides the Agent who stumbles upon the Kayzor Queen.

VUZZIONS: Vuzzions hail from Az'Dudooh, a small tropical planet found in the outlying galaxies. Of rudimentary intelligence, they make tenacious opponents. Sporting a bony shell and a functional set of wings (clipped before terrestrial passports are granted), their entry to this planet has been restricted since the infamous 1974 San Francisco infestation, which the tabloids titled 'The Hovering Horror'.

BORFS: The cutest, yet deadliest alien ever to grace the surface of the Earth borfs were once welcomed as a mascot of intergalactic peace. The Interstellar Border Conference of 1988 saw representatives from the furthest reaches of the universe gather in the spirit of friendship. Unfortunately, the conference was cut short when the Naquatta delegate was trapped in the basement of the building with a boisterous Barf. The Borf self-destructed, which happens whenever they're threatened or get excited.

LHASKKIARS: A galactic poll in the renowned alien publication 'Space Time' ran the following question: "Which alien race would you LEAST like to have as your neighbors?" Polling an incredible 93% of votes, the Lhaskkiars won the dubious honor hands-down. Squat, ugly, smelly, with absolutely no personality and terrible table manners; this is one race of aliens who you do NOT want to tangle with.

CRUSTAAHLS: According to Crustaahl legend, these lobster-like aliens first landed on Earth in the early 18th century. Planning to colonize the planet by force, they ran into serious difficulty. Their shellfish appearance made them a sought-after delicacy and people hunted them down for food. Eventually, they returned to their home planet, their tail between their scaly legs. When they returned in the late 1980s with a similar plan, they found the Men in Black waiting for them. Their residence on the planet Earth has been illegal for 30 years, partly to protect humans from the Crustaahl warriors, and partly to protect the Crustaahls from the human seafood chefs.

KLONTIKS: Once these deceptive beetles were one of the most hated alien races in the entire universe. This inter-galactic hatred originated not from previous bouts of unnecessary war-mongering as you'd imagine, but from the simple fact that they covertly teamed up with the MIB back in the early days and helped them introduce a series of ideas and inventions to aid the MIB's plight. Interplanetary Border Patrols, Alien ID cards and intergalactic speed cameras were all successful creations of the Klontiks. But with the friendly alliance with the MIB, the Klontiks soon found themselves outcasts from the rest of the galaxy. In the late 70s, following a series of particularly

vicious attacks, the Klontiks decided they could stand the constant abuse from other alien races no longer and decided to turn its collective back on the MIB. They have since rejoined the opposition and the fight for dominance on planet Earth.

GODFATHER: The head of the Alien Family. The Godfather and his criminal henchmen are at constant war with the MIB. Although the Alien Family commits many crimes, the Godfather always manages to outwit the galactic justice system and escape deportation. The Alien Family takes their personas very seriously. The Godfather is always immaculately dressed, a pinstripe suit and freshly starched shirt. This, however, is little more than a disguise. The Godfather is actually a 3-inch slug, encased in a robotic suit. He may be small, but don't turn your back on him... he has a nasty, cunning streak. He may appear foolish at times, but he can be a formidable opponent.

FMECKS: These races of insect-like aliens, hailing from the now-destroyed planet Fmoo, are extremely mean tempered. Standing between 5 and 10 inches tall, their first hostile attack on Earth was failed when two-thirds of their battle fleet was consumed by a small dog. Constantly at war with their arch-enemies, the peace loving Arquillions, their one true goal is to colonize an available planet and create a new Fmoo. If they can't find an available planet, they'll take one by force. Led by the tenacious Emperor Fmerv, they come in 2 varieties, Warrior and Bombardier. Whichever you face, they are a force to be reckoned with. When you are fighting Fmecks, keep the bug spray handy.

MASKILLIANS: The first Maskillian invasion, in 1969, failed due to a happy accident or restrictive architecture. Fully-matured Maskillian Warrior stands over 8 feet tall, and they fully expected to invade Earth and storm the corridors of power. Fortunately, for us, they hadn't bargained for the relatively small doorways in the corridor of power. Constant stooping and straightening forced the Maskillians to abandon their plans of domination, leaving with empty hands and severe back-aches. When they returned, 10 years (and countless hours of lower-back training) later, the MIB were ready for them. Although there are thousands of Maskillian fundamentalists bent on destruction and longing for the end of the Earth, as a race, they are generally law-abiding and friendly. It is thought that a Maskillian helped the U.S. National Basketball team to win the Basketball World Series in 2002, but these rumors remain unfounded.

FMERV: The head of a race of five-inch aliens, the Fmeck Emperor, from the planet Fmoo, has played the MIB on a number of occasions. This time, however, he has planned his most fiendish plan yet... With the aid of a super-weapon of his own design, the Fmecks plan to destroy the moon, sending the Earth into a catastrophic environmental spiral! The resulting global deviation will transform the Earth into a replica of Fmoo itself. The Fmeck emperor is taller than his subjects, but retains many of their insect characteristics. He's cunning with an air of authority and can be a vicious fighter.

SCHMAGGONS: If awards for bulk were given to our alien visitors, Schmaggons would win hands (or tentacles) down. They are huge. Pugnacious fighters, their superior size and strength give them an advantage over any opponent. They are not, however, all they seem. Their massive shape is entirely fabricated; an artificial, armored shell that houses the real alien form of the Schmaggons: small, swift, and wiry

ALPHA: Alpha used to be human. The one-time mentor of K, he used to rule the MIB with strength and wisdom, until he went bad. Greed and megalomania caused Alpha to turn against the MIB and ultimately betray K (at one point leaving him for dead). Alpha turned himself into a horrific 'cosmic Frankenstein', traveling the space ways in pursuit of the means to transform himself into the Universe's most supremely powerful being. He has had numerous encounters with the MIB, and although he was captured and imprisoned (in human form), he's been very busy on-board the prison ship, and is set to spring all manner of nasty surprises on Earth...

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WALKTHROUGH
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THE TRAINING SYNDROME

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SHOOTING GALLERY
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O.K. Junior, this is a strong training mission. Get in there and blast away at all the simulated aliens. They'll spring without warning, so be careful. Some of them will move back and forth and some of them will shoot back. Be on your guard.

MISSION OBJECTIVES:

+ Hone your shooting skills with a little target practice.

You will start outside of the training room. When the light turns from red to green and the door opens, it is time to walk straight ahead on through. Walk straight ahead and open up the next door and then look to the left. The opened door is the one that you want to walk through. Keep going straight ahead until you reach the center of the room. Your communicator will beep and it will be explained to you how the booster sets were designed to help agents in the field. If you walk straight ahead and pick up the Health Pack, you will either receive 50 or 100 point health increase. Turn around and pick up the Speed Boost Pack down the left path. It will be explained that you can now move and react faster for a short period of time. Finally, grab the Energy Shield Pack down the other path and you will find that it acts as armor to help you take no damage until it is used up by enemy fire. Now, exit the room from where you came in.

When you come through the door, you will see a door turn green to the left and it will open for you. Head towards it and crouch and move forward along the way. Then follow the path and pick up the Infra Red Goggles along the way. Equip the goggles and proceed through the door that opens to the right. Turn the corner to the right and look ahead. See that beam of electricity...good. Wait until it stops and then pass on through quickly as not to set them off. Once you pass on through, do not forget to re-equip your J2 Standard Sidearm. Continue to walk back to where you had to crouch and it will loop you back out. Now, look to your right and pass on through the now opened door to your

right. Head on down the corridor straight ahead and you will be briefed on how to use the Neuralyzer. When you are ready to proceed, move on up the steps to the left. Then, make your way up a series of steps and pick up and equip the Neuralyzer along the way. When you see the professor, make sure he is looking right at you and flash the Neuralyzer. His mind will be blanked. Next, backtrack and head back to the big area from where you have entered this room.

When you make it here, the door to the right that was previously locked will not be opened. Head on through it and travel straight down the long corridor. It will bend to the left downhill and then to the right where you will have to open the door. Here is where you will get to test your skills with that sidearm of yours. Look to the left and when you see an alien pop up, fire to knock it down. If you see a little girl holding a teddy bear, hold your fire. After you shoot enough aliens, not the little girl, you will be prompted to look to the right and pass on through the door. You will also pick up a JX Rocket Launcher along the way. Equip the JX Rocket Launcher and look to the right for the moving targets. The first droid will move low and to the left. After it clears the first cactus, take it down. The second droid will come from the right, so look to the right. When it clears the cactus, take it out. Two down, one to go. The last one will appear to the left and will fly a little higher. You know what to do. Proceed through the door to the right and you will be taught how to use a Weapon Re-charger.

After re-charging your rocket launcher, head up the corridor and pick up the Global Positioning Cell and you will be told how to use the map. Follow the corridor to the left and then make your way through the sliders in each blue corridor. Three lefts and you will come to a computer with a blue target around it. Push the button as instructed and it will open the door straight ahead. You will not be able to use the door straight ahead until you can find a security key to open it. Collect the bouncing security key in the room to the right and then head on through the now opened door that was previously denying you access. When you enter this room, there will be a barrier blocking your progress. Look to the left, enter the room, and snag yourself some explosives. Now, head back to the barrier, light the explosives when prompted and take cover before it explodes. Also, grab the Cheat Icon and then head on through the door opening now that the barrier is no longer there.

Head on through the door and make your way to the left along the ledge above the pit to pick up the Ball Grenades. Equip the Ball Grenades and line up your aim with the druids. Stand in different spots so that you will get a clear shot. When all three druids have been destroyed, you will receive a message that the stage has been complete. You have now completed training and are ready to jump into the real missions now.

THE FUN OF THE FAIR SYNDROME

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ROLLER GHOSTER
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You know what to do K. Clear the ghost train of rowdy aliens and

make sure you track down the would-be escapees. They're bound to head for the Rocket Ride so that should be your first port of call. Good luck, K.

MISSION OBJECTIVES:

- + Shut down the power to the Ghost Train.
- + Clear the Ghost Train of aliens.
- + Locate entrance to the Rocket Ride.

This level starts you off at the ride entrance and a Mook will show you which way to go by running off. Go up the stairs to the right and go behind the moving car and pick up The Global Positioning Icon. Then follow the tracks in front of the car and open the door with the devil's face on it straight ahead. When you open it, blast the Mook with your J2 Sidearm and continue heading up the hill. Mooks will usually attack after they hop from side to side upon landing. So strafe and shoot until they splatter. Follow the tracks straight ahead and pick up the 50 Health Icon and blast the Mook that jumps up from the broken track. Then, follow the track to the left as it heads downhill. As it winds to the right, you will have to blast a Mook. Afterwards, there is a re-charger to the left for the J2 Sidearm and a 50 Health Icon. Continue down the track but immediately shoot the Mook to the right that is above you. Three shots later, continue down the track. You will come to a skull face on the wall to the left that spits out flames intermittently. Continue when there is no fire being breathed. Continue on down the track to where you can see water dripping. It will bend to the right.

When you get to the 50 Health Icon, you will have to contend with a couple of Mooks. Splatter the one at the top and then destroy the other two who try to come get you from the bend to the left. Follow the tracks and re-charge at the J2 re-charger along the way on the left. When you come to the moving track car, head right through the back way to bypass it, pick up the 50 Health Icon, and follow the tracks to the right where you will have to blast another Mook. Follow the tracks downhill and destroy the Gozonian crawling at the bottom before proceeding. Continue along until you see the spaceship. When the music intensifies, you will have to take on three of them at one time. If you see one of these try to stand upright, get ready to strafe because they are ready to fire. Having disposed of all three, be sure to pick up the 50 Health Icon tucked away behind the ship. Then continue your mission by following the tracks to the left.

Head up the tracks and when it bends to the left, blast the Mook that is in guarding the J2 re-charger to the right in the small area and the re-charge. Follow the tracks and time it so that you do not get nailed by the swinging axes. Pick up the health icon along the way and continue until you get to hunt down another Mook. Wait for the track car to descent back down and wait in the nook to the left until it returns back up. Take the 50 Health Icon if you need it and head on down the tracks. Enter the area with the mummies to the right and two Mooks will appear out of nowhere. Splatter them and pick the 50 Health Icon. Then your way is blocked by electricity, so go around and bypass it by taking the path to the left. Follow it and destroy the two Mooks guarding the Power Switch. Flip the switch and the first objective will be completed. Now, backtrack and follow the tracks where the electricity was previously blocking it. When you get to the top, you will be attacked by a Gozonian from the left. Deal with it and continue following the tracks. When you finally make it to the moving

track car, follow it when it descends and camp in the nook to the left. Take the 50 Health Icon if needed and when it passes back up, head on down the tracks. A Mook will jump out from each side as you enter through the Skull Head. Splatter them and continue on through the door while picking up the 50 Health Icon along the way.

Follow the track through the watching eyes and use your sidearm to shoot away at the two Mooks on the left hand side. Continue along the tracks and do not look at the scenery (because the eyes will try to blast you and no you cannot kill them) and they will lead to a graveyard on the right. You will have to retire two Gozonians before following the tracks. Re-charge your J2 at the re-charger and pick up the 50 Health Icon and continue up the tracks. Run through by following the tracks and do not worry about the floating eye that tries to blast you from the right in the church. You will also be able to pick up a 50 Health icon along the way. Exit through the door and follow the Gozonians the runs down the stairs and to the left. When the fence bends to the right, you will have to contend with two more Gozonians. Re-charge at the re-charger and open the door to the left. When it opens, get ready to blast the Gozonian that is guarding the entrance to the Rocket Ship. After it is turned into goo, your second objective will be complete. Finally, head up the steps and knock on the door. Now the third objective is complete and the stage is complete. So far, so good. They must not be allowed to leave the planet.

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HOUSTON, WE HAVE A PROBLEM
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The Rocket Ride needs disabling ASAP. Find the 2 security keys and disable the ship via the computer in the main bridge and make sure that no aliens escape K. We don't want the Coney Island residents scared out of their wits.

MISSION OBJECTIVES:

- + Power down the force shields to gain access to more of the ship.
- + Find the two security keys.
- + Disable the ship by destroying the computer console on the main bridge.

You will start inside the rocket. Be sure to pick up the Global Positioning Icon and continue up the stairs straight ahead. Shoot the two hanging aliens to the left and to the right and follow the pathway to the left. It will lead you to a set of spiral stairs. Kill the hanging alien to the left above you, climb up the stairs and follow the corridor to the left. Pick up the 50 Health Icon along the way and turn the corner to the right. Here, you will have to spatter a Gozonian. Turn the corner to the left and blast the approaching Gozonian. Continue down the corridor. At the end, enter the room and gun down the two Mooks who are guarding the Force Shield. Afterwards, hit the control panel, re-charge your J2 through the re-charger, and grab yourself a 50 Health Icon. Backtrack through the way you came and head down the spiral stairs en route to the other force shield control panel. One down, one to go.

Move to the right and go through the corridor to the right on this floor. Head up the stairs in this room and then make your way towards

the 50 Health Icon. Blast away at the two Gozonians on the right and then walk through the corridor by waiting for each compacter to contract (moving from left to right). When you have made it to the end of the corridor, look down and let the Borf have a taste of the J2. Then, make your way to the bottom via the stairs to your left; re-charge your J2 and shut of the power to the Force Shield via the control panel. First objective is now complete. Now make your way back to the stairs and shoot any hanging aliens along the way.

Head up either the left or the right set of stairs. I have chosen the right set of stairs for the purpose of this guide. Blast the hanging alien to the right and then blast the two who are hanging out as you walk through the corridor. Ah, do not forget to grab the S4 De-Atomizer along the way. Switch to this weapon, turn the corner to the left and let off some steam by blasting the two Gozonians to the left. Take out the floored alien to the far left and then head up the blue ladder to right. When you get to the top, nail the two Gozonians at the top of the first set of ladders and climb up them. Grab the 50 Health Icon and head down this ladder and climb up the one that is now to the right. Blast the three floored aliens that are hanging around in this room and pick up the Pass Key. Re-charge your De-Atomizer and head back down both sets of blue ladders. You will have to blast a Gozonian along the way. Make your way up the blue ladder that is across the room and blast the Gozonian straight ahead above you. Next, head up the ladder straight ahead and pick up the other Pass Key and the 50 Health Icon. Mission objective two is now complete.

Head down the ladder and head up the ladder that is now to the left. You will find two hanging aliens to blast and a S4 De-Atomizer re-charger here. Destroy them, re-charge and head back down both the ladders. Finally, head up the red ladder that is now to the left and insert the two passkeys that you have found. Open the door and blast the two Mooks that are in front of you. Then, look to the right and liquefy the Mook to the right, and then dispose of the Mook to the left. Then, add the exclamation point by gunning the two computer terminals that are in front of you. The third mission objective is now accomplished. Therefore, this stage is now completed. Good work K, the ship is now disabled. Now get after those remaining aliens.

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GOING UNDERGROUND
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The aliens are attempting to escape down the tunnels. Locate the tunnel entrance and get down there after them. Make sure the location is free of alien presence and that none of the ringleaders escape. This mission could get very public so be sure to treat this situation with care.

MISSION OBJECTIVES:

- + Get across storm drain by lowering water level.
- + Face off against the Kayo Queen.

You will start off in the sewers. Head down the corridor and as it bends to the right, splatter the Mook who tries to jump out and scare you. Then, head to the right and open the door on the right along the way. Enter, look left, and turn the valve that lowers the water level. Mission objective one is accomplished. Re-charge at the

J2 re-charger and exit the room. Aim to the right and pick off the two Mooks who were alerted to your presence. After strafing and liquefying them, head across the way, open, and go through the door. Follow the corridor and it will lead to a boiler room. Pick up the Global Positioning Icon and defeat the new enemy you encounter, which is the crawling Kayzor. Beware, it will take six to seven shots to defeat it so strafe and shoot. Once, you have gotten the job done, open and enter the door to the left and get ready to battle three Kayzors at once in this large room. The first one will cross the bridge plank that is located in the middle. After, it has been splattered, walk around the circle to the right. Here, you will get to test your strafing skills because you will have a two on one battle to overcome. Once they have been defeated, pick up the 50 Health Icon that is located behind the boxes in the corner and then re-charge the J2 via the weapon re-charger. Then, look to the left and follow that corridor.

This corridor will lead to a small room. Look left when you enter it a plug the Mook as it descends down the stairs. Next, head up the stairs and you shall find another J2 weapon re-charger. Charge up and head back down the stairs and walk straight ahead. Stop at the barrel and shoot the green Kayzor nest that is straight ahead. After you pop the nest, two Kayzors will be in need of blasting. After splattering them, continue up the corridor and you will find another Kayzor to dispose of. When it bends to the right, look straight ahead and nail the oil drum to take out the first Kayzor. Another one will approach from the right. Back pedal and fire until this one is also a pile of goo. Walk towards the barrel and yet another Kayzor will drop down. Kill it, and proceed to the right. This small corridor will lead you to a small room. Scope out the room and pick yourself up a 50 Health Icon and a S4 De-atomizer. Switch to the S4 and exit the room. Walk down the corridor that is now to the left and then a quick right and blast away at the three Kayzors that are crawling in the corridor. You've got to love them semi-automatics! Follow the corridor as it bends to the left and then right until you come to a S4 weapon re-charger.

Re-load and backtrack to the mine cart and head to the left passage way. It will bend uphill to the right and then upwards yet again. When you get to the top it will take you to the left where you will have to defeat a Kayzor. When you enter this room, you will receive a message from HQ saying that the Kayzor Queen can only be penetrated with the Noisy Cricket and that there is one nearby. Head up the two hills and head for the right corner. Here, you will find a S4 weapon re-charger and (pause for fanfare) the Noisy Cricket. There is a re-charger in the other corner for the Noisy Cricket so go ahead and try it out. Head down the stairs and follow the path to the right which heads uphill. It will lead uphill again to the right until you reach a door. Open it, and aim that Noisy Cricket carefully, shoot out the first of three Kayzors across and to the left. Then, turn your attention to the one crossing to the right via the plank. Fire away and watch that kickback from the recoil. Finally, peg the Kayzor that approaches to the left and then make your way across the plank to the right. Re-charge the Noisy Cricket and put it away in favor of the S4. Also, before heading through the door to the right, make sure to snag the 50 Health Icon in the corner. Head through the door, go right, and annihilate the three Kayzor that are lurking here. Follow the corridor until you can see the Kayzor Queen. Put away the S4 and bring out the Noisy Cricket.

QUEEN KAYZOR BOSS BATTLE: Enter the room where she is lurking and get about a medium to long range distance between you and her, but do not go into the fire. That would be too close. When in range, target her and let fire. Then immediately strafe to dodge her blast. She will signal when she is going to fire by wiggling side to side, flipping her tail up, and then firing. Knowing this, fire a shot to tag her, and then dodge her blast after she telegraphs when she is going to fire. After six direct hits to that eye of hers' (the bulls-eye), she will desinigrate after bursting into flames. The second mission objective as well as this syndrome is now completed.

THE SPACEMAN OF ALCATRAZ SYNDROME

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JUNK YARD JAILBREAK
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Thankfully, the ship has landed in a desolate spot. Unfortunately, we've already had our first report of the sighting. Make sure that NO aliens escape the scrap-yard. Locate the ship itself and enter it using whatever means possible. It may be a little mangled after the impromptu landing, so be on the lookout for a way to force an entry. Good luck, K.

MISSION OBJECTIVES:

- + Stop the alien convicts from leaving the scrap-yard.
- + Locate and breach the crashed alien ship.

When you first start off, you will be greeted by a Gozonian that starts to run away to the right. Follow him and blast him in the butt four times with the J2 to dispose of it. Then, make your way to the top of the hill to lure the next Gozonian out and then back peddle while shooting him until it splatters. Then, aim straight into the distance and pick off the two hanging aliens in the distance. They look like small plants and take one shot to destroy. If you look to the left, you will see a 50 Health Icon. Take it if you need it; otherwise continue down the path that is straight ahead. When the path opens, you will have to deal with another Gozonian. When you finally make it to the next clearing after continuing on, you will have to run past three Vussions who are flying around. Don't look around and run straight ahead and pick up the Speed Burst Booster Pack on your right and turn your attention to the left where you will have to gun down another Gozonian. It was guarding an APR, so follow the path to the left and add this Pulse Rifle into your inventory. Then equip the APR and take some target practice out on those Vussions. They will take two shots from the APR to clip their wings so let them have it. Usually they will flap their hands up before firing so this is your cue to strafe. Afterwards, use the J2 Weapon Re-charger before backtracking to where the 50 Health Icon was located. On the way back, you can pick off two hanging aliens and a Gozonian with the J2 along the way.

Take the path that is to the left and equip the APR which will be easier to tackle the three Gozonians that are along the path. They will attack in a pack so they will be easier to hit. When you get to

the end of the path into the opening, drill the Gozonian that is presiding on top of the barrels straight ahead. Then, help yourself to a 50 Health Icon and a Global Positioning Icon which is to the left. Next, follow the path to the left and you will see a Gozonian run right to left. Splatter him with three shots from the J2 and then re-charge your APR at the APR re-charger. Then, follow the path to the left and blast away at the three hanging aliens who are lurking in the lighted tunnel. The tunnel will veer to the left and you will have to kill a Gozonian that tries to block your progress. Then, continue going straight and blast the lurking alien who is above you to the right along the way. As you come to the straight path, you will receive a message from your communicator.

It will state that you need to find something that will penetrate the hull of the ship when you get there. Collect the 50 Health Icon along the way and the path will bend to the right and then left. You will have to shoot a lurking alien along the way. When, you reach the next opening, the music will change and you will have to deal with four Vuzzions at the same time. Equip that APR of yours and pick off the Vuzzion that is above you to the right and then dismantle the one to the left as well. Next, step through the opening and blast the other two that are hovering to the left. Eight direct hits in all will splatter this menace. When all four have been turned to goo, use the J2 re-charger and then head on downstairs which are to the left. When you get to the bottom wait for the compression doors to close and then open again. When they open, run straight ahead and pick up the Welding Torch and get out of there the same way you came in. The MIB does not like pancake Agents. Then pick up the 50 Health Icon before heading back up the stairs. Another message will come in telling you how to use the Welding Torch. Backtrack to where you got the first message and take the path to the left.

Follow the path to the locked fence and splatter the Gozonian who greets you along the way. When you get to the lock, equip the Welding Torch and use it to melt the lock off. A message will come in that tells you not to dispose of the Welding Torch just yet. Re-equip the J2 and blast the hanging alien ahead and the one lurking above you to the left and then continue on by walking the path to the right. Along the way you will battle another Gozonian as the path bends to the left. When the path finally opens into an open area you will find a 50 Health Icon. Your next move will be to continue your journey to the left corridor and will have to shoot seven hanging aliens along the way. When the path finally opens up, you can grab a 100 Health Icon but before continuing down the next corridor straight ahead run through the path to the right and blast the grounded aliens that are hanging around to find yourself an APR re-charger. Now, continue down the corridor that was straight ahead and target the Gozonian straight ahead that is on top of the barrel before proceeding through the opening. Then blast away at the two Gozonians that are trying to take you out.

Then, take the path to the left and equip your APR because at the end you will have to use the rifle on a nasty assortment of aliens. First, clip the Vuzzion blocking the way and then tag the two Vuzzions that are hovering to the right. After liquefying them, run like mad and grab the 100 Health Icon that is sitting in the corner. After that, turn to the left and strafe like crazy from right to left as you fire relentlessly at the three Gozonians and the Vuzzions that are trying to tag your behind. Do not worry; you should be able to dodge every blast. If you need to re-charge your APR, there is one for you sitting by the Health Icon. When all those aliens have been defeated,

make your way down to the ship. Underneath the ship is another 50 Health Icon. Otherwise, make your way to the door on the right of the big red ship. Head up the stairs and equip the Welding Torch. Use it on the door and equip your favorite weapon. When the doors swing open objective one will be complete. Also, you will have to splatter another two Gozonians. Mission objective two will then be complete and this stage is now complete when you walk into the ship. Well done K., the ship can now be entered. The records reveal it to be a prison ship, so be careful in there.

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THE STARSHANK REDEMPTION
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The prison ship will be crawling with escapees. The main objective is to gain entrance to the prison complex in the bowels of the ship.

MISSION OBJECTIVES:

- + Restore power to the ship.
- + Use the teleporter to gain access to the prison wing of the ship.

You will start of this stage inside the ship and there will be door straight ahead of you so head on through it. As you walk forward you will see a Borf run left to right but do not follow. Instead take the corridor to the left and dispose of the Borf that is guarding the Global Positioning Icon. One shot from the J2 will explode the Borf. Just make sure that they do not get too close to you or they will try to self-explode and hit you with acid. After picking up the map, turn around and head down the corridor that was to the right. When you make it to the door open it and blast the Borf who tries to come through. Head down the corridor and take the greener corridor to the right. Open the door and snag the 50 Health Icon if you need it, or save it for later if you do not need it. Backtrack and take the make a right at the split and open the door. Here you will have to splatter two Gozonians in close quarters so strafe and fire until they are finished. Then, open the next door but do not head on through. Instead, blast way at the three Borfs who try to bum-rush you.

After they have been liquefied, head on down the corridor to the right but tread carefully. Along the way, two Gozonians will jump down and try to ambush you. Take them out like you have been doing and follow the path as it bends slightly to the left. You will have to destroy another Gozonian who pops out from the left, so fire upon it as you walk backwards. Afterwards continue on down the corridor and pick up the 100 Health Icon and destroy the Borf as well. Here is where the path splits. You want to head down the corridor to the right by opening the door. Once through, following the green corridor until it opens into a room with the Earth planet model. Walk around the outside corridor to the right and pick off a Gozonian. Then continue moving and take the 50 Health icon if you need it. Pick off the second Gozonian along the way and you will be able to pick up the APR Weapon as well. You will also be able to re-charge your J2 at the weapon re-charger as well before leaving to where you have come in. Head back up the green corridor, open the door, and make your way to the right where you will find a 100 Health Icon if needed.

Open the door and head downhill through the long corridor. Along

the way, you are going to have to battle three Gozonians at once. Stay at the top of the hill and blast at the two to the left while evading their fire. After they have been splattered, turn your attention to the Gozonian on the right and pick him off in the same manner. Then, make your way to the path on the right and nail the Gozonian who is waiting for you at the top of the hill. Make your way to the top of the hill but stay there and pick off the five or six Borfs that try to ambush you. Three will come from the left and three from the right. After they have been dwelt with, make your way on down the stairs to the right and pick up the S4 De-atomizer in the center. Equip yourself with this weapon. After you pick up this weapon, the door will open from the top and three Borfs will be coming to greet you. Shoot them when they are in range and make your way back to that door through which the Borfs came.

Make your way down the right corridor and pick up the 100 Health Icon before heading on through the door. Go through the door and head to the left where you will be greeted by two Gozonians to the left and one from the opening door to the right. Blast away with the S4 De-atomizer. Head through the corridor that is straight ahead and you will find a Weapon Re-charger for the S4 De-atomizer. Now turn around and head through that door where the Gozonian came through. Make your way down the corridor but do not be hasty. You will have to deal with another Borf ambush, four of them to be exact. Search the parameter and pick up the 50 Health Icon, the Noisy Cricket and then exit this room through the door from which you just came in.

Make your way to the left and then through the right corridor where a Borf will run left to right showing you the way so continue right. Head on through the door as it bend left and then left again. You will have to deal with three Borfs before moving on through the door. Head on through the door and go in. You will have to deal with a room of four Gozonians. Take out the ones that are to the right and left that are closet to you first. Then move to the right around the parameter and pick off the two that are running toward you as you move towards the power switch. Hit the power switch and the power will be restored. First objective completed. Now, you have to get to the teleported and the alien are alerted to your presence.

Exit to where you have come in, open the door and blast away at the two Gozonians who are standing in the way. Head through the door and go down the right corridor. Open the door, and look while firing to the right at the four Borfs who are hanging out. Continue on down that corridor and merge left to where the green corridor is but watch out for the Borf ambush. Pick off all four of them and then continue to the left to charge your S4 at the re-charger. Then turn around and follow the corridor to the opening to the right and then head on through the door to the green corridor. If you see aliens ready to pounce on you, you are going the right way! Here, you will have to deal with two Gozonians who are not happy to see you. Peg them from above until they splatter. Head down the corridor and take out the three Gozonians who are hanging by the exit to the right. After all three have taken a knee and have splattered, walk on through the door and approach the center of the room where you will be teleported. The second mission objective is now complete as well as this stage. Excellent work K. Now comes the difficult part. The prison section will be crawling with alien convicts, watch your step.

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All the aliens loose in the prison complex are escaped convicts - make sure they're dwelt with accordingly.

MISSION OBJECTIVES:

- + Locate the passkey to open the prison cells
- + Neuralyze and captured cops.

You will begin this final leg of the syndrome in the bottom of the prison, so with that in mind, open up the door straight ahead, pick up the Global Positioning Icon, and head on through. Equip your S4 De-atomizer and stay at the top while picking off the three Gozonians that are lurking down below in triangle formation. After all three have been liquefied, head on down and take the corridor to the left. Open the door and continue your progress to the left. As it bends to the left, shoot the Borf who charges out and continue to the left. As the green corridor bends to the right, whack the Gozonian that is lurking here and then continue onward. When you get to the green puddle in the middle, look to the left and pump three shots into the Gozonian to the left. Then, look to the right and do the same to the next Gozonian. You will have to defeat four more in the same manner. When you are finished with these foes, find the S4 Weapon Re-charger in this room and re-load that weapon of yours. Then pick up the first of three passkeys as well as the 50 Health Icon in these linked rooms before exiting the same way you have come in. Head back to where you made the left where the first three Gozonians you have faced off with in this stage were.

Now, take the right path from the starting point of this stage and head on through the door. When you open it, you will see a Borf run left to right. Take the corridor to the right and blast it along the way. Then open up the door at the end of the corridor. When you enter this linked room, be prepared to be ambushed by seven to eight Borfs. Fire away until all opposition has been splattered. Then, search the room to the left and you will find the second passkey and a 50 Health Icon. Only one more passkey left to find. However, when you pick up the passkey, look behind you. You will have to face off against another set of four Borfs before leaving this area. Do not forget to use the recharge your J2 before leaving the same way you have come in. Open the door and head to the right where you can kill a Borf and pick up a 50 Health Icon. Then turn around and follow the corridor to the right and when it bends left, destroy the Gozonian that is blocking the door.

Open the door and head straight through the corridor that has green/yellow looking glasses on either side. When you get to the end, do not go through the door, but head by the red ramp to the left and take care of the three Gozonians who are guarding the main computer. This will help you out later. If you try to access the main computer terminal, an incoming message will let you know that it can not be done until all three passkeys have been collected. So, with that in mind, head back down the red ramp and open the door to the left. When you open this door, do not be hasty with the trigger. Blast the Gozonian to the left and then blast away and dodge the Gozonian fire to the right. After these three have been taken care of, head through the corridor which leads to a series of chambers. Pick up the 50 Health Icon and continue your progress down the left corridor and blast away at the Gozonian who tries to drop in. Two more will approach from

straight ahead and the corridor to the right. After liquefying them, head uphill on the corridor to the right and open the door.

This part gets a little tricky so bear with me here. Follow the Borf to the right and blast away when he runs into this large holding area with electricity. Also, you will have to deal with a Gozonian that approaches from the right. Then, you will have to deal with two more that will approach from each side of the parameter. Then, make your way around the parameter to the right and blast another Gozonian who tries to impede your progress. When you finally make it all the way around, walk down the ramp where you will be able to retrieve the last passkey. Mission objective one will be completed. Also, look around down here to locate the 50 Health Icon and the S4 re-charger for your equipped weapon. Also, you will find a Speed Booster Pack right next to the re-charger. Now, make your way back up the ramp and blast your way out of this holding area. You will have to whack four of those dreaded Gozonian before making your exit. Backtrack back to the main computer (you will have to gun down three Gozonians on the way back) and walk up the red ramp to the right. Then activate the computer and the red gates to the prison cells will open up for you.

Head back the down the red ramp and shoot away at the barrage of Borfs that run out and head on through the flashing red prison door where you will get to use a S4 Weapon re-charger. After re-loading, you will get an incoming message that states that you must neutralize the cops. Head down the path to the right, open the door and pick up the APR weapon. Then turn around and go through the door to the left and get ready to enter the prison holding cells by heading down the corridor to the right and opening the door. Shoot the five Borfs as they spill out from the right before moving on. Then, look up to the right and blast the Gozonian in the distance. Before heading up the steps, look to the right and take your Neuralyzer out and push the button to neuralyze the first cop. Then, head up the steps and look to the right to blast another Gozonian in the second chamber. Next, look down in the third chamber, take out your Neuralyzer and blank the mind of the cop. Look to the left of the re-charger and grab the Energy Shield pack that is in the nook. Re-charge your S4 at the re-charger and follow the corridor to the right. Open the door and immediately blast away at the two Gozonians lurking here. Then open the door straight ahead and continue down the corridor.

You will reach another set of holding cells. Look straight ahead and blast the two Gozonians in the distance. Then, walk to the right around the parameter and use that Neuralyzer of yours on the cop in the chamber. Continue walking the parameter and pick up the 50 Health Icon if needed. Neuralyze the cop in the last chamber and then re-charge your APR before making your way down the corridor to the right. Make your way uphill up the corridor and blast a Borf along the way. Open the door at the top and blast away at the Gozonian who is awaiting your arrival. Continue down the corridor and the music will signify that this is a critical battle. First, destroy the Borf that approaches from the right. Then look at the second chamber on the right and blast the Gozonian that is holed there. Look to the right while on the steps and zap the cop with the Neuralyzer. Re-equip that S4 of your and continue up the steps where you will get to splatter three more Borfs. The final cop to neuralyze in the fourth or fifth chamber on the left below you while you are on the stairs. Flash him and continue to make your way up the stairs. Your second mission objective will now be complete. Use the teleported and you will be teleported to another area. Clear out this room of

five Borfs and this syndrome will now be completed.

THE LAST TRAIN TO ROSWELL SYNDROME

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MIND THE GAP
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O.K., Agent Jay. That lobster guy is actually a Crustaahl, one of the more deadly races of the outlying galaxies. Hunt him down and bring him in. He's a powerful being and has many friend, so all other aliens in the vicinity must also be dwelt with. Don't mess this up Junior. The Crustaahl can cause major devastation if he escapes.

MISSION OBJECTIVES:

- + Tackle aliens on the Subway Train.
- + Find the Crustaahl.

You will start this stage at the top of the subway platform. Make your way down the stairs and turn right. Head through the door and turn left and go towards the first door on the left where the music will change and you will have to face off against two Kayzors in this small room. Lure them out and watch out for the one that approaches from down the hallway. After a lot of strafing and blasting, head in the room behind you and grab the Ball Grenades. Then scope out the second room to the left that was on the same side where the two Kayzors were. Here, you will find a 50 Health Icon and a J2 re-charger. Afterwards, walk out of this room and make your way to the left. Equip your Ball Grenades and make a right but stay at the top of the stairs. Lob your grenades down at the two Kayzors who are sitting ducks and then proceed on down the stairs. When you get to the bottom of the stairs, look to the right and have a Ball Grenade ready for the two Lhaskkiars that decide to pop out from the left and the right. They will not even know what hit them. Re-equip your J2 and pick up the 50 Health Icon that is behind the train on the track. Then, head through the double yellow doors that were to your left as you came down the stairs. Re-charge up your J2 because you have a train to catch.

Your next move will be to open up the doors to the train and hop aboard and have that J2 Standard ready to fire. When the door closes, the train will start moving. Open the door to the next train car and blast away at the two awaiting Lhaskkiars. When you see a Lhaskkiar moving one hand up and then throw both hands up get ready to dodge/strafe because a fast shot is coming right for you. Six shots from the J2 will reduce them to goo. After you have taken down these two, turn around and go through the previous train car and blast away at the remaining Lhaskkiar. Then pick up the 50 Health Icon as a reward for your trouble. Finally, turn around and you will have to battle two more Lhaskkiars before this train finally comes to a stop. When it does stop, head through the second train car and use the doors on the left to get off. Mission objective one is now complete, now we have to find the Crustaahl.

Do not relax just yet, when you get off, you will have to blast a Lhaskkiar that approaches from up the middle. Then, open the door to the left but back peddle while firing upon the Lhaskkiar that tries to

attack you. After splattering it, head through the door and re-charge that J2 of yours. Then, exit the room and head to the room on the left with the vending machines. Lure the Lhaskkiar out first, blast him by back peddling and firing, and then collect the Ball Grenades that are stashed here for you. Exit the room and pick up the 50 Health Icon behind the train car to the left on the tracks. Before heading up the steps to the right, search the room with the gray door. You will have to battle two Kayzors but your reward will be another re-charger for the J2 and another 50 Health Icon. Head up the steps and start running through the corridor. As you start to, two Kayzors will crash through the ceiling. I'll let you choose how to deal with them. Use a Ball Grenade if you have any but it is your choice. Pick up the 50 Health Icon and continue down the corridor and it will lead to another bunch of stairs to the left.

However, at the top of these stairs are three Kayzors who are just waiting for you to come up. This is where you will want to use one of those Ball Grenades if you have any. A direct hit will splatter all three Kayzors and clear the way for you to proceed. If you miss, lure them down the steps and back peddle while firing upon them. After destroying these three Kayzors, head up the step and blast away at the Crustaahl lurking to the right. He will head up the pipe to the right and will escape for the time being. Mission objective two will now be complete as well as this stage. Well down J., you've tracked him down. Now go after him before he escapes.

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ON THE RIGHT TRACK
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The Crustaahl is a very slippery customer. He'll try to outrun you at every turn. Make sure you keep up with him. If you get the chance, capture him and bring him back to HQ. His alien friends will have to be dealt with so they can't hinder you. The subway is a very public, Junior, so be careful nothing leaks out.

MISSION OBJECTIVES:

- + Pursue the Crustaahl through the Subway.

When you start off, you will see the Crustaahl run off to the left. Run after pick while picking up the Global Positioning Icon as the alleyway bends left and then right. When it bends to the right, target the Lhaskkiar that you see and blast away until it splatters. Before, heading down the stairs to the left, enter the small area beyond the stairs to the left and pick up or note where this 50 Health Icon is and also pick up the Ball Grenades. Leave this room and make your way down the stairs that are now to the right. Head left and head down the long corridor and when it bends to the right, blast away at the Crustaahl. He will run down the escalator to the left and a Lhaskkiar will be hot on your trail. Back peddle and blast away until it is splattered. Then, make your way to the top of the escalator that was to the left. Stay at the top and throw a Ball Grenade down at the Lhaskkiar who is waiting by the escalator to the right. After it is liquefied, make your way down the escalator and to the right as it will bend to the left.

Shoot at the Crustaahl from a distance to make him scatter but watch out because he will not hesitate to attack you. After he

scatters, look to the right and open the red door. You will snag yourself an APR. Immediately equip it and splatter the Lhaskkiar that comes through the doorway. Then, exit the room to the right and make your way down to the vending machine room that is later down on the right. Here, you will have a chance to re-charge your J2 at the re-charger. Exit this room to the right and enter the yellow door in the platform area on the left. Here you will find a stash of Ball Grenades. Exit, this room and walk straight across to the opening. In this room you will find a 50 Health Icon. Now, exit this room and follow the tracks and pick up the Energy Shield Pack and look to the left. Shoot and hide at the Crustaahl with the APR and nail him four times to scatter again.

Now, switch back to your Ball Grenades and lure out the four Kayzors that pop out where the Crustaahl just ran towards. After disposing of these crab-like creatures, head on through the yellow door to the right and re-equip your J2. Restore the power to the train tracks by flipping the switch and DO NOT FORGET to pick up the Awful Truth Weapon and equip my favorite weapon of the game. Exit this room and look and fire to the right at the unsuspecting Kayzor. Continue onward and it will bend to the right. Splatter the Kayzor that is off into the distance straight ahead. Then, look in the room to the left to grab a 50 Health Icon if you need it. Bypass the escalator to the left for now and pick up the Ball Grenades at the end of the corridor. Then, turn around and head up the escalators to the right. Shoot the heck out of the Crustaahl at the top while strafing before making your way up the escalator.

Now, take the escalator up to the top and look to the right down the uphill corridor. This is the last leg of this stage. As it bends to the left, you will see the Crustaahl. Also, two Kayzors will appear from the left and the right of the opening, so mow them down with the Awful Truth until they splatter. Then, turn your fire towards the Crustaahl until he throw his hands up and surrenders. The mission objective is now complete and this stage is now complete as well. Nice work Agent J., you have the Crustaahl in custody. See you back at HQ.

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TICKET TO RE-GEN
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The task ahead is the hardest yet, Junior. Escort the Crustaahl back through the subway system, ensuring he does not escape. More of his friends will try to liberate him, so be on your guard. To complicate matters, the local cops have arrived in force snooping around and asking difficult questions. Make sure they leave without their memories, care of the Neuralyzer.

MISSION OBJECTIVES:

- + Escort the Crustaahl back to the subway entrance.
- + Neuralyze any cops you encounter in the Subway.

Okay, you have captured the Crustaahl but now you will have to get him out of there without getting yourself killed. Before heading out the passageway to the left, be sure to pick up the Awful Truth Weapon and equip it. Now walk down the stairs and as it bends to the right, be sure to tag the two unsuspecting Kayzors with your weapon. After splattering them, continue on down the corridor as bends left to the

escalators. When it does, wait at the top for the two to three Kayzors to come up them and then blast away at them before they can get a shot off. Your next move will be to head down the escalators. When you get to the bottom, head through the archway and look and fire to the left at the Kayzor who wants to pinch you. Afterwards, head to the left end of the corridor and pick up the Ball Grenades.

From here, turn around and walk all the way to the end of the corridor. The room on the right at the end has a 100 Health Icon for you to pick up. From here, look to the left and approach the platform area. All seems quiet until four Kayzors decide to crash through the ceiling and crash the party. Back peddle through the corridor and lead them back to where you picked up the grenades. Equip the Ball Grenades and hide behind the blue newsstand. Throw out a grenade and then duck. When all four Kayzors have been eliminated, make your way back to the train platform. Enter through the yellow door to the left and switch off the power to the subway track. Then, equip your Neuralyzer and flash it in the cop's eyes to erase his memory. Pick up the Ball Grenades on the way out and do not forget to re-equip your Awful Truth. Exit through the yellow door and hop onto the subway tracks.

Follow them to the right and the Crustaahl will continue to follow you. When you get across to the other side, look right and hop up onto the next train platform. Pick off the Lhaskkiar that approaches from the door on the left. Then, turn around to the right and plug the Lhaskkiar that is standing in the doorway. Finally, turn your attention straight ahead and drill the two Lhaskkiars who tries to stalk you from down the corridor. After this attack, head through the yellow door to the right to pick up the APR weapon. Then head across the right, down the corridor, and to the left into the vending machine room, after exiting, to lure out the two Lhaskkiars. After splattering them all over the place, turn around and continue down the corridor to the left and enter the room to the left where you will have to blast another Lhaskkiar before re-charging your APR if needed. Exit from here and continue down the corridor until you reach the escalators that are located left of you.

Wait at the bottom of the escalators and punish the two Lhaskkiars, who come down after you, with a barrage of energy blasts from the Awful Truth. Then, make your way up the escalator and do the same to the awaiting Lhaskkiar on the right. Next, walk straight ahead where you see the cop. Pick up the Energy Pack that is in front of him and equip you Ball Grenades. The music will intensify and six Kayzors will appear from down the corridor. Lob Grenades at them while they are still in pack formation. Two should do the job if you are lucky. Otherwise, blast away with the Awful Truth or the APR to get the job done. After the corridor is cleared, do not forget to use the Neuralyzer on the cop to erase what he has just seen. Mission objective two will now be complete.

Continue down the corridor with the Awful Truth re-equipped. When you turn the corner to the right, you will have to contend with three Lhaskkiars at the same time. Back peddle back down the corridor while firing away at the group of three. When all three have been liquefied, make your way up the steps that are to the right. When at the top, look to the left and pick up the 50 Health Icon if needed. Then continue to the left to enter a room. Search it and you will find a ? Cheat Icon. View the incoming message and write down the cheat for later use. Exit this room and head to the right and make your way to the alleyway. When it bends left, you will have to blast three Kayzors

that are blocking your path. Afterwards, continue on through the alleyway and make it to the gate. Mission objective one will now be completed and this wraps it up for this syndrome.

THE E.T. E.R. SYNDROME

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MEDICAL MAYHEM
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The Godfather is under threat from attack. Make sure that ALL alien presence is dealt with and make sure no civilians see anything unusual - your Neuralyzer is primed and ready for action. There are doctors in peril, so make sure you rescue and Neuralyze them. Remember K., this is a hospital. Be discreet at all times.

MISSION OBJECTIVES:

+ There are 3 doctors held hostage in the hospital. Rescue them and Neuralyze them.

You will start in a hospital where there is a Klontik who decides to duck to take cover. Do not worry about him yet. Instead walk to the right and head through the light blue doors. When you enter into this room, you will have to blast two Mooks who are protecting a S4 De-atomizer. After splattering these two Mooks, pick up the S4 and equip it. Now, you have the equalizer. Turn, around and exit the room and then blast the Mook who approaches you from the room on the left. Then look down the corridor diagonally top the left and blast the Mook before he can get off a shot. Now, deal with that Klontik when it pops that head up of its. If you see it cover itself with its' shell stop firing because it will be a waste of ammunition. Head into that room that was behind him and re-charge the S4 at the re-charger.

From here, exit the room to the left and blast away at the Klontik who approaches from the infirmary straight ahead. Seven to eight shots will usually do the trick. Pick up the 50 Health Icon as you enter the infirmary to the right. Then continue to search this room. You will see two Klontiks cowering at the end of this room, one on the left and one further on the right. Make sure that they have been disposed off before leaving this infirmary. Also, there is a re-charger for the S4 opposite the side to where the last Klontik was cowering. Make use of it and exit the room to the right. Walk the hallway and blast away at the two Mooks who occupy the X-Ray room to the right. After these two goons have been liquefied, enter the room and use the X-Ray machine to take out the Mooks who have the doctor captured behind the glass. Enter the room now that door is not locked and Neuralyze the doctor to erase this tragedy. One down, two to go.

Exit, the X-Ray room and run across and enter the room straight ahead/to the left. The patients in the bed may look like patients but if you approach them, they will turn into their true form, Mooks. Blast away at this minor threat, and turn to the right where you will have to strafe and fire at a ticked off Klontik. When they have their gun drawn, they will turn it sideways and let out a barrage of fire. After splattering the Klontik, head through the door and enter the small room. Here you will find a Global Positioning Icon. Exit, both

room and make it back to the hallway. Turn left and walk uphill through the hallway and you will pass by a door that looks like it is barricaded along the way. When you get to the top, open the door to the right and the music will intensify. Two Mooks, posing as patients will jump out at you, one on the left and one closer on the right. Blast them both and re-charge at the S4 Re-charger.

Walk through the next set of double blue doors and wait for the Klontik to round the corner. When you see it blast away and back peddles until it explodes. Then proceed down the corridor to the right and it will bend to the left. Make your way through the green door to the right (sign reads Storage) and blast the Klontik at the top of the ramp. Make your way up to the top of the ramp and turn left to fire upon a Klontik who tries to get the drop on you by bum rushing through the door. Make your way through that door to the right and go straight ahead through another set of green doors. When the door opens, open fire on the Klontik and splatter him all over the place. Then, equip your Neuralyzer and flash it the doctor to erase his short-term memory. Two down, one to go.

Re-charge your S4 before leaving this area and back track through until you reach the entrance to the storage room. Along the way, you will have to deal with two Klontiks that run in from the right who think they are hot shots. Show them no mercy and blast them until they are piles of purple goo. Make your way down the ramp and out the green doors to the right and then walk the hallway straight ahead (the laundry shoot is there but) turn right and go through the blue doors on the left. Charge in and blast the two Mooks that are in this room and pick yourself up a 50 Health Icon and the lovely APR. Exit this room and head down the laundry shoot which is to the right and you have to open the door as well to access it.

Head down the laundry shoot and open the door get out of the laundry shoot and fire away at the Klontiks who occupy this room when they pop their heads up. After you have disposed of these two aliens, looks to the right and crouch because it is time to crawl through the vents. Go straight, then to the right, then crawl uphill through the vent. Make a right and then a quick left and crawl down the vent. On your way, look to the left and pick up the 50 Health Icon, then continue down the vent to the right and follow it until it drop you off at an APR re-charger. Head through the door to the left after re-charging and back peddle when the Klontik is alerted to your presence. Continue walking down the narrow corridor until you see fire. Grab the 50 Health Icon to the left if you need it and then turn around and fire continuously at the two Klontiks that are perched in the window to the right. After they have both been dealt with, climb up the small ladder and make your way to the doctor and flash him with the Neuralyzer. After his memory has been erased, your mission objective is complete and this stage is completed as well. Nice work, Agent K. It is time to step it up a gear. The hospital staff needs you.

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OPERATION STETHOSCOPE
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Protect the Godfather AT ALL COSTS. He has powerful friends who could cause us a lot of trouble. The attacks will come from all angles, so be vigilante. Make sure that ALL aliens are dealt with and if any doctors are snooping around, make sure you Neuralyze them.

MISSION OBJECTIVES:

- + Neuralyze Doctors.
- + Protect the Godfather by shooting the aliens before they can harm him.

You will start this stage with just a J2 Standard and a Neuralyzer. Head down the hallway and turn left. Open the door to the left and equip your Neuralyzer. Then enter the room and erase the memories of the two doctors who occupy this room. After this, your first mission objective will be complete. Now, equip your J2 Standard and enter the door to the right where the Godfather is located and get ready to put your shooting skills to the test.

PROTECT THE GODFATHER BATTLE: The Godfather will be located in the middle of the room and his health meter will show in the right hand corner. If it drops to empty, the mission will be a failure and you will have to start all over again. The first Klontik will approach from the door to the right, target him and blast him seven times to splatter it. The next one will come right behind it, so continue to aim and fire. Finally, another Klontik will follow in from the same door so do the same as the other two. After you defeat these three, look to the left and splatter the Klontik who comes out of the door to the left. After splattering it, look again to the left and blast away until it is liquefied. You will get a little breather here, but not much. If the Godfather has taken some damage, he will be fully healed when a health icon that drops down upon him. Re-charge your J2 at the re-charger to the left and get ready for the second wave of attack.

The next wave of Klontiks will be as follows: two will approach from the left door and one from the right door. Blast away at the one who approaches from the right first, and then target the duo that rushes in from the left. After this wave has been turned to goo, target the Klontik who approaches from the left, splatter it, and then attack the one who appears in the doorway on the right. Finally, tag the one who tries to rush in from the center. After you defeat the one in the center, return to the J2 re-charger and re-load. If the Godfather has taken any damage, the green electricity will flow from the machine and drop a green health icon down on him so that he regains for strength. Get ready for the third wave of attack.

You will have to be fast on this wave. Target the left door and splatter the Borf that rushes in from the right. One shot will stop it, but it is fast! Next target the Borf who runs in from the right door. After tagging that one, turn your sights to the center and nail the Borf before he can explode near the Godfather. You've got to be quick. Next up, target and destroy the Borf who runs in from the right, then the one who runs in from the left, and then finally, the one who rushes in from the center. Catch your breath momentarily and then target the Borf in the right/upper window and make it count. Then, nail the Borf who runs in from the center, then the Borf from the left door, then the next one who approaches from the center. Whew, the Godfather will receive another green health icon that is generated by the electricity from the machine. Make sure that you re-charge that J2 of yours as much as you can because this last wave is a shootout.

This is the final wave of attack. Target the door to the left and grill the Klontik who emerges with seven blasts from the J2 Standard. Then, turn your sights to the door on the right and let the Klontik

explode with extreme prejudice of seven rounds. Next, turn back to the left and let the Klontik know that he is messing with the wrong agent by gunning it down. Turn back to the right and do the same to the next Klontik. Again, turn your sights back to the left and blast away until it is splattered. Once again, turn to the right and blast away. Afterwards, target the Klontik who appears in the left/upper window and gun it down. Then, target the center door and blast the two Borfs with two shots. Then, breathe a sign of relief and rest your trigger finger because your first mission object is now complete. Thus, this syndrome is now completed.

THE FMEN IN BLACK SYNDROME

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IT CAME FROM THE BOTTOM OF THE GARDEN
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The Fmecks are small, but they're dangerous. We do not want their presence to spread. Make sure you clear the entire garden of Fmeck warriors. They'll have set up some sort of lair, a secret base you'll need to locate. Once you find the entrance, enter using whatever means possible. Be careful, Agent Jay.

MISSION OBJECTIVES:

- + Destroy Fmeck outpost.
- + Locate and enter the Secret Lair.

You will start off this stage much smaller than you used to be and there will be a dandelion on your right and a Fmeck will appear straight ahead of you by the Global Positioning Icon. First, blast away at the Fmeck until he is splattered (it will take about 10 shots to put down with the J2). Fmecks will usually jump back and forth before dropping their hand down to fire at you to avoid taking damage. If they get shots off, you will have to dodge three in succession. Afterwards, look to the right and pick up the Noisy Cricket Weapon. Then, walk straight ahead and pick up the Global Positioning Icon but hit the two alien plants to the left with the J2 before doing so. Equip your Noisy Cricket and head through the hedge door to the left and follow the path until you see the soda can on the left. As you walk past it shoot the Fmeck who tries to jump out at you from the right. Follow the path around the corner to the right and shoot the Fmeck hiding behind the rock to the right. One shot from the Cricket will destroy a Fmeck so make them shots count. Now, you want to take the path to the right for now.

Follow the path to the right and when it comes out to an open area with the nine volt battery to the left. Fire a round into the Fmeck, who jumps out from the left, and then target the Fmeck to the right and do the same. Then, nail the Fmeck that is flying around with its bazooka. Two shots for this enemy will do the trick. After this area is cleared, enter and pick up the JX Rocket Launcher and turn around to target the path where you have just come from. Test the Rocket Launcher by firing upon the two Fmecks that try to ambush you. After splattering them, you will find out that it works just fine. Then, re-charge your Noisy Cricket at the weapon re-charger and pick up the 50 Health Icon before heading back to take the path which was to the left.

Make sure that your Rocket Launcher is equipped and take the path that was to the left at the split. When you get to the open area, you are going to have to face off against a tank. There is also a Rocket Launcher re-charger to the right so do not be afraid to use it when you are low on ammo. The best way to take out this tank is to charge the weapon to fire off three rounds at the tank and then immediately take cover to the right when it fires back. It may take a little bit of time but ten direct hits will render the tank immobile. Replenish your Rocket ammo and check behind the rocks to the rock where you will find a Carbonizer, one of the most powerful weapons in the game.

Re-equip your Noisy Cricket and head for the opening to the right. Then, blast the Fmeck who tries to get in the way. Then equip your Carbonizer and follow the path to the next opening. When you emerge, look to the left and let loose a shot that will carbonize the bazooka wielding Fmeck to the left. That's powerful stuff. Check behind the rocks to pick up a 100 Health Icon and continue on down the red path to the left. You will see a Fmeck run left to right. Re-equip your Cricket and shoot the Fmeck to the right. Then, turn your attention to the left and drill both the Fmeck to the left and then the one in the sky buzzing around. Use the weapons re-charges via the batteries and your Cricket and J2 will be fully re-loaded. Do a 180 and head straight ahead to the next path.

It will wrap you around to the front of the Fmeck base. Then the intense music will kick in to let you know that a big battle is about to be fought. Whip out your Carbonizer and shoot the Fmeck that is standing above on the right. Take cover for a second. Next, jump out and aim upwards and to the left and fire a carbonized blast at the three Fmecks sitting in the tower. They will be eliminated when the gas reaches them. Afterwards, equip your J2 and fire at the red door straight ahead. After knocking at the door, your first mission objective will be complete now that the outpost is destroyed. Re-charge your Cricket by the battery to the right and continue through the green path straight ahead with your J2 equipped. As you head through the small tunnel you will have to blast two alien flowers above you. When you reach the opening, you will have to take out six more. It is more of an annoyance than a formality. If you need too, you can re-charge your Rocket Launcher at the re-charger to the left. Otherwise, head down the path to the left.

When you get to the next opening, use the J2 to destroy the two flower aliens, hanging in the distance. Then, look to the right and blast the alien at the top. Next, head up the grass ramp to the left and pick up the 100 Health Icon that you will probably need at this point. Next, head back down the ramp and go through the opening straight ahead but shoot the Fmeck who tries to obstruct you with the Noisy Cricket. The path will be slight to the right. When it comes to the opening, shoot the Fmeck to the left and then target and destroy the plant on the other side of the drawbridge with the J2. Then, fire the J2 at the lever to the right to lower the drawbridge. Head across the drawbridge and equip the Noisy Cricket. Follow the grass path to the outside of the Fmecks base and get ready one of the final battles of this stage.

Target the flower alien that is straight ahead in the distance and blast way (use J2). Then, follow the flying Fmeck and fire when your crosshairs lock onto it (use Cricket). Then look to your left and above in the distance and target the alien flower (use J2). Finally,

target and blast the other Flying Fmeck out of the sky who is hovering on the left as well (Use Cricket). After it is all clear, re-charge your Noisy Cricket at the weapon re-charger and head down the path to the right. Use will see a Fmeck run right to left along the way. Blast him into goo with the Cricket. Then, continue onward to the left path. And then, make a very quick left. Equip the J2 and head up the small hill. Take out the minor threat of the four flower alien and pick up the 100 Health Icon if needed. Then head back down the hill, equip the J2 and make a right. Blast away at the Fmeck and then switch back to the J2 to take out the flower aliens to the left. Then continue onward and blast the two alien flowers hanging out to the right.

When you reach the next opening, you will see the base and a big #17 will be on it. Equip the Noisy Cricket and make your way left. Blast away at the three Fmeck who try to impede your progress as you look to the right. Also, you will have to take down a flying Fmeck over here as well. Pick up the 50 Health Icon in the corner opposite of the penny and then look straight up at the gears. Equip your J2 and fire at the red gear which looks like something you would see on a mailbox. This will open the door to the base. Head around to the front of the base which is where the big #17 was. Equip your Noisy Cricket and blast the two Fmecks who are guarding the entrance. After they have been liquefied, head up to the door. Your second mission objective is now completed as well as this stage. Well done Agent J, you've handled the situation beautifully.

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INTO THE LAIR
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Records show that Fmeck hideouts are bizarre affairs - watch your step, as danger can lurk at every corner. If this lair is anything like the ones shown in our records, you'll need to activate many controls to access secret areas. We've also worked overtime interrogating the Crustaahl from the subway. He tells us the Fmecks are armed with a massive super-gun, so locate this before they cause anymore havoc.

MISSION OBJECTIVES:

- + Use the Fmeck Crystals to disable the force shields.
- + Search for the super-gun.
- + Release the Super-Gun from the electric claw.

You will start of this stage inside the Fmeck hideout. Immediately equip the Awful Truth and walk straight ahead towards the blue force shield. When the Fmeck with the bazooka emerges from the right door, pepper him until he makes a splash. Then, pick up the Global Positioning Icon and head through the door to the right. When the path splits, take the one on the left and blast the two Fmecks that are lurking around. Then, enter the room, pick up the 50 Health Icon, and re-charge your Awful Truth Weapon. Backtrack and then head down the path that was to the left and then go straight. You should see three crates when you enter the room. Take the stairs to the right and lure the two Fmeck soldiers up to your level by firing upon them. When they get close enough, unload on them until they are defeated. Descend upon the stairs and follow it down to where you will find a new weapon for your inventory called the Ionic Tickler.

Now make your way back up the stairs and get to the door. From here, go through and make a right at the next entrance. As you enter, you will see a Fmeck move right to left. Enter and look to the right and pepper the Fmeck until it crumbles over from behind the red crates. Note that there is a 50 Health Icon here if you need it. Then, look and go left through the next entrance. Equip your Ionic Tickler and walk on down the step into this huge area. When you enter the room, you will see the Fmeck Crystal in the center of the room, but blast the two Fmecks on the left and the right who are guarding it. The door will lock behind you. Then, a Fmeck will emerge from each of the white doors in this room. Take all three of them out and then open the door that was on the right. You will find a J2 weapon re-charger here. Opening the one on the left will reveal an Awful Truth weapon re-charger. After you have re-loaded grab the first of four Fmeck Crystals and exit through the previously locked door. Then, backtrack all the way to where the blue force shield that you have seen is in the beginning of this level.

When you exit this area, the blue force shield should be on your right side. Make a left and then head through the door on your right hand side. Follow the path and when it splits, head to the right side. You will have to defeat two Fmeck soldiers holding bazookas, so fire of a blast from the Ionic Tickler and then take cover when they fire. When they finally have been liquefied, head towards the door and re-charge your Awful Truth if needed on the right and pick up the 50 Health Icon on the left if needed. Then, head on through the door. When you go through, fire to the right to take out both the flying Fmeck and the Fmeck with the bazooka. If it gets a shot off, strafe and avoid. Then, take on the same pair that is to the left (One is in the air and when is below you to the left). If it gets a shot off, strafe and avoid. Then, pull out your J2 and target the source points of electricity. There is one on the left on one on the right. After the electricity has ceased, the second of four Fmeck Crystals will drop down. Retrieve it and exit through the door that you have just entered through moments ago.

Make your way to where the path split and along the way, re-equip your Awful Truth and defeat the trio of Fmecks that try to obstruct your progress. Back peddle and fire if you have to. Then, take the path the is now to the right and make a left at the red/brown/red boxes. Go through the green corridor that is to the right and gun down the two Fmecks that are occupying this area. But do not go through the electricity field yet. Make your way to the first electricity field, stand in front of it, and wait for it to cease. Pass through to the next one. Wait for it to cease and then continue forward to the nook. Here you will find a 50 Heath Icon, an Awful Truth and Ionic Tickler Weapon re-charger. After re-loading, backtrack to the door from which you have entered this zone (the beginning of the stage). You will have to battle one Fmeck who jumps down one the way back.

Open the door and then make a left and head through the arches where the blue force-shield had once been. Make your way down the corridor and it bends right and then left. When, you get to the bottom, re-charge that Awful Truth of your at the re-charger to the left and then turn to the right and blast the Fmeck guard that is standing in front of the blue shield at the other end of the hallway. Afterwards, head through the door on the left and then aim right to blast the Fmeck to the right. Do the same to the next one that follows behind him. Equip your Ionic Tickler and head towards the path to the

right and then let loose a stream of ions to splatter the two Fmecks. Go through the small area and look to the right. You will be in front of a electricity field and should have a clear shot on a Fmeck. Cross through the two electricity fields when they cease and grab the ? Cheat Icon on the right. View the incoming message and write down the cheat for later use. Then go forward and re-charge your Awful Truth at the weapon re-charger.

Now backtrack to the path split and take the path on the right which was previously on the left. Shoot out a steady stream of ions to splatter the two Fmecks who approach as you travel down the corridor. Continue on until you see a room with a lot of electricity pouring down. Wait here and take out the two Fmecks who have the bazookas. Do not enter this room yet (Entering it now spells out a quick death). Backtrack to the brown room and take the path to the left. It will lead you to a small room where you can go straight or left. Enter the left room and blast the two Fmecks that reside in this room. Then, activate the switch to turn the electricity off in that room with the Fmeck Crystal. There is also an Awful Truth re-charger in here if you need it. Go through the door and make that left now and follow the path to the room. There is also a 50 Health Icon on the left along the way. Enter the room where the electricity used to be and pick up the 100 Health Icon if needed as well as the third Fmeck Crystal. There is only one more for you to find. Backtrack to the door that was along the hallway with the blue force shield.

Make a left and walk on down the hallway towards the blue shield and open and enter through the door to the right. Walk through the green corridor and make your way to a small green room where you will see a Fmeck walk from right to left. Follow it to the corridor to the right and blast away at it when you catch up with it. Two Fmecks will approach from behind it so back peddle while firing away. Then make your way through the corridor into the next big room. In here, you will find a 50 Health Icon and an Awful Truth Weapon re-charger. Backtrack to where the path split and take the path the is to the right that was previously to the left. You should see some electricity fields on this path.

Make your way past these two field when they cease for a second and blast away at the three Fmecks who try to block your progress. Make your way down the steps. When, you get to the bottom, re-equip your Ionic Tickler and get ready to capture the final Fmeck Crystal. First, lure the two Fmecks into the small stair well and blast them with a stream of ions. Then, go through the room and blast the flying Fmeck on the right with ions. Be sure to strafe if it get a shot off. You will also have to do the same to the one in the middle. When they are defeated, enter the room and obtain the final Fmeck Crystal in the center. Your first mission objective is now complete. Now backtrack to the door at the beginning of the zone (The corridor with the blue force shield).

Go through and look left, the blue force shield is not there anymore. Before going through, send a stream of ions at the Fmeck standing on the right. Then do the same to Fmeck that is alerted and approaches from the left. Enter the room and your second mission objective is now complete because you have found the Super-gun. Now, lower the crane that holds the Super-gun by activating the control panel. When it is lowered, it will blast a way out of the ship. Grab the Super-gun and run like crazy through the opening of the ship and don't look back. Mission objective three is now completed. Thus, this

stage is completed as well.

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SUPER GUN SHENANIGANS
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Nice work, Junior. Now get out of there ASAP! The super-gun is far too dangerous to fall back into the hands of the Fmecks.

MISSION OBJECTIVES:

+ Lure Fmeck Emperor away from the lair and defeat him.

When you start this stage, you will be facing Fmerv and there will be a penny in the background. Behind that is a ? Cheat Icon. Dodge the Fmeck Emperor and grab the icon. View the incoming message and write down the cheat for later use. Now after writing this down, hit start and select restart the level because you have probably taken a couple of cheap shots by the Emperor. So, when you re-emerge, you will be facing Fmerv. Turn to the right and run over the Global Positioning Icon. You should be equipped with the Awful Truth. Blast the two aliens to the left with the J2 and then switchback while running straight down the pathway. When you see an opening to the right, blast the heck out of the Fmeck with the Bazooka and then run up the hill and defeat the four flower aliens with the J2. Pick up the 100 Health Icon and run back down the hill and go right. Do not slow down, because the emperor is right on your behind.

Continue along the corridor and when it opens up, aim left and blast away at the Fmeck. Then look to the right to grab yourself a JX Rocket Launcher. Turn around and peg the Fmeck and then continue on down the path to the right. It will be a grass path so follow it and blast the Fmeck that is standing guard at the drawbridge. Hit the switch on the left to lower the drawbridge and cross. Take the path to the left and sneak up on the Fmeck and grill it with the Awful Truth as it bends slightly left. Take out the next Fmeck along the way and follow the corridor as it leads to an open area. Dodge the incoming bazooka fire and pick up the 50 Health Icon as you take the grass path to the right.

When the grass path leads you to the next open area, fire your weapon at the Fmeck to the left first. Afterwards, aim to the right and go down the grass tunnel while pegging and strafing the three Fmecks who occupy it. When you get to the bottom, you will see that battery with the Awful Truth re-charger in front of you. However, you will have to defeat the two Fmeck in the archway by strafing and firing before going through. Grab the 100 Health Icon to the left as well before going through. Re-charge that Awful Truth QUICKLY and go through the next corridor which is to the left. It will wrap you to the left and to the right where you will have to take out two Fmeck soldiers with bazookas to continue on. Walk straight ahead to pick up the 50 Health Icon and then exit to the right and blast the Fmeck standing there. Splatter junk.

Then, take the path to the left as vines and grass whiz by and when you get to the end of the path, blast away at the two Fmecks in front of the open area. Then, take out the two behind them just as quickly. Then, look to the right and strafe and dodge the fire of the Fmecks on top of the rock. Once this six Fmecks have been splattered

and liquefied, turn your attention towards Emperor Fmerv and you will receive a message that his shield is down. Remember that Rocket Launcher you picked up? Good, equip it and target Fmerv while strafing his fire and let a rocket loose. Continue to strafe and target Fmerv and firing when the launcher is ready. Four direct hits will send the Emperor packing, for now...Your mission objective is now complete. Therefore, this syndrome has now been completed.

THE ENTER THE SCHMAGGONS SYNDROME

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THE GREAT BRAWL OF CHINA
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Locate the entrance of the Nuclear Wok and blast it open with anything you find. Make sure that any aliens in the vicinity are dealt with. Chinatown is a very popular place, so clear the area of aliens with the minimum of fuss. Schmaggons can be very dangerous, so watch your back.

MISSION OBJECTIVES:

- + Acquire demolition gear on-site.
- + The location of the restaurant is a well-guarded secret. Find it.
- + Gain access to the restaurant, by blowing the doors open.

You will start in a back alley of Chinatown but be sure to equip the Awful Truth in favor of the J2 that you start off with. Head down the ramp to the left and through the small tunnel. It will bend to the right and go uphill. When you get there, you will have to contend with two Vuzzions that are behind the fence. Shoot them through the fence until they are liquefied and follow the fence by making a left. Use the Awful Truth on the next Vuzzion you see on the right and then continue straight along the fence as it bends to the right and then to the left. Go through the two doorways straight ahead and grab the Ball Grenades that are located on the second room. Then, turn around and make a right up the ramp and it will take you to the right. Farther down you will have to contend with two Schmaggons. A Schmaggon will move towards you like a sumo wrestler. It will attack by getting one arm set and then the other arm will set. When both are set, it will blast out a stream of energy bullets. Schmaggons can take a lot of punishment before splattering. Use your Ball Grenades to take out the first one. Two direct hits will take it out. Just be sure to strafe or you will take a lot of damage. Then, take the next one out behind it before moving on and switching back to the Awful Truth.

Follow the street as it bends to the right, left, and then to the right again. When you turn the corner to the right, you will have to deal with Maskillians, which take two shots to kill unlike regular Borfs and throw Chinese Stars at you. After taking out the gang of four (usually I switch to the J2 for these creatures, and then back to the Truth) continue on down the street and go left at the end. There are more Ball Grenades for you in the small alley to the right. When you turn to the left though pepper the hell out of the two Schmaggons until both of them explode. Do not to forget to strafe away from those bullets. Go back to the small alley and look to the left of it. Follow the little passageway to a 100 Health Icon. Then make your way

up the street where you will see a bouncing key. Defeat the Schmaggon who is guarding it and go pick it up.

Come down the ramp and follow the street to the left and head down the alley to the left and destroy the four Maskillians who are occupying the end of it. Search the area and you will find yourself a 50 Health Icon and searching the small alleyway will net you a re-charger for the Awful Truth and the FIREWORKS. Picking this up will satisfy mission objective number one. Back out of the small alleyway and pick off the four Maskillians who appear out of nowhere. Turn left from out of the alleyway and continue to walk forward all the way to the dead-end and make a left. Follow that to the door with the green statues and open the door to the left. Go through the door and look to the left down the street. The music will intensify and you will have to take care of two Vuzzions who are along the way. Follow the street as it breaks to the right and you will have to deal with another Vuzzion. Just splatter it with the Awful Truth. Take the alleyway to the left along the way, follow it, and destroy the Vuzzion as it drops down. It will bend to the left. Take out another Vuzzion and then re-charge your Awful Truth with the re-charger in this location.

Make your way back out of the alleyway and turn left and follow the street as it turns to the right. Continue along the only path you can go as the street goes uphill. You will have to deal with two three Vuzzion along the way at the top. When you see the red dragon cloth, you can go left or right. Head down the ramp to the right and blast away at the Vuzzion who gets in the way along the path. Follow it and you will find a 50 Health Icon among the cartons. Continue along and you will face off against two Vuzzions, one in the distance and one that approaches from a door on the left. After splattering these two, re-charge at the Awful Truth Weapon re-charger. Head through the doorway to the left and follow the path and open the next door and follow the path. Take out the two Vuzzion who are in the balcony and then your second mission objective will be complete because you have found the restaurant that is to the right with the two green statues in front of it. Place the fireworks in the doorway where the blue action square is and stand back while they go off. Ohhhh! Ahhhh! Head on through the entrance of the restaurant after the fireworks blow off the door. Mission objective three is now complete and this stage is also now completed. Great work, K., the restaurant itself may cause more of a problem.

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100 BOTTLES OF GRANK ON THE WALL
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Now you've breached the Nuclear Wok doors, be on the lookout for the bottle of Grank. We needn't tell you of the importance of this mission, Kay. The Grank could spell disaster for the city. Keep it in your sights.

MISSION OBJECTIVES:

- + Gain access to the storage area.
- + Destroy the bottles, they could be Grank.

You will start this stage inside the restaurant armed with the J2. Head to the left and open the door to the side of the bar. You will see a Maskillian run through a door straight ahead. The door that

houses four Maskillians to the left will open and you will have to blast away at four of them. Afterwards, run into that room and grab the Ball Grenades that they leave behind. After grabbing the Ball Grenades, turn around and you will have to splatter four more of them before leaving this room. Leave this room by heading through the door that is to the left and head up the ramp into the kitchen where you will have to blast away the four Maskillians who occupy this room. When you enter, turn to the right and blast away yet again at the next group of four Maskillians. When all is clear, go through the door that is to the left when facing the burner on the stove.

Then go straight and make a left where you will have to deal with two old friends, two Lhaskkiars. After, turning them into goo, head down the ramp to grab the equalizer, the Awful Truth, which is by the lockers. Equip this, and head back up the ramp and go right and then make a quick left down the ramp way. When you get to the bottom, search this small room and you will find a J2 Weapon re-charger on the left. Go through the next room and pummel the Lhaskkiar that is hiding behind the crates to the left. Then, blast the next one who comes through the entrance that is straight ahead. Head down the entrance and the ramps will go down and the bend to the right and the step will bend to the left. Here you will have to clear out a room full of Maskillians. After clearing out the area, grab the Global Positioning Icon that is to the left and the Bouncing Key that is to the right. Your first mission objective is now completed. Now, you have to get to the storage room.

Head back up the stairs from which you have just come and when you get to the top, you will have to destroy another group of Maskillians along the way. When you get to the top of the stairs, run through the two doorways and grab the 50 Health Icon that is to the left in the second room. Then make your way up the next ramp and look to the left where you will have to splatter another group of kung fu Maskillians. Head through the kitchen and take the corridor that is to the right. Follow it and go through the red door that is straight ahead. Another group of Maskillian where be there to great you. Enjoy picking each one of them off and continue onward by go through the door and making a left and then another left. The music will intensify as you go through the dining area. Look to the right and drum out some punishment for the Maskillians that approach from the right. Then head through that door, go through (should be an EXIT sign ahead), and blast through the two Lhaskkiars which are on the left and right side. To the left, you will find an Awful Truth weapon re-charger. To the right, you will find a 50 Health Icon. Exit from this small area and make your way to the right where the white door is.

Go through this door and follow the path where you will have to gun down another group of Maskillians. After you have splattered them, you will have to splatter the Lhaskkiars that were behind them. Do so, and then enter the room and follow the corridor to the right which leads to the storage room. You will have to blast another Lhaskkiar before seeing all the bottles on the left. A message will tell you to destroy all the bottles because they might be Grank. So, equip the Ball Grenades and throw one in the area to the left. After destroying them, your second mission objective will be complete but you will find out that Alpha has the bottle of Grank. You will have to catch up with him. Exit this room and head through the left. Go up the ramp and make a right, and then it will break left. Open the white door and head through it. Go straight ahead through the next door and make a right. See that man standing there, fire your weapon at him until he reveals

his true form, Alpha! This stage is now complete.

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GRANKS AWAY
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Alpha must be stopped AT ALL COSTS. I want you to chase him, I want you to capture him, and I want you to bring him to justice! The main concern is retrieving and destroying the bottle of Grank. Whatever you do, DO NOT let Alpha poison the water supply.

MISSION OBJECTIVES:

- + Don't let Alpha escape.
- + Destroy the Grank before it goes into the water supply.

When you start of this stage, immediately equip the Awful Truth and follow Alpha who is straight ahead of you and go underneath the wall by crouching and he will turn right. When he turns right, go to the left and blast the Vuzzion that flies towards you. Pick up the Ball Grenades upon splattering it, and grab the Global Positioning Icon before taking the path to the right. Go through the next room and down the next corridor as it bends to the right. When it opens up to the open area, look to your left and fire into the Vuzzion hovering to your left. Then, walk underneath the beams and make a right while blasting another Vuzzion to goo. Go straight and then make a left as you see Alpha duck to the right of the building. Go left around the building to pick up the Ball Grenades and it will bend to the right where you will get another quick glimpse of Alpha.

Follow him down the right corridor and a Vuzzion will pop up out of nowhere. Blast away at this flying menace, and another one that appears as well. Dead-end. Head backwards and take the path that was to the left and then open the door to the left. Shoot the Schmaggon that is lower in the room and dodge by strafing when it counter-attacks. Shoot across the room at the Schmaggon who wobbles in until it has also been liquefied. Then, splatter the Schmaggon that is to the left and try not to take to much damage. Afterwards, refill your Awful Truth at the weapon re-charger and then head into the room. Searching the room will net you a 50 Health Icon. Then, make your way to the other side and head through that door that was across the way.

Go through the door and make a left and then a right and follow Alpha as he heads up the steps. He will jump over the wall. Make a right at the next corridor and toss a Ball Grenade into the pit where the two Vuzzions are hiding. Look the left and grab the 50 Health Icon that is residing here, refill your Awful Truth at the weapon re-charger, and then make your way down the ramps to the left. When you get to the bottom, search this area to the left and in the third nook to the left, you will find a JX Rocket Launcher. You might need this later. Across from this is another 50 Health Icon and another Awful Truth weapon re-charger. Note it because we will come back to this in a minute. Head down the alleyway to the left where Alpha is but do not follow him past the entrance because you will have to deal with a Schmaggon that is on each side. Strafe as you make it down the corridor and return fire from the Awful Truth to defeat the two Schmaggon guards straight ahead. Then, you will have to explode one on each side of the entrance above you. Simply defeat them by peppering them, and then ducking for cover. Once the two Schmaggon above have

also been defeated, backtrack to the 50 Health Icon and re-charge your weapons at the re-charger.

Now that the coast is clear, head down the path that the four Schmaggons were protecting to the left, and it will lead down a set of stairs. Peek out into the room and grill the Schmaggon that is below you in the corner to your left. Then, attack the one that is to your left by strafing right, firing, and then strafing left for cover. After the two Schmaggons have been dealt with, make your way down to the 50 Health Icon and re-charge your Awful Truth at the weapon re-charger. Then head through the door to the right. Go up a flight of two steps and when you get to the top, you are going to have to deal with two more Schmaggons. Firing upon them and strafe like crazy to the alley when they fire back to defeat them. Then, follow the path as it bends to the right and then open the door. Splatter the three Vuzzions that are hanging in the rafters and look behind the red box to acquire another 50 Health Icon.

Then, make your way out to the left and look up because you are going to have to strafe and firing until all four perched Vuzzions are splattered to nothing but goo. Afterwards, re-charge your Awful Truth in the area to the right and then, make your way to the left side of the crates and the path will wind to the left. You will see a Schmaggon in the distance. Fire at it until it explodes and then continue to walk straight ahead along this barb-wired path. As it winds to the right, you will do through a small cornerstone as it bends to the left. However, you will have to clear a path of two Schmaggons that are block the way to the left. Make use of them Ball Grenades. After the path is clear, walk on down it to the left. When you reach the bottom, you will get to tangle with two Vuzzions. Eliminate them and check behind the crates. You will find a 50 Health Icon and a ? Cheat Icon. View the incoming message and write down the cheat for later use.

From, here, head uphill through the green path to the left. Along the way, be sure to charge up your Awful Truth and your JX Rocket Launcher on the left via the weapon Re-chargers. When you get to the top, your first mission objective will now be complete. Now follow Alpha up the ramp and continuously fire at him while avoiding his lightning fast counter-attacks. Hit him from below and when you have ticked him off enough, he will drop the bottle of Grank in the corner and come down to fight you. When he does, head up the ramp while avoiding him and destroy the bottle of Grank. After the bottle of Grank is destroyed, the second mission objective is now complete and this syndrome is now finished as well. This will not be the last time that you will meet Alpha. You will meet him again.

THE BEST LITTLE WAREHOUSE IN TEXAS SYNDROME

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WALK SOFTLY, CARRY A NOISY CRICKET
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This is a stealthy operation, Junior, so tread carefully. Find your way to the aliens' warehouse, evading them if you can. Of course, if evasion isn't an option, deal with them in the usual manner. The aliens will be expecting some interference. They'll be on their guard,

so you must be on yours.

MISSION OBJECTIVES:

- + Use infra red goggles to get past Movement Sensors.
- + Find the Godfather's secret base.

You will start this stage off with just a Noisy Cricket and a J2 Standard and you will be on a street with boxes in the road. Make your way to the end of the street and make a left. Follow the corridor and blast away at the Crustaahl that moves right to left. 2 shots from the Cricket will take it down. Then, make your way around the corner to the right and then the left and you will receive an incoming message that states that you will have to pick up the Thermal Goggles to get by the Godfather's Motion Sensors. Move around the corner to the right and blast away at the Crustaahl. Then, make your way down the street, using the cartons for cover and blast the Crustaahl who is down the street in the distance. You will pass an alleyway on the left but you cannot go down it yet because you will need the Thermal Goggles but do take note of it.

Proceed down the long street and blast away the Crustaahl that approaches from the right. Turn the corner to the right and follow the path until you make it to an open area on the left filled with flipping Maskillians. Destroy all six who flip out with your J2 Standard and then search this whole area. In this area you will find: a 100m Health Icon, a J2 Weapon Re-charger, and the Thermal Goggles. Backtrack to the alleyway that will now be on your right hand side. When you get here, equip your Thermal Goggles and head on through. You will see the motion sensors straight ahead. Stand in front of the first one, and wait for it to turn off. When it does, pass through. Wait in front of the second one and wait until it turns off. When it does, pass on through. Then take those goggles off and make your way through the corridor to the left and then make a left at the dumpster. Mission objective one will now be completed.

This corridor will bend to the right and when it does, you will have to battle two Crusthaals at the end in the distance. Make a right and take it all the way down. Along the way, you will have to contend with a Crustaahl that is above you to the right. Make a left and a right at the dead-end and follow the long street all the way to the dead-end. But along the way, look to the left and grab the Global Positioning Icon that is in the open area. Also, if needed, there is another 50 Health Icon for you and a J2 Weapon Re-charger if you need it. Here at the dead-end, you will have to blast away at yet another group of Maskillians. Head through the dark room, use your Thermal Goggles to see, and pick yourself up a 50 Health Icon and a re-charge for your J2. Head down the steps in this room until it leads you out into another part of the dock.

Go around the corner to the left and follow the street as it turns the corner to the right. Go through the small tunnel as it break to the right and the go straight and make a quick right and the a quick left. Make your way down to the dead-end and turn the corner to the left. Here, you will have to disable another rowdy group of Maskillians with the J2. After splattering them, make your way towards the dead-end and turn left. Then take the street all the way to the end and when you see a huge shed to the left, you will get to splatter some more Maskillians who are waiting inside. There are about seven in all. Then, turn on your goggles again and do a thorough search of the

shed to find yourself a JX Rocket Launcher and a Noisy Cricket Weapon re-charger. Also, you will find some Ball Grenades in here as well.

Now that you are well equipped, head back out and equip the Noisy Cricket. Make a left and then a right when you exit the shed. Follow and when you see the two Crustaahl start coming after you, back peddle and fire until both of them have been liquefied. Then, continue on down the corridor to the left. Take it all the way down to the dead-end make a right and then a quick left. Here you will be able to charge up your Noisy Cricket at the weapon re-charger and also you will be able to grab a 100 Health Icon. Make a left out of this room and then make a quick right. Back peddle while taking shots at the three Crustaahl who try to whack you. When they have been splattered, make a right at the dead-end and grab the 100 Health Icon that is behind the van. Then, turn around and follow the street all the way straight ahead. Then turn the corner to the right and deal with the remaining three Crustaahl that are blocking the entrance to the ROXY, the Godfather's hideout. When the coast is clear, walk up to the ROXY entrance. The second mission objective is now complete. Thus, this stage is now complete. Nice work Agent J., you evaded when necessary and attacked when provoked.

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FAMILY GATHERING
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The Alien Crime Family is a lot stronger than we thought. Make your way to a meeting room, evading detection as you go. Once there, hide in a suitable place and take picture of the Godfather and his henchmen. With proof of a possible plot against the MIB, we'll have enough evidence to deport the Godfather back to his home planet. Good luck, Junior.

MISSION OBJECTIVES:

- + Sneak into the warehouse where the Godfather is holding the meeting, and be sure not to raise the alarm.
- + Take pictures of the secret meeting.

For this stage, there are not that many aliens to shoot and kill, but you will have to shoot, strafe, run away, turn around and shoot again and repeat this a lot until each alien is splattered into goo. So with that in mind and a J2 in your hand, here we go. You will start off in a room with a Crustaahl. Run around the room using the method above. After, 15 direct hit to the Crustaahl, exit the room through the door and head down the corridor to the left. When you see the Crustaahl heading down the hall with its back turned to you shoot it a couple of time and lure it into the room you were just in. When you finally bring it down, go through the door again and continue down the corridor to the left. It will bend to the left and then to the right into an open area. When you turn the corner to the right, shoot at the creeping Crustaahl and back peddle back to the room while shooting at it to liquefy it. Then make your way back to this open area.

After battling this Crustaahl, your J2 may be half empty. From the open area, walk straight ahead and head up the ramp that is on the left. Then make a left and follow the corridor to find the Ball Grenades. Equip this weapon and head back down the ramp and look to the left. Go through the entrance way that you see on the left. Make

a right and then a quick left and back peddle while tossing a Grenade Ball at the Klontik. Two direct hit will neutralize this alien. Then another one will appear behind it. Use the same method to get rid of the Klontik as well. Then, take the path to the left instead of the one previously to the right and it will bend right, straight, and then take another right where you will discover a J2 Weapon re-charger on the left. After re-loading your J2, follow along the corridor until you can make a left down the next corridor.

Open the gray door and go through but duck and watch the Crustaahl who is stuck in the electric field chamber get fried by the Godfather. It will then explode shortly afterwards. The Godfather will then walk through the door on the other side of the glass and the door will open to the left. From here, go through the corridor and enter through the center door through which the Godfather just entered. Crouch and crawl through the hallway and go left and then straight through the gray door. Equip your camera, stay crouched and stay behind the boxes and look to the right. Your first mission objective is now complete. Now wait for the incoming message to come through. When it tells you to take a picture, take it and mission objective two will now be complete. Thus, this stage is now complete. Nice work. But you've been spotted, run!

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BEST LAID PLANS
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The Godfather is chasing you and he's too strong for normal weapons. DO NOT try to engage him in normal combat. Escape the compound using any means possible. If you can trap the Godfather, so much the better. Do everything possible to evade capture. A captured MIB Agent is a useless MIB Agent.

MISSION OBJECTIVES:

+ Defeat the Godfather.

O.K. The Godfather has spotted you, so run through and open the door to the right. Then follow the corridor as enter the room to the right where you will find an Awful Truth! Equip this weapon, and follow the corridor as it break left and then right. When it breaks left again pummel the snot out of the Crustaahl with round from the Awful Truth and continue on down the path. Enter through the next room straight ahead rip through the two Crustaahl that occupy this room with the crates, and then follow the corridor to the right. The corridor will break left and then go uphill. Turn left at the top of it and splatter the Crustaahl waiting at the top. Then look straight ahead and plug the Klontik who tries to capture you. Re-charge your Awful Truth at the weapon re-charger to the right and then run straight and go downhill to the left ramp.

Along the way, plaster the Klontik who is squatting on the ramp and head on down to another room filled with crates. Make you way past them straight ahead and blast away at the Klontik who is against the wall. You will receive an incoming message that the Godfather cannot be harmed with our weapons. You already knew that though. Follow the maze of crates to the left and make a right down the corridor. Follow it as it bends right and go through the gray door on the left. Remember when the Crustaahl was fried in here earlier in the level?

This is how you defeat the Godfather. Hit the switch on the other side to open both of the doors. Then, lure the Godfather into the room by acting like a sitting duck. When he comes into the room, hit the switch and lock the doors. Then right to the right and activate the machine by tripping the switch in the center. Then seat back and watch the fun as the Godfather explodes in his own machine. Your mission objective is now completed and the curtain closes on another stage and syndrome.

THE HOME SWEET HOME SYNDROME

=====
ALIENS IN THE HOUSE
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Well, well, well. It's Agent Kay. So you've made it to your little building have you? No matter. We'll soon deal with you, word has it that you're out of ammo. The Armory is well guarded, so don't think about heading there...In fact, your entire HQ is crawling with Fmecks. It would take a mammoth effort to deal with them all. By the way, K., I'm sat in Zed's office. I think the decor suits me. When you got a minute, pop up and see me.

MISSION OBJECTIVES:

- + Disable the Fmecks portable force shield generator.
- + Locate Armory, and pick up some more firepower.
- + Emperor Fmeck was last seen in Zed's office. Head straight there.

Your back in the MIB headquarters this time and you only have enough ammo in the clip for the J2 so this stage will be really intense. Start by going forward and heading through the door straight ahead. Open it and grab the Global Positioning Icon that is inside. Then, open the next door and shoot down at the Fmeck on the right. This will get its attention and it will run up the stairs to the right. Another one will run up the stairs to the left. Hit him five time and then head back through the door. When the door open blast the one on the right and strafe to dodge counter-fire. Ten direct hits to each Fmeck will splatter them. Make every shot count. After they have both been defeated, head back through the door and head down the right set of stairs.

And look to the left and open the door. Back peddle while firing at the Fmeck and strafe to dodge its counter-fire. After splattering it, head through the door and head down the corridor, make a left, and then look in the room on the left and deal with the Fmeck in the same manner as the others. Then, open the door that was behind it and shoot the force field generator five times to destroy it. The first mission objective is now complete. Now we have to locate the Armory because you are probably down to half a clip. Exit the room and make your way back to the big area from where you have just come. Examine the other door on the right and open it.

Peg the Fmeck who is waiting on the other side and keep remembering to dodge its counter-fire. After it splatters, head on through the door straight ahead. Go through the door on the right and enter the MIB Interview room. Take down the Fmeck that is lurking in

here by the same means as all the others. Then, make a left and head up the steps in the back to find some much needed Ball Grenades. Equip the Ball Grenades to conserve any ammo that you might have left in the J2. Now backtrack, and make your way back into the MIB main area. Head through the door on the left and throw a Ball Grenade at it. Then, lure the one on the right and nail it with a Ball Grenade as well. It one will take one to two grenades to destroy them.

From here, head through the door to the right and throw a Ball Grenade in between the three Fmecks who are standing in the stairwell. Back peddle through the door and throw another one in case one Fmeck survives. This will take out all three. You might have one or two Ball Grenades left. Then, make a left and head up the stairs and open the door. Walk to the right and then to the left and throw a grenade at the unsuspecting Fmeck. It'll never know what hit it. Run straight ahead and make a right to enter the Armory! Mission objective two is now complete. Grab yourself an Awful Truth, a JX Rocket Launcher, Ball Grenades, re-charge your J2 and last but not least grab the 100 Health Icon. Payback time.

Equip the Awful Truth, exit this room and head through the left and then to the right. Take down the two Fmecks holding bazookas with ease with rounds from the Awful Truth. Then, grab the 50 Health Icon that is in the room to the right. Next, travel back down the stairs by eliminating three Fmecks along the way. Head down the stairs and go up the stairs to the right by walking straight ahead. Open the door, blast off a couple of round at the bazooka toting Fmecks and then back off. Open the door and finish the job by going nuts with the Awful Truth. You will have to defeat another Fmeck that is in the room with them. When all three have been dropped and splattered, the third mission objective will now be complete and this stage will also be finished as well. So, you have made it to the Armory, no matter. And you have managed to capture my guards. But, you have yet to capture me...

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TRAINING GROUND RE-VISITED
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Well done, Agent Kay. You have managed to arm yourself. But, as you can see, I'm no longer in Zed's office. Why would I wait around for your arrival? No, I prefer to move on...If you want to see your friends again, head towards the training grounds. I have set up a few surprises for you...A few of my Fmeck friends are dying to meet you. I doubt you'll score 100% this time...

MISSION OBJECTIVES:

- + Rescue the MIB Agents.

You start this stage back in the training room. You should remember most of this is you had chosen to start this game with the training mission. Equip the Awful Truth and head on through the door that is straight ahead of you. Head through the next red door an open fire on the two Fmeck that are standing in front of you. When they fall down and splatter, grab the Global Positioning Icon and head through the small door on the right. Crouch through it and open the door to the right. Nail the droid with two to three shot and make your way around the bend to the right. Pick off the next droid and grab the Ball Grenades for some extra firepower. Open the door and the exit

through the door on the left. Head through the next door on the right which is red.

Proceed down the yellow corridor and pick up the Energy Shield Pack along the way. When you emerge from the corridor look straight ahead and up and blast the Fmeck until it splatters. Then climb up the ladder to the left and grill the Fmeck in front of you. Make your way up the next ramp and make quick work out of the two Fmecks that are standing at the top. Don't forget to strafe to dodge their fire while you are shooting at them. There will be a 50 Health Icon at the top if you need it and this MIB Agent is now rescued. Head back into the main area.

Look to the right when you open the door and splatter the three Fmecks who try to impede your progress. Then, head through the red door that is on the left. Follow the yellow corridor and blast the Fmeck that is standing to the left of the 50 Health Icon. Then, blast the one to the right of the 50 Health Icon. When it falls over and explodes, grab the 50 Health Icon if you need it and re-charge your Awful Truth at the weapon re-charger. Now exit this room and head back towards the main area. Make a left and open the main door. Continue down the hallway and eliminate the two Fmecks that are standing guard at the end in the distance. Follow the yellow and white corridor as it bends downhill to the left. Then it will lead to a door on the right. Open it, go through, and blast the Fmeck that is in the window to the left. Just be sure to dodge its rocket when it fires back. Afterward, then dispose of the other one in the window adjacent to where the last one was.

Then, open the door straight ahead and grab the Energy Shield Pack and blast away at the three Fmecks that try to ambush you. Re-charge your Awful Truth after liquefying these three insects and then look to the left and shoot out the three druids that are holding the MIB Agent hostage. After disassembling the druids, continue your progress through the door and more MIB Agents will still need rescuing. Grab the 50 Health Pack along the way and make your way up the ramp and turn right. Pepper the bazooka toting Fmeck with the Awful Truth while dodging its rockets. After it is defeated, follow the arrows to the left and make your way along the conveyor belt. Splatter the bazooka toting Fmeck along the way and the head left. Hop on the next conveyor belt and turn left again. When you do, explode the Fmecks that appears to the left and then continue onward. When you get to the door, open it and head on through.

Head through the door to the right and blast away at the two Fmecks who are occupying this room. When the coast is clear enter the room and grab the 100 Health Icon if you need it. Then, exit the room and head through the door to the right. When you open the door, aim to the right and splatter the Fmeck to the right. Then, equip your Ball Grenades and dispose of the two Fmecks that are lurking in the room to the left. Also, a stray Fmeck might come in from the room that was straight ahead. Throw him a Ball Grenade as well and watch the fun. After clearing the room, enter it to pick up some Ball Grenades. Then, exit the room and go through the room to the right. Pick off the three remaining Fmecks in this room with the JX Rocket Launcher. There locations in the room are one above on the left, one above on the right, and one in the middle next to the MIB hostage. Once you have splattered them by picking all three off, the last MIB Agent will be rescued and this stage will now be completed. Hmm, you're stronger than I thought no matter. I have not been defeated yet...

=====
THE HQ HULLABALOO
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This time, Agent Kay, I'll make no mistakes! The compound has been set to self-destruct. It can be deactivated using 3 security keys, but only I know where they are hidden. Once the building is destroyed, I shall take to the streets with my minions and cause untold havoc - unless you can stop us. But I doubt that you can. I still have your comrades. They're a little glum; I hope you try to rescue them, soon. I really do...

MISSION OBJECTIVES:

- + Shoot Fmecks to find the security keys.
- + Deactivate the self-destruct mechanism using the 3 security keys.
- + Rescue your remaining colleagues.

I want to start off by saying that this is the hardest stage in the game by far and time is constantly ticking in this level. It is going to take a lot of luck as well as strafing skill. With that being said, equip the Awful Truth and grab the Global Positioning Icon that is straight in front of you. You will receive an incoming message that states you need three key to stop the detonation process. Go straight and open the dark blue door, don't enter, and splatter the Fmeck that is to the right. Then aim left, and pepper the Fmeck that is standing to the left. Then, aim into the window to the left and nail the Fmeck that is in there. Back step away from the door, look left, and make your way down the stairs. When you see the steps that go up to the right, blast the Fmeck and catch it off guard. Next, run up the steps, look to the left and fire your energy bullets towards the Fmeck standing to the left. Grab the 50 Health Icon and head back down the stairs.

When you get to the bottom, make a left, open the door, and head on through the big area to the soda machine. It is a weapon re-charger that will refill your Awful Truth. Then, open the door to the right and open fire upon the two Fmecks standing to the right. When it explodes, you will see the first key. Be patient; take out the flying Fmeck that is straight ahead and then tag the Fmeck who approaches from the left. You will have to take out one more flying Fmeck on the left. Do this and strafe to the right when it fires off a rocket. Now that the room is cleared, rush in and grab the key. One down, two more to find.

Re-charge your weapon at the Weapon re-charger quickly and then enter through the door to the right. When it opens, blast the Fmeck that opens the door that is in front of you. Upon splattering this Fmeck, another Fmeck will join the fight from the door on the right. Back peddle and fire until it is liquefied. Then, make your way through the door on the right. Open this door and fire upon the bazooka toting Fmeck. After it has been defeated, head on through the room, turn left, make quick work of the next Fmeck you find and make your way up the back steps to the left. On the way up, strafe and fire upon the Fmeck at the top. He will drop the second key upon splattering. Two keys down, one more to find. Head back down the stairs, and instead of going back into the main area by taking the left door, go to the right door, open it and pick up the 50 Health Icon.

Now, open the main door that was previously on the left, which leads to the main area. Blast like crazy upon the Fmeck guard up above you. After splattering it quickly, aim to the upper right and take out the other bazooka toting guard. Afterwards, re-charge your Awful Truth with whatever is left at the re-charger on the right. Then walk straight and head through the door that is on the right. Try not to take too much damage in this exchange. Open the blue door, go through it, and then look to the left. You will have to splatter two more Fmeck guards. After doing so, open the door that was straight ahead to finish off the Fmeck who comes charging out. Now, run down the corridor to the left, now that it has been cleared and go through the door straight ahead. Grab the ? Cheat Icon. View the incoming message and write down the cheat for later use. Exit the room and take the corridor to the right. Open the door at the end of the hallway and blast the Fmeck to kingdom come. It will drop the remaining key. Mission objective one is now complete now that you have all three keys! There is not much time left.

Exit the room and make a right. Go through another door and make a right. DON'T PANIC. STAY CALM. Open the door and blast the two Fmecks that approach from the left. Make your way through the main area and open the dark blue door to the next big area. Run through and enter all three keys into the computer. This will deactivate the self-destruct sequence. Mission objective two is now complete. Now make your way over to that soda machine in this room and re-charge whatever is left on the Awful Truth. Make your way through the white door on the right and open it. Stay in the doorway and turn to the right. Nail the Fmeck with rounds and then back out. Open the door again and aim to the left where a Fmecks is lurking at the top of the steps. Keep your finger on the trigger and blast away until it splatters. Take your time and head on up the steps to the dark blue door.

Open the door and run through the door that is to the right/straight ahead. Keep running and firing at the Fmeck who is straight ahead and do not worry about the one that jumps out from the left. Enter the room with the chairs and pick up the 50 Health Icon. Then, turn around and strafe from left to right as you blast the three Fmecks that try to come through. Enter the next room and strafe left to right while firing to take out the two Fmecks in this small room. After this room has been cleared, pick up the Carbonizer and equip it. Exit this room and go through the opening to the left. Walk straight through the next door opening and hang a left. Then open the white door on the right and let carbonize the two Fmecks that are straight ahead. Follow the corridor and it will break to the right. Grab the 50 Health Icon and send a blast from the Carbonizer into the next room to destroy Fmeck that is standing next to the Emperor. Then, target the field generator by hugging the wall to the right so that you have a straight shot without exposing yourself to the Emperor. Once you hit it 5 times with the J2, the Emperor's shield will go down. Re-equip the Carbonizer and fire a shot into the room. One shot from this powerful weapon will instantly take out the Emperor. Mission objective three is now completed as well as this stage. Finally, this syndrome has now drawn to a close.

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HOSTILE TAKEOVER
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This mission is the most important you'll ever face. The President is trapped. Aliens are slowly infiltrating the building, getting closer and closer to our country's glorious leader. She MUST be protected. Track her down. Crawl through the ventilation shafts. The other problem is just as serious...There are 4 bombs in the building. They need finding and defusing. This mission will be your proving ground, Junior. Succeed, you'll be bathed in glory. Fail... and the planet may not recover. Good luck.

MISSION OBJECTIVES:

- + Find and disarm the bombs that have been placed in the building.
- + Locate the President.

Welcome to the Whitehouse. Immediately equip the Awful Truth and pick up the Global Positioning Icon that is straight ahead. Once again, time is of the essence, so do not dawdle. From here, blow open the vent to the right with the J2 and then re-equip the Awful Truth. Crawl through the vent and head up the ladder. Then, crawl through the vent to the left and splatter the Kayzors who decide to drop in on you. Continue crawling through the vent after defeating the trio and make a right. Crawl straight through the vent and make a right again. When you turn the corner to the right, you will have to defeat two Klontiks. Afterwards, get out of the vent and head down the steps while gunning down the remaining two Klontiks. Pick up the ? Cheat Icon. View the incoming message and write down the cheat for later use.

Head back through the vent quickly crawl to the left then make a right at the next intersection. Finally crawl through the vent on the right and take out the two Klontiks that are residing here. Defuse the bomb and then pick up the Bomb Grenades and the 50 Health Icon. Head back into the vents and crawl to the right. Make your way straight ahead and shoot out the trio that happens to drop in along the way. Make a right and crawl out of the vent. Splatter the Kayzor that approaches from the right and then aim forward over the balcony. Take out the Klontik at it heads up the stairs to the left and then take out the one on the floor below. Pick up the 100 Health Icon and then tag the Gozonian that is hanging in the corner. Re-charge your Awful Truth to the right before making your way down the stairs to the left. Make your way down the second set of stairs and pick up the JX Rocket Launcher along the way. Next, crawl through the vent next to where the Rocket Launcher was as it bends to the right. Then eliminate the Kayzor along the way. Follow along the vent and blast away at the Kayzor when it breaks to the left. Exit the vent at the next left and destroy the two Klontiks who are in this room. Then diffuse the bomb quickly. Two bombs down, two more to diffuse.

Re-charge your Awful Truth at the weapon re-charger. Also, pick up the 50 Health Icon and crawl through the vent again and move through by going to the left. Blast the trio of Kayzors that are in the vent and continue to crawl as the vent slopes down. Make a left to exit the vent and pick up the Bomb Grenades and the 100 Health Icon. Then, as the music intensifies, blast away at the three Klontiks who start to head up the stairs on the left. After splattering all three, head down the stairs and crawl through the gray vent that is located on the left. Crawl along as it bends from to the left and then the right. It will

lead to a room full of crates and Kayzors. Liquefy all three Kayzors that are crawling in this room and then diffuse the bomb that is to the right. Only one more bomb left to find. Pick up the 50 Health Icon and then head back into the vent.

As you are crawling through the vent it will bend to the left and then to the right. Instead of taking the stairs back up, crawl through the small vent to the left and grab the Energy Shield Pack and take note that there is a JX Rocket Launcher Re-charger here as well. After crawling through the small vent, emerge from the vent, and fire at the Klontik above you. Re-charge your Awful Weapon to the right. Then, make your way up the stairs while strafing and plugging away at three more Klontiks. Make your way up the four flights of steps and open the door to the right. Go through the door and walk straight/right to disarm the final bomb. Your first mission objective is now complete.

Back out and head down the corridor to the right. When you get to the end, make a right and open the door. Blast away and splatter the two Klontiks who are lurking in here with the president but do not shoot the president. When these two aliens have been turned into goo. Your second mission objective will now be complete and this stage is now finished as well. Stage 1 is now complete, well done Agent J. Now make sure that the president comes to no harm.

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HAPPY BIRTHDAY, MS. PRESIDENT
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J., hold fast. Our thermal sensors show that there are massive number of aliens on the move - and they're heading your way! Stand your ground and make sure the President is unharmed. Once the president is out of danger, make sure you round up any alien stragglers. We don't want any of this leaking out to the nation's press.

MISSION OBJECTIVES:

- + Protect the President from the alien intruders.

This stage is reminiscent of the protect the Godfather stage, however the president is the one you have to protect in the middle. You start this stage in a white room. The weapons that you have in your inventory are: the Awful Truth, The JX Rocket Launcher, and the APR. Equip the APR to start and head on through the door into the next room and to the right. Open the next door and you will see the President in the middle. You can only fire down from the balcony. Run to the right side of the balcony and blast the first two Maskillians that emerge from the closest door to your right. Switch to the Awful Truth and fire across at the two Maskillians who approach from the door which I will refer to as the center door. After blasting them, switch to your APR and blast the Maskillian that emerges from the door closest to you. After it splatters, strafe to the right, switch to the JX Rocket Launcher and fire three shots and blast the two Maskillians who emerge from the door to the right. Then, switch to the left Maskillian and blast him with a shot from the launcher. Then, switch back to the Awful Truth and spread out your attack on the remaining four Maskillians so their attacks keep getting interrupted. After this four have been splattered, you will get a short break. Recharge the APR and a Green Health Icon will heal the president fully. Get ready for round

two.

Equip the APR and stand in the middle. Shoot the Borf who tries to run down and then turn your fire to the Maskillian who approaches from the left. Then, blast the Borf that runs down from the right. Then blast the Borf that runs down from the center door. (When the Borf is running towards the President target the APR right in front of the President to hit the Borfs much more accurately) Another Borf will run down from the right. Peg it before it reaches the President. Then, turn your aim to the left and nail the Maskillian that emerges from the door on the left. Next, a Borf will run down from the right. Explode it before it reaches the President. Finally, defeat another Maskillian that emerges from the door on the left. A Health Icon will drop down to heal the President yet again. Take this time to recharge your APR and get ready for round three.

Stand right near the Re-charger and blast the two Klontiks who come out of the closest door. Then, equip your Rocket Launcher and blast away at the Schmaggon that approaches from the door on the right. Better make these ones count. It will take three shots to take this sumo alien down. After you do, the mission objective and this stage will now be completed and the tragedy will now be averted for the time being. Nicely handled, Junior. The President got through it relatively unscathed.

=====
THE FINAL CONFLICT
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This is it, Agent Jay. Our sensors report that both Alpha and the Godfather are in the building. They can only be after one thing...The President. Make sure she comes to no harm. Clear the building of ALL aliens. When you face the Godfather, make sure you're strong enough when you bring him down. Alpha will be a much trickier customer, but he needs to be handled in the same way. Oh and Junior...be careful out there. Alpha is an EXTREMELY dangerous criminal. Even if it looks like he's defeated, he's sure to have another trick up his tentacle sleeve.

MISSION OBJECTIVES:

- + Stop the Godfather at all costs.
- + Alpha is somewhere in the building. Make sure he does not escape.
- + ??????????????????????

This is it, this is the last stage in the game. You will start off with three weapons: the J2 standard, the S4 De-atomizer, and the Awful Truth. Equip the Awful Truth and head through the door on the right. Go straight down the corridor and when you turn the corner to the left, blast away at the Crustaahl as it runs towards you. Open the door to the right and splatter the Crustaahl who is inside. There is an S4 De-atomizer Weapon re-charger in here so switch to the S4 De-atomizer, exit the room, and head down the corridor to the right. Open the second elevator door on the left and blast the Gozonian who is trapped inside. Then backpeddle and aim to the right as two Crustaahls appear and chase you. After you have dealt with them, go down the hallway and turn left. Enter the first door on the left and aim right to take out the Gozonian who is guarding the 50 Health Icon. Grab the Health Icon if you need it and exit through the door from which you came.

Make a left and watch as a Gozonian moves right to left. Go through the doors on the right and take out the four Gozonians that are lurking here. Then leave through the door and head down the corridor to the right where you saw the Gozonian move right to left. Make a right at the end and open the door to the left. Plaster the Crustaahl that emerges. Then, grab the Fire Extinguisher and re-charge your Awful Truth if necessary. Exit this room and head to the right and go straight ahead down the ramp and then turn right. Equip the Fire Extinguisher and use it to put out the fire. Afterwards head right. Blast the Gozonian with the Awful Truth and then open the door to the left. Plug away at the Crustaahl who resides inside. Then, pick up the Key and exit from this room.

Go right upon exit and follow the hallway as it bends to the left and then make a right and finally head through the doors to the left. When you enter, you will recognize that you have already cleared this area of Gozonians. Now, use the Fire Extinguisher to put out the flames to the right. Then, blast away at the Gozonian when he fires at you from the elevator. Turn the corner to the right and blast the Gozonian here. Then open the elevator door to the right to pick up the APR. Then check out the door at the end of the hall to blast away at another Crustaahl. Next, exit this room and blast the Gozonian who is sitting on the couch. Open the elevator door that is to the right to obtain the 50 Health Icon if needed. Then go towards the end of the hall where the Gozonian was sitting and splatter another on that is sitting to the right. Finally, re-charge your Awful Truth at the Weapon re-charger.

From here, go down the hall and open the first brown door on the left. When you open it, back peddle and destroy the Crustaahl who tries to bum rush you. Then, enter through the door and make a right. Lure out the next Crustaahl and deal with it in the same manner. Move onward and the corridor will wrap you around to the left. When it does, fire away at the Gozonians on this floor and then strafe left behind the wall for cover. Then, strafe right and blast the Crustaahl that was behind the Gozonian. Next, look over the balcony and tag the next Gozonian who tries to crawl up the steps to the left. Then, fire over the balcony and take out the two Crustaahl on the floor below as well as the Gozonian. When all is clear, head across the balcony towards the steps but make a left and a quick right to the door and open it. When it opens, take out the two Gozonians who are lurking here and re-charge that APR of yours and grab yourself a 50 Health Icon. Now, make your way down the stairs and head through the door on the left.

Use your Fire Extinguisher to put out the flames and then nail the Crustaahl at the end of the mini hallway when it opens the door. Go through the door and pick up the Key and the 50 Health Icon if needed. Now go back out to the main room and you will receive an incoming message stating that your weapons have been upgraded to tackle the Godfather.

GODFATHER BOSS BATTLE: This is how you defeat the Godfather and his two Crustaahl henchmen. Go to the doors on the left but do not be too close open it and fire a stream of Awful Truth bullets and get away from the door. Do not get greedy. Then go to the other door on the left and do the same thing. Basically, you are opening the door, firing a few rounds, waiting, and then using the other door and repeating the same process. This way, the rounds chip away at the

Godfather's health, and you take little or no damage whatsoever. (By the way, there is a ? Cheat Icon to the left. Grab it if you want but I have already included it in the "Cheats Found Throughout the Levels Section" so you do not have to.) Continue this practice until the Godfather drops off of your radar screen. Then enter the area and the first mission objective will be complete.

The next part of the level will load up and you will now get to face Alpha. Note: If you fail anytime during this part, you will get to retry this stage from this point! Having said that, your health is at full and your weapons include the J2 Standard, the Awful Truth, and the JX Rocket Launcher.

ALPHA BOSS BATTLE: Equip the Awful Truth and open the door to the left. Fire a stream of bullets at Alpha and stay away from the door until it closes. Then, repeat the same process as above until Alpha finally drops. The second mission objective is now complete. This is the easy part. Recharge your weapon at the re-charger behind you and get ready to fight the second form of Alpha. Remember when Zed said that Alpha has another trick up his sleeve, well here it is. When you reopen the door to the left, equip the JX Rocket Launcher and blast the tentacle that looks like a sunflower. It will shoot rockets at you if you do not destroy it. Then, destroy the other rocket launching tentacle to the right of it. After that has been destroyed, use the Awful Truth to clear away the green tentacles that are grounded. After they have been exploded, re-charge your Awful Truth and open the door on the right. Concentrate all of your fire at the Alpha Head. After it explodes, take out the two tentacles in the background and head on through. Now the Weapon Re-chargers are on the right side so re-charge your Awful Truth here.

Next, take out the two plants that are firing rockets at you, one on the right and one on the far left with the Awful Truth. Then switch to the Rocket Launcher and blast the Alpha Head with it. When it disappears, re-charge your Awful Truth at the re-charger and then wait for the Alpha Head to re-appear. It will appear on the right hand side which is right next to a rocket launching flower. Take it out with the JX Rocket Launcher and then when the Alpha Head shakes, get ready to strafe because it is about to retaliate by firing. Look to the left and destroy the rocket launching flower that is to the left. Then, shoot off another rocket at the Alpha Head.

It will disappear one more time and will re-appear in the center. This time, there are no more rocket launching flowers to attack. Just the Alpha Head in the center. Three direct hits to the Alpha Head will defeat Alpha for good. He will let out a horrible scream and the final mission objective will now be complete. Congratulations! You have saved planet Earth from the scum of the universe once again. Now, sit back and enjoy the ending cinema.

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CODES FOUND THROUGHOUT THE LEVELS
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TINTEDSPECS (Ticket to Re-Gen): Zeeltor has developed some cool new MIB shades, See what you think.

ALIENEYESVIEW (Into the Lair): Lets you play the game as through the

eyes of a Gozonian

MAGICPOCKETS (Super-Gun Shenanigans): Rather than picking up weapons through the level, the player has access to them at the start of the level.

RUNSLIKETHEWIND (Granks Away): Lets the player move through the levels as though they had a constant speed power-up. With this cheat enabled you are able to move like lightning.

ADMINISTRATOR (The HQ Hullabaloo): This cheat will give you complete access to the MIB Database.

HOTPEAS (Hostile Takeover): With this cheat, you can watch all the full motion video clips without completing the levels first.

BACKSTAGEPASS (The Final Conflict): This cheat unlocks all the levels from the level select option in the main menu without you having to complete the previous levels first.

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ACKNOWLEDGEMENTS
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