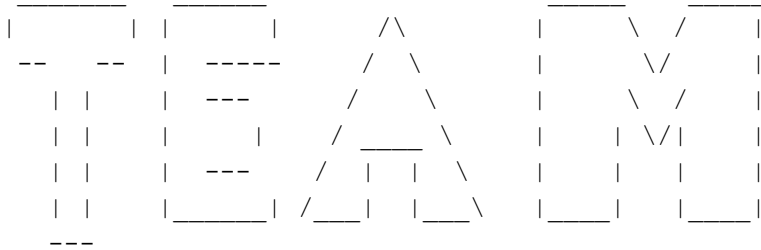


Team Buddies FAQ/Walkthrough

by BombZero

Updated to v1.5 on Jun 20, 2001



BUDDIES

FAQ/Guide/Walkthrough

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Version History:

1.5

June 20, 2001

Ok, I added the walkthrough for Ori-Mental Fields, and some other things you should check out.

This was an average update.

1.4

June 16, 2001

Alright, the strategy for Chilling Fields is up. I'm beginning to have the feeling that hardly anyone has Team Buddies, is it just me? Uh.....Nah. Anyway this was an average update.

1.3

June 12, 2001

I have just finished the strategy for Droopy Woods. I guess that's it.

An average update.

1.2

June 11, 2001

I just added another world of walkthrough for Dirtbox desert (FYI I have beaten the game, it's just that I'm too lazy to write the whole FAQ in a day), updated the legal junk section, and I guess that's about it.

Between the big and average sort of update.

1.1

June 9, 2001

I have added extra walkthrough for some levels, and some hints too! Plus I fixed the difficulty ratings so they seem more appropriate to fit that level. Don't worry, I will add some more stuff once I get around to it ok, be patient.

This was an average update.

1.0

June 8, 2001

Hello, I have just started this FAQ because there was no other Team Buddies FAQ on the Net! (Well none that I could find anyway)

So now I have the duty to make this FAQ, which is my first so don't burn me right away okay? You should be grateful you have some help at all!

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Controls

Ok this is where you will find the basic controls of the game, slightly confusing at first but you'll get the hang of it soon.

The directional pad is for controlling your Buddie, you can also use the analog stick if you want to.

Start: to you guessed it, pause the game! Wow what would we do with it? It also brings you to the pause menu.

Select: Changed your view when playing the game.

X button: jump

[] button: Fires your weapon/Pick up/Drop/Throw crates

O button: action (get inside vehicles, kick crates) Also taunt some other player in multi-player only.

Triangle button: Switch to another Buddie to use. (if you have more than one, the other Buddie that you are not controlling will be controlled by the computer.

L1: Look at something and press L1 and your team members may attack (enemy, enemy base, ect.), pick it up (crates) , get in (vehicles).

L2: When your too lazy to build your own stuff press L2 to toggle through the things you can build and your team mates would do it for you, but when they are done building it make sure to grab it before they do if you make them wait too long.

R1: Strafing, or when a target goes over your enemy press and hold it to circle around them. Also press when you are inside a tank to center the turret in the middle.

R2: Use your binoculars to look far distances, you can also give orders with L2 while using the binoculars.

Overview

The idea of the game is simple and quite fun:

Blow up your enemy or die trying.

The characters are called "Buddies" and kind of look like a cross of Bomberman and Lego kind of look.

Looks cute? Well just wait till you start playing then it gets a little ugly.

You begin the game all by yourself and you have to find crates . These crates can be kicked opened by pressing circle, when opened you either get ammo for your weapons, or hearts which restore HP.

Crates can also help you build things. When placed on your stacking pad you can build more buddies, weapons and vehicles.

1 crate: light weapon

2 crates horizontal: grenades

4 crates horizontal: heavy weapon

4 crates vertical: Different Buddie

2 crates vertical: Buddie

8 full: vehicle

Super crate can also enhance what you are building, all you need is what to make what you are building "super". For example, if you make a regular Buddie but instead of using the regular crates you use the special blue and yellow with the red. The result, a regular buddie that is faster, in a way stronger, and smarter.

The reason I did not specify what the different variations make is because weapons, Buddies, and vehicles differ from level to level and from world to world.

If you select single player mode at the main menu you will have some neat objectives and mission. Be warned though that most of these are quite hard. There are many different objective that range from protect the generals to rescue some penguins and liquidate everything! There are also side objectives like for example the main objective is to protect some soda pop factory, but you can also destroy the enemies but if you just fulfill the main mission you won't be able to gain certain secrets and cool things for battle mode.

Now in multi-player mode you gain certain mini-games as you progress through single-player mode. Let's say you completed this level with all objectives met, then you will probably be awarded with a new mini game like bomb ball.

You can also be rewarded with new building schemes to choose from, ghost modes, skins for the buddies, new battle maps and much more.

Now here is the description of the mini-games for multi-player mode. Computers can play too just in case if you have nobody to play with.

Death Match:

In this mode you build, fight, win or die. Just destroy everything that moves! (Except your own team! Duh!)

To unlock: You already have it

Domination:

In this game, you must touch an item, like a trash can, ankh, tree, whatever it may be, just keep it your color by touching it and when the time runs out whoever has the most areas controlled wins pretty simple huh?

To unlock: Beat That's Rubbish with all objectives met

Capture:

In this game you must go to your opponent(s) base and steal an animal and take it back to your base and put it inside the animal pen. The more animals you steal the more points you get, same for them, so get ready to steal!

To Unlock: Beat Piggy in the middle with all objectives met

Bomb Ball:

To me this is one of the most fun mini-games in the whole game! Your Buddies have infinity continues so don't worry if your about to die, you'll come back. So you start off in your side of the field, a bomb appears in the middle of the field, pick it up run and throw it at your opponents goal (make sure it's on the bomb pad) and run like the wind!

Once you have enough points or your time runs out the game is over, sound easy? Sort of, maybe, you decide.

To unlock: uh... I forgot, but I think you have to beat one of the Egypt world levels, or one of the snow levels, sorry but if anyone knows email me!

Story

Well, Buddie land was quite a peaceful place, somewhere where you could take your kids and not worry about a thing. Well one day a giant block eclipsed the sun! Then all of a sudden crates began to fall from the sky! One Buddie just kicked a crate open and found a rocket launcher, another Buddie picked it up, "What's this?", he asked, the other Buddie shrugged and looked into the hole, Blam!!!! Only his shoes were left of him.

Soon there was sparks flying everywhere and lots of empty shoes were lying everywhere. Though when night time came Buddies began to form groups and they retreated . The next morning we found our base destroyed and smoking! That

was giving out the signal that "Hey our base is destroyed! We're losers!" all throughout Buddie Land! The Next day we showed them that we may have lost the battle, but we have won the war! But now , other groups have heavy weapons of mass destruction

Well that's how it is and will probably be for a while. Nobody know where those crates came from but for sure killing each other may not be as civilized but it sure is fun!

(I got some of this from the instruction booklet, but redid it a little)

Walkthrough

World 1
Central Park

Battle Hill
Difficulty *** of 10
Objective: Destroy all enemies

When you start the level, make a rocket launcher by putting 4 horizontal crates together on your stacking pad, after that quickly make a commando Buddie by stacking 4 vertically. Once done order to make a weapon for himself and just proceed to the enemies base South east of yours. When you get there hide behind their base and start shooting like heck! If you position your self correctly you can make them hit their own base. If you are fast enough you can keep them from making more weapons and buddies, would make your life a whole lot easier! When you fight them try to stay a much as possible away from the crates so when they need health they won't get any! Just keep your health high and you can beat 'em!

That's Rubbish
Difficulty **** of 10
Objectives: Destroy enemy team and touch all the trash cans.
Side objective: Pick up ten pieces of rubbish to really impress the president.

When you start the level quickly build another buddie, commando is preferred, then order him to build you a heavy

weapon, one for you and yourself, and build another buddie, and make a weapon for him too, while he is working on stuff go around collecting rubbish and looking for fallen trash cans, this way if they get knocked down again you know where they are. Now once your teammates are done building weapons and all that good stuff assault the opposing team! Destroy their base first and then their buddies, once done with them , its time for some community service.

The easy way to spot unturned trash cans is to check on your radar. If you see a yellow square, then that's an unturned trash can. There is one by your base, one by your enemies base, one by a plateau with lots of crates, another on another plateau with lots of crates, one southwest of your base, and another north east from the enemies base. Okay so you want to get a perfect score on this?

Well then that means you have to start hunting for rubbish. (literally)

Rubbish can be found behind buildings, in between hills, besides some trash cans, and some other places where it is hard to see.

An easy way to find rubbish is to change your view by pressing select, this could be very helpful when you really need to find some rubbish. Remember though, once you kill the enemies buddies and fix all the trashcans then the level will end, so leave one unturned so you can begin your trash hunt.

On Yer Bike

Difficulty *** of 10

Objectives: Ride your bike back to your bike park.

Side-objectives: Destroy the enemy team.

Okay so the yellow team has stolen your bike, and you want it back? What to do? Go there and ride it back in the heat of battle? Not that simple. Why? Well, if you want to get your bike destroyed and fail the mission go ahead, but take it from me, destroy them first. I know, it will take longer but it's worth it. Start out by building another buddie, order him to build some weapons for you, you should help him (remember if you don't act quickly, those yellow dudes will send a tank over to squish you) . Once done, order him to make stuff for himself and then go alone to destroy the enemy base, hide behind it so the enemies might hit their own base accidentally. Take them out, and anytime soon some reinforcements may be coming soon. Once there're finished shoot the bike stall off your bike and ride it back to your bike park. The reason its best not to just ride it back is because it's already in pretty bad shape and a couple of shots will give you a failed mission. So just follow my advice and you'll be okay! (hopefully)

Bow Wow Ker Pow

Difficulty ***** of 10

Objective: Protect your base for 5 minutes until the dog bomb squad arrives.

Side Objective: Defeat the enemy team.

This level can get quite annoying. When you start out build another buddie, (best if he's a commando) then begin to make a rocket launcher for yourself and for the other guy, then quickly make another commando buddie and make a weapon for him, repeat one last time and order them to protect the base. If you want to, build a tank (8 blocks full) this would make it lightly easier, then go on by your self to destroy the enemy base, (north west of your base) destroy everyone of them! Quickly head back to your base and back your people up from those evil bomb dogs. By then anyway the time should almost be up and you'll taste victory!

World 2
Insane Plains

Country Vile
Difficulty ***** of 10
Objectives: Find and bring back the farmer's tractor and keep them both in one piece, punish the culprits.
Side objective: Destroy enemy bases

In this level enemies attack quite fast, especially the yellow team. In your not quick enough they will send a tank to clobber you! So start off by making a heavy weapon (gattling gun) and another buddie, if you want to (they WILL die quickly) now start shooting trees to get ammo and power-ups, once you have a shield start attacking the bases and enemy buddies. (Best to destroy the yellow first). The orange team is south of your base, and the yellow is south east. If nobody is inside the turret cannon go inside and you can damage the buddies and maybe their base with out taking damage (that is until it starts to smoke and you can't move anymore, that means get out!!!!). Once finished knocking out both teams (its ok to leave the farmer alone he's a grown boy, and also make sure to NEVER fight near your base because that leave the farmer vulnerable and he COULD die so be careful) head for the far-southeastern area (by the bull) to find the tractor now with all those trouble makers gone it's a safe trek towards victory!

Piggy in the Middle
Difficulty ***** of 10
Objectives: Rescue the pigs and put them back in their pig pen.
Side objectives: Destroy those thieves and their bases!

This is quite hard since the pigs can wander through enemy fire and get killed, and plus since you have a timer! Start by building a heavy weapon for you, then another buddie, tell him to make a gun for him, repeat until you are sure you can beat the level, now just in case, (if you want to) build a tank or two to help on the assault on those evil-doers, or you can be a slacker and stun the pigs (punch 'em a couple of times, and press square to pick them up) and carry them back without annihilating the enemy! No fun, but hey its your choice, right? You can also shoot the trees for some shields and ammo. You could find the pig pen by following the pig foot prints on the ground. Remember you can always find pigs on your radar if you get lost or can't find one. Just make sure the pigs don't get killed!

Quarrel Some Quarry

Difficulty ****

Objective: Liquidate everything that moves!

Start out by building another buddie, order him to make a weapon for you, (best if you help him) and make another for your teammate, repeat the process until you feel ready, (it would be nice to have a tank or two around) now start clobbering! The blocks are in the center of the battlefield if you have a hard time to find any. Blue blocks are usually by the river.

The Rong Brothers

Difficulty *****

Objectives: Protect the generals from the bombs on their way home, shoot the Rong brother out of the sky!

Okay, this is probably the first boss battle in the game! (in each boss battle you can't build anything, and you don't have any weapons at all!) Begin by running north east towards a bus. Every time you come to a stop sign a general will come out. There are two techniques in order to protect them.

1. Pick up and throw the bombs in another direction.
2. Stun the general pick him up and throw him inside his house.

I prefer the second strategy easier because the bus can't blow up and its less likely for the general to die, just make sure you have the right house! The first isn't as good because you could throw the bomb in the wrong direction on accident, and because it very likely you will be caught in the explosion. So whatever strategy you choose just make sure the generals stay alive! Once all the generals are safe, a mega-block will appear, open it and get inside the plane and shoot down the Rong brothers!

Dirt Box Desert

A-Nile-Ation

Difficulty ***** of 10

Objectives: Claim Ankhs and make them your color for your team, have the most points in 7 minutes.

Side Objectives: Destroy all the enemy bases

Okay, another domination game. You could have a rough start but its gets pretty easy by the end. Start out by building a flame thrower, then a ninja, quickly switch by pressing triangle, order them to make a flame thrower for you. Now hold X and jump around quickly touching all the ankhs and go back, they should be finished by then. Get your gun and order them to make something random (hold L2 then release after a world appears)so they will make what they need. Now its time to clobber those losers! Hide behind a base and start shooting! Need ammo? You can shoot trees for power-ups, health, and ammo. Blow up each base one by one, and claim each ankh for your team! Victory has never been as simple as this.

Who-Ra

Difficulty: **** of 10

Objectives: Claim the sacred ankh of Who-Ra for yourself.

Side Objective: Get the staff of Ra

Well of all, this level is a one man job. Trust me on this, you'll will soon find out. Anyway when you start follow the foot prints from your stacking pad to a pedestal thingy. Jump from there to the hill. From there jump on the tree and across. Keep going west until you find a bunch of blocks. Throw the blocks on the east side of the hill. (throw as many as you can until enemy tanks arrive)then throw the blocks on the hillside from whence you came and take 1 crate and set it right by the hill. Jump on it and jump up back to your side of the hill. Now build a flame thrower. Did I remember to tell you to step on that green button by the oasis? If you didn't step on it now! Now after you have your flame thrower, and stepped on that switch its time to destroy sphinxes. Why? Don't question me just do it! Destroy both of them, and from the top sphinx go south west to find a mega crate. Yay! The staff of Ra is yours, what do you know, it's a weapon as well. Now its time to "pop" some rebel buddies! (take note of your health and ammo supply as you enter enemy grounds because Ra's staff uses quite a lot of ammo, and there are missile turrents everywhere). After you are done blasting them to pieces, destroy the obelisk south west from the enemies base. Step on the teleporter and your done. Now wasn't that easy?!

Camel Strain

Difficulty *** of 10

Objectives: Escort (and protect) the camels to the oasis

bazaar

Side Objective: Destroy the enemy team.

First just let the camels go around, don't worry they'll be fine. (just enough time for you to smash the enemy into pieces) Start by building a ninja, switch to him and order the other guy to build you a flame thrower, once done, grab it and order a world command (press and hold L2, then release when a world symbol appears) Leave them alone and go to a tree find a shield and start destroying their base (destroying their automatic missile turrents makes it easier) destroy their base then them. If you did everything correctly you should be able to finish easily. Now just lure the camels to the base and eventually they will get there!

Sphinx Jinx

Difficulty: **** of 10

Objectives: Destroy anything that moves, DESTORY THEIR BASES

First of, just make a flame thrower, get some ammo, go north, destroy that base, get a shield, go south west, destroy another base, get another shield and start pounding on those buddies wandering and fighting against each other by the pyramid. That's it plain and simple. Expected more? Too bad, guess you just have to live with it.

World 4

Droopy Woods

Camouflage Sabotage

Difficulty ***** of 10

Objectives: Protect the secret soda pop facilities.

Side Objective: If you save both facilities you will be given the highest ranking badge.

First, when you start the level, make a cyborg, (four blocks vertical) and make a heavy weapon. Tell the cyborg to attack the tanks, (don't worry he can mess 'em up pretty bad) After that take a buddy, and activate the switch east of the soda pop facility, go north and grab the helicopter and start to wreck havoc on their bases. This will draw the attention away from the soda pop facilities. Now start to attack the enemy troops. Hopefully if you still have your helicopter, this would be easy. Just make sure that both facilities don't get destroyed.

Flock Rocking Bleats

Difficulty *** of 10

Objectives: Eliminate the rebels

First make a ninja (four blocks vertical) and then make a heavy weapon (four pack rocket launcher) and order your team mate (make sure to switch to the ninja) to make a weapon for himself. (you can also order the computer to choose what he needs by holding L2 and release when the world sign appears) Now you're a ninja with a four pack rocket launcher, so the best thing to do is to start trashing these rebel's bases! One is in the northwest, southeast, northwest, and our base is in the south west. After disposing of their bases it's time to take out this rebel scum, which I might add, is quite easy, you could probably do it yourself without looking at this guide, cuz this level is an easy one indeed.

Nursery Crimes

Difficulty **** of 10

Objectives: Save little red riding hood from the evil witch

Side objectives: Save little Bo Peep's sheep and put them in their pen.

First of, start by building 3 cyborgs, then make weapons for all of them, then if you want to, make a tank or two. After that, start attacking the enemy base and destroy them entirely. Don't worry about the sheep, if they die, they will come back. Now if you want to save the sheep, lure them in, (like with the camels) and bring them back to the pen (follow the sheep paw prints in the ground). Little red can be found by going north of enemy territory and destroy the ginger bread house, little red will now follow you, bring her back to base and be glad that's done!

Ewe Fiend

Difficulty ***** of 10

Objectives: destroy the Wolf Tank and Captain Anthrax

(hint: Anthrax's tank can recharge by sucking up sheep, so try to lead him away from them)

Darn, another boss level...

Anyway start out by running north west and grab that gun in the mega-crate, start destroying the teleporter devices he uses to teleport around, return and grab the shield power up that appears occasionally. Every time there is a new mega-crate available go get it! That is vital to your survival! Once you have a shield and any suitable weapon that could do damage (gatling cannon is the best you should use against him, it will come in a mega crate later on). After his tank's HP is low and is about to blow up, run like heck!!!! You might get caught in the explosion, so did you beat the level yet? Well, remember you still have to kill captain Anthrax. If you survive congratulations, if you die, try again, anyway just be happy you have someone to help you with this game!

World 5

Chilling Fields

Ice Scream

Difficulty ***** of 10

Objectives: Litter the area with smoking boots

Start off by building a ninja. Switch to the ninja and order your team mates to make weapons for themselves (L2 remember?!), you don't have to make a weapon for the ninja, because you can find the all powerful flame jet north and to the right of your base. You can use my strategy by going around popping (gotta love that word!) enemy Buddies. Pretty simple mission, except, if you get frozen, and get punched/ shot (by any other gun besides the freeze and liquid nitro gun) you will instantly get popped (actually it depends how frozen you are, but still be careful!). Pretty simple and straight going level.

Herdy Birdy

Difficulty ***** of 10

Objectives: Bring the penguins safely to the south pole (literally)

Side objectives: Destroy enemy buddies

Start off by making another buddy, (make sure to be as fast as you can in this level, it really makes a difference!)now make a gun (multi-orb gun is better, it helps do away with the enemies faster) and head west to the enemies base alone (make sure to issue a world command to your team mate, and when you move out, make sure not to make contact with the penguins, because if they follow you into enemy territory, they will pop. Anyway, just destroy the enemy buddies, but not their bases because it takes way too long. After your down with the western enemies, go south east and demolish them (make sure you popped each and every enemy buddy, Yetis are optional). Quickly run back to your base and walk up and touch each penguin and make sure they all follow you to the south pole (south western side). This is where it gets hard! The penguins are too slippery on ice, so if they try to follow you they WILL slide around the screen making it hard to get them to the south pole in perfect time. If you did it correctly, I congratulate you on one of the hardest levels (to me anyway).

Sub Zero Hero

Difficulty **** of 10

Objectives: Find, save, and bring back Dr. Madasalorrie

Side objectives: open a can of whoop @\$ (TM) on your opponents.

Start out by building another ninja (two vertical) and order him (remember to switch to the ninja) to make a multi orb gun for you. Now make a tank for yourself, and then afterwards order a world command to your team mate to make things for them. Now with your tank, go up to an enemy stacking pad and shoot at the ice shooting turret (be sure to be as far away so it wont notice your shooting at it,

but close enough to damage it) do this to all the ice turrets, then destroy the enemy bases and buddies. Once done get out of your tank. Have you noticed the mountain with crater in it? Well now is the time to go there, jump (and walk) to the top with your ninja and shoot the ice cube. It will melt exposing the scientist (what's his name again?), now he will follow you, bring him back to base and you are done, yay!

Kill 'em 'N Scarper

Difficulty ***** of 10

Objectives: Guide the Dr. to the enemy factory base, protect him on the way back to your base, and make sure he gets his disc.

First start off by making a cyborg, then an ice gun for him. Make a multi orb launcher for yourself (commando), then tell him to build another cyborg, while you attack the orange base (west of your base) so they wont be able to build things. Once done if you are still in one piece (hopefully), make a multi orb launcher for your other cyborg. Now the reason I didn't have the other cyborg with an orb launcher is because with an ice gun, you can freeze them, and punch them once to shatter them, no matter how much life they have! So switch to the cyborg with the ice gun and begin a full scale assault on the yellow base (north of your base) but, watch out for there are ice turrets waiting for you. Once finished with the enemy annoyance guide the Dr. to the factory place, get the disc (destroy it after) and return to base. Simple? Probably.

World 6

Ori-Mental Peaks

Chocks Wa-hey!

Difficulty: ***** of 10

Objectives: Destroy Everything That Moves

Okay, the objectives say kill everything right? Simple huh? Well it is easier said than done, that is unless you know exactly what to do. Start off by building a super (four vertical) then switch to that buddy and head to the nearest base and start shooting the enemy buddies (and remember to give him orders to make some more supers and other such weapons of destruction). Don't bother to destroy the bases unless they have made their own supers, and if they do put a block on the stacking pad, play dirty by picking it up and kicking it open for health and ammo. After you are done destroy all of one color type of buddy then proceed to the next base (but do NOT destroy the bases unless they have already made supers, do this just to prevent the team who has supers to be unable to build anymore, and plus it gives you the shield power-up to protect you). Repeat the process until you have beaten the level. If you are about to die, and all your team mates have popped (gosh I love that word!) then quickly kick open some crates and try to get

some shields. If you run out of shields, it is best to try and destroy each buddy one at a time. Locking on with R1 really helps also against regular buddies. Just keep your cool and keep your eye on that health gauge to assure an easy victory.

Chinese Burn

Difficulty ***** of 10

Objectives: Turn on all the lanterns and destroy the enemy sentries.

Side objectives: Destroy the enemy bases.

Okay, another domination game..(sigh) anyway the trick to this level is speed. Start out by building a heavy weapon, then a tank, (don't bother building any other buddies, they WILL get killed anyway) but if you want to, you could build a ninja, but I don't really recommend it. Once finished, hope in your hover tank and blow the enemy bases to bits, just ignore the enemy buddies, concentrate on the bases until your tank blows up, but if it is still intact then start to clobber those buddies. Sooner or later your tank will blow, and you will have to find another way of transportation, so from the orange base head south a little until you reach a slope leading to the top of a mountain. There is a cave on top where water flows from, enter the cave, and go north, step on the switch, and get the mega block. Now begin searching for those lights. Get as many as you can, and don't mind the left over buddies. Now once you have gotten the hard to reach lights, then start bombing the enemy buddies (it is easier to attack them if you fly low enough to bomb them multiple times) and finish them off.

Return to Sender

Difficulty ***** of 10

Objectives: Find the jeep and put the doctor inside and bring him to the walled enemy base.

Side Objectives: Try to keep the jeep from blowing up.

Start off by going north until a waterfall, walk up and into the cave, and go north and jump inside the vehicle. Drive back to base to pick up the Dr. (just ignore the enemies and try to go as fast as you can) and drive to the enemy base. When enemies attack try to hide behind buildings and trees to protect the jeep from harm. Just drive all the way to the enemy base inside the walls and your done. Make sure to not engage the enemy in battle because you will die, so be careful.

Mad Mechs

Difficulty ***** of 10

Objectives: Destroy the factory and all of its occupants

Another boss level? Ok... Start off by running behind the factory and press the switch. Grab the mega block by the river closest to it. Then search for all of the active switches and grab the weapons (the mega blocks appear on the waterfall closest to the switch). Once you have the gun

ship, do NOT use it! Now, destroy one of the buildings to get a shield and destroy as many turrets as you can, then repeat the process until all of them are destroyed, but keep in mind that it is best to keep on moving, that means you should hold down the jump button to keep from being hit most of the time. It is also a good idea to trick the walking turrets by hiding behind the base so they will shoot it. Once all of the turrets (not walking turrets) have been destroyed, the factory will only have the walking turrets as its guard, but just ignore them, and grab a shield and shoot until it is finished. Once destroyed, a mech with a buddy inside will attack, this is where the gunship will come in handy. Shoot the mech with the gunship as much as you can, then bail out when its about to blow, and run. Shoot some trees, kick crates, and destroy buildings to get some ammo, health, and most importantly shields. Hopefully with the shields on you will knock him out. If you run out of shields, shoot him once, run away and break some crates, shoot him again and run away. This will take a while but it is much better to assure that you will not be killed. With this said, you may have a better chance. This was a toughy but if I beat it, so can you!

World 7

Rubber Jungle

Check back in awhile, it will be done.

Hints And Secrets

Want a different weapon? Press circle and square at the same time to drop your weapon. Now you are able to pick up a different weapon.

It's best when you are attacking you opponent to lock on to them with R1, just also remember to keep moving when under attack!

Build up your group as quickly as you can so you can smack your enemies when they are not ready yet!

Always destroy the enemies bases first before you attack them, that way, they can't build anymore.

Shooting trees and other objects releases power-ups and sometimes mega-crates.

If your frozen you take double the damage as usual so be careful!

Read you mission data and objectives so you know what to do!!!!

Once your vehicle is smoking and you stop moving, press circle!! It's about to blow up!!

Need help? More advance stuff? That's what VR training is for! Go check it out!

Can't see something? Change your camera view with select!

Remember you can punch if you don't have weapons!

If you stun a buddie by punching him you may be able to steal their weapon!

Now, if you are really desperate, here are some codes!
You cheater!

To activate these codes press start and hold all the top shoulder buttons.

Restore team Health	triangle x2 X x2
Invincibility	X triangle Square circle
Easy Gun Build	circle x2 X x2
Easy Buddie Build	Circle x2 X circle
All crates build like super crates	circle X x2 circle
Finish building what your building	square x2 circle x2
Get Jetpack	Square x2 Triangle x2
Get Rocket Boots	Triangle Square x2 triangle
Animals don't attack you	circle square x2 circle
Restore all ammo to whole team	X x2 triangle x2
Invincible base	X triangle x2 X
Big Feet	triangle square x2 triangle
Big Guns	Triangle circle x2 triangle
Special Weapon 1 (replaces current weapon)	Triangle X x3
Special Weapon 2 Same as above	X x3 Triangle
Infinity Ammo	circle square triangle X
Get Heavy weapon	triangle X square x2
Level complete	circle square X x2
All levels and worlds	Triangle Circle Square x2

Unlock the next world : go to the info screen and press all top shoulder buttons.

Have any hints, secrets, comments, hate mail, and
suggestions, corrections, whatever just e-mail me at

BombZero55@aol.com

You can also e-mail me to contribute something, whatever as
long as its not here yet, but be patient I will finish the
walkthrough! Some day anyway.

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So far it's 19 pages long.