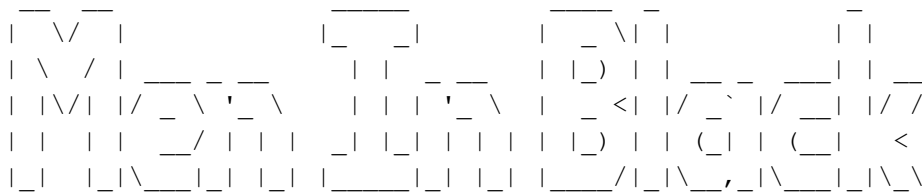


# Men in Black: The Series FAQ/Walkthrough

by merc for hire

Updated to v1.0 on Aug 21, 2015



THE SERIES

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[CTRL]

## Regular Controls

- A - Not used
- B - Not used
- D-Pad - Move
- Left Shoulder - Change weapons
- Right Shoulder - Hold up weapon
- Start - Pause game and open options

Select - Not used

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Special Controls  
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Jump and grab - While standing below a bar press up on the d-pad to jump up and grab the bar and pull yourself up.

Shoot - While holding Right Shoulder press B to fire your weapon.

Sprint - Press left or right on the d-pad hold down on A to sprint. Sprint towards a gap and you can roll over it to the other side.

Roll - Hold down on the d-pad and press left or right and A to roll.

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 ) ( \_ ) ( \_ ) \_ < ( | ( ) ( ) | WALKTHROUGH )  
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[WKTHR]

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Level 1: MIB Headquarters (LEVL1)  
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Zed isn't too pleased...

Somebody (namely Jay) has 'accidentally' freed a dozen dangerous alien pets from quarantine!

While harmless to their alien owners. The alpha worms are renowned for their 'midas' touch.

Every lifeform they come into contact with is temporarily frozen!

You must round up the unruly mob using your freezer gun.

Remember they each must only take one direct hit. As a second hit from the freezer gun will blow them into a thousand pieces.

They might be jeopardizing the safety of the whole of MIB organization..

..But they must still be dealt with humanely.

From the ledge you start on drop off to the right. There will be three robots here to deal with. Take them out and run into the elevator. Take it up one floor by pressing up on the d-pad. On the second floor get off to the right and shoot at the robot until it explodes.

Go to the right and drop down through the hole to land on a platform with a health pick up. Drop off the platform to the right to land on top of an elevator. Drop down to the right. Destroy the droid and continue right. Go down in the elevator to the bottom floor.

Get off and shoot the robot till its been destroyed. On a ledge above the exit from the elevator is a bar that you can use to pull yourself onto to reach a health pick up. Run all the way to the left past a health pick up until you reach two droids.

Destroy both and continue until you reach a robot. You know what to do. You will be near an elevator now. Before going up on the elevator defeat the roach on the left side of the elevator. Then go up one floor and get out on the left to get the noisy cricket.

You can now destroy some of the walls preventing you from reaching the ice gun. Do not use the noisy cricket on enemies. You'll need to save the ammo to break through walls because unlike the laser gun it doesn't have infinite ammo. From the gun pick up go down to the bottom floor.

Return to the elevator that you took to the bottom floor. Ride it to the top and kill the robot on the right and roach on the left. Get off the elevator to the right. When you reach a wall take out your noisy cricket and blast through it.

Drop down a level to reach a robot. Destroy it and drop down again and fight a roach. Go to the right and drop through a hole and kill the droid. Go to the left and destroy the wall with the noisy crickey and grab the ice gun. Freeze the worm nearby. Run by it to collect it. Do this for all worms.

Return to the elevator and ride it to the bottom floor. Go to the left and freeze another worm. Go right until you come to the last elevator. Ride it to the top and destroy the droid on the left and the roach on the right. Go to the right and shoot through the wall.

Go to the right and climb onto the platform to reach another worm. Freeze him and get on the elevator to the left. Ride it to the top floor and get off and freeze the worm. Go down one floor and freeze another worm. Continue to the right.

Get past the hole on to the hall with the roach. Get to the wall and blow it up and go to the right. Shoot the worm on the other side and then go up in the elevator. Go to the left and shoot the robot to reduce it to a pile of bolts. Get the heart container for an extra life. Freeze the worm to beat the level.

Well done Agent level complete!

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Level 2: Forest Landing Site (LEVL2)  
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MIB Headquarters have monitored an unauthorized landing deep in a forest close to the city limits.

Zed, as usual, suspects the worst.

He anticipates an invasion. Only this time the aliens won't come from the sky. They'll come through a teleporter!

Zed suspects that the unauthorized landing was a drone ship sent to dispatch the required equipment.

You must venture into the forest. Locate the teleporter. And destroy it.

But be careful. As the drone ship has also dispatched dozens of defense robots to make sure that their plan isn't foiled.

Drop down from the ledge and destroy the droid. Run of the edge to the right to land on a platformer above another platform with a robot on it. Drop down and kill the robot. Drop down to the floor to fight a spider and another robot. To

the left is a ladder back to the beginning of the stage.

Drop into the forest area to the right. You will land on a platform with another platform across a gap with a robot on it. Drop into the hole and destroy the robot and spider. Drop all the way to the bottom. At the bottom is a locked door to the right.

You will need to open it. Go left and along the way will be a platform with a health pickup you can climb up to reach. Go all the way to the left, be careful because there is a spider along the way, and climb up onto the last platform. Climb onto the next ledge.

There will be a robot on this platform. Climb onto the next platform to the left with the spider on it. Destroy the spider and use the computer next to the left wall. This will have opened the door at the bottom right corner. Go there now.

On the way to the door is a droid and a spider. Enter into the next area. You will now have to climb up from ledge to ledge. On the edge of the first platform is a bar. Pull yourself up. There will be two droids. Blast through to the other end and pull yourself onto the next platform.

There's a health pick up nearby. There is a droid and a robot. Destroy both of them. Near the edge of the platform to the left is a platform above with a computer that opens a door. Drop down afterwards and roll across the gap to the left to land on another platform.

Drop onto another platform to the left and climb up the ladder. On the platform at the top is a droid. You can drop down to the left and fight two spiders for a health pick up if you want it. If not on the platform at the top of the ladder pull up onto the above platform.

There's another droid up here. Destroy him and go to the left to climb up another ladder. At the top is a droid and robot. Go left and at the edge of the platform is a bazooka. Drop down onto the next platform. There is a roach and a robot.

With both out of the way drop down to the right to the bottom and return to the platform you climbed up to in the beginning of this section. Jump up to the next platform. Run right to land on a platform and then sprint right again to roll across a gap.

You will be in a new area that was once locked off. Run to the right until you reach the second platform. There's a roach and droid along the way. On the platform is a droid. Climb up two more platforms with droids on both. At the top platform roll over the gap to the right.

Here is the teleporter. There's a droid nearby. Destroy it and climb up the platform on the right and destroy another droid and there's a gun up here. Shoot at the teleporter with the bazooka until it blows up.

Well done Agent. Level complete!

-----  
Level 3: Alien Technology Lab (LEVL3)  
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Once again, the Earth is under threat of colonization!

But it's just another day for MIB.

Elle has been monitoring mysterious radio transmissions coming from an inconspicuous building deep in the heart of Manhattan.

The signals appear to be non human. And you are being sent in to neutralise them!

You must destroy all the alien transmitters and escape from the building before the inevitable power surge reduces it to smoking rubble.

Run off of the ledge to the right and fight the spider. Keep going right and go up the ladder to reach another platform with a spider. Continue to the right and destroy the cyborg. Fall off the ledge to the right. While on the small platform run towards the gap to roll onto the other side.

Here is a radio transmitter. Destroy it by shooting at it. Move past it to pick up an invincibility potion. Continue to the right to fight another cyborg and spider. Take care of them both and focus on the nearby transmitter. When it has been destroyed go down the ladder.

At the bottom of the ladder is a platform with another ladder going down. Continue your descent. Step onto the platform with the spider on it and kill the spider. Use the ladder on the left to go up and to the left to destroy a transmitter. Go back to the ladder and go down and destroy the next one.

Roll across a gap to the right to get a machine gun. Roll back over the gap and go down the ladder. At the bottom is a health pick up. Roll over a gap to the left. Go down the next ladder you come to and then get off to the right at the bottom.

Destroy the transmitter to the right and continue past it to get an extra life and fight a cyborg. Go left past the ladder you had just came down from to fight a cyborg and a spider. With them gone take care of another transmitter. Fall off the ledge to the left.

Continue left to reach another transmitter. Take care of it and go up the ladder to the right to the small platform. Roll over a gap to the left. On the other side is a cyborg that you'll have to dismantle. Continue to the left and roll over another gap.

On the other side is another cyborg and the level exit. You can't leave just yet though. Go up the ladder to the left of the exit. Destroy the transmitter. You've got sixty seconds to go down the ladder and through the exit.

Well done Agent. Level Complete!

-----  
Level 4: Rocket Silo (LEVL4)  
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A team of intergalactic commandos has infiltrated the 'Top Secret' storage complex deep in the Arizona desert.

The complex houses many obsolete defense warheads. Decommissioned by the government.

Some of the weaponry was the first to utilize alien technology. Alien propulsion methods meant that the warheads could be sent anywhere on the globe!

The commandos now plan to use the warheads to destroy the world's major

capitals!

The silo is based entirely underground.

You will start at ground level. And must work your way down into the complex.

There are six missiles in total. And each of them has to be disarmed. Each missile stands alone. Coupled to a launch pad complete with gantry arms,

You must locate each rocket's control pad and disarm it. This has to be done for all the missiles.

Go to the right and go down the ladder. At the bottom kill the spider to the left. Fall off the ledge to the left. At the bottom go to the right. Go into the room and climb up the ladder. At the top platform run off the ledge to the right.

Destroy the cyborg and go right. Climb the ladder on the other side to the top. At the top is a cyborg. Defeat him and fall off the ledge to the right. At the bottom is a spider and a cyborg. Go left and hit the switch and go down the ladder.

Go down one floor and get off to the right. Kill the cyborg to the left and then hit the switch to the right. Fall off the ledge. On the right is a cyborg and to the left is a health pick up. Climb up the ladder to the top. Run by the green switch. It will be depressed so repress it and continue to the right.

Drop down the ledge. Go right and kill the spider. Go up the ladder at the end. At the top is a spider. Run off the ledge to the left. You will land on a platform with a ladder. Go up the ladder into the room with the blast gun. Go left and shoot at the control pad.

Go back to the ladder and go all the way to the top. Go left to kill a spider and another control pad. Go back down the ladder and fall into the gap to the right. Go down the ladder to the left. At the bottom is a cyborg. Destroy him and roll over the gap to the right to get a health pick up.

Roll back over the gap and go down the ladder. At the bottom kill the spider and go down the ladder. At the bottom go down another ladder. Stop at the first platform with a switch to the left. Press it and continue down the ladder. At the bottom is a health pick up, cyborg, and a spider.

Go to the left and climb up the ladder. At the top is a spider and a cyborg. Take care of them both and go left and down the ladder. At the bottom go left. There will be one roach along the way. Go up the first ladder you come to. At the top is a roach and a cyborg.

Head left until you come to a long platform in the middle of the room with a light spider on it. Climb onto the platform and then pull yourself into the room above. There's a spider, a light spider, a cyborg, and a roach on the ground. And on a platform to the right is a roach.

Go all the way to the right and climb onto the platform with a health pick up on it. A light spider will drop down from the ceiling. Climb into the room above. Go down the hall to the left. There's a roach, a cyborg, and a light spider falls from the ceiling.

At the end of the hall is a ledge to pull yourself onto the hall above. In this hall there's a spider, light spider and a roach. And at the opposite end is the ice gun. Climb into the room above. Go to the right and climb onto the platform

with the health pick up.

Climb into the next room. Go to the left and destroy the control pad. Then climb into the room above it and press the switch. Drop back down and go to the right. Get onto the platform with the other control pad and destroy this one as well. Then use the ledge to get onto the roof.

Return to the ladder that brought you to the bottom floor of the whole area and this time go right. Climb up the ladder and go into the room on the right. Climb up to the third room to find another control pad. Destroy it and climb to the very top room and in the right corner is the last control pad.

Well done Agent. Level Complete!

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Level 5: MIB Safe House (LEVL5)  
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A computer failure has left the MIB safe house open to attack.

The complex currently houses four aliens who are in immediate danger of attack.

A squad of the meanest alien scum has descended upon the building!

You must enter the safe house and work your way down to the ground level. Blasting any aliens that cross your path.

Once again be warned - many of the aliens are able to disguise themselves as parts of the building!

Anything from a coat stand, to a plant in the foyer could be waiting to blast you!

The alien visibility gadget may come in useful...

You must also neurolyse any humans that have come in contact with the aliens.

Drop down the hole to the left. You will land next to a switch to the left and a sofa monster and a spider to the right. Kill both creatures and then press the switch. Go right until you see a bar to pull yourself onto the floor above.

Go right and fight the umbrella holder and spider. You will come to a neurolyser to erase humans memories. But be careful you will need sunglasses to protect yourself from the light emitted from the neurolyser. Drop into the hole to the right.

Kill the umbrella holder and go right. There's a health pick up. Drop off the balcony to the right. At the bottom go into the building to the left. Run by the human. Kill the couch and continue left to get a pair of sun glasses. Return to the human to the right.

Use the neurolyser on him. Continue right and run by the green switch until you come to a green alien. Shoot at him until he turns into a seed. Run back into the building to the left. Roll over the first hole you come to to land on a small piece of solid ground with a health pick up.

Drop into the hole to the left and neurolyse the human. Climb at of the hole and run right until you are below a long pipe. Climb up into the room above with it. On this floor is a pipe monster, a spider, and a umbrella holder.

Defeat them all and go left to neurolyse another human.

Go right and stop in front of the elevator and press up on the d-pad to enter it and go up a floor. Go right and destroy the couch. Continue right until you are near the balcony of the building. There is a pipe above that leads into a small room with a spider and a human.

Defeat the spider and neurolyse the human. Use the pipe on the ceiling to get out onto the roof. Drop off onto the small platform on the side of the building below the rope. Climb along the rope into the building to the far right. Be careful as you reach the other side.

There's an alien and pipe monster on this floor and if they hit you you'll drop your glasses. Once on solid ground take out both creatures and go right and pull yourself onto the roof and neurolyse the human. Go right and drop through the hole and pick up the wave gun.

Drop down a hole to the right to land next to an umbrella holder. Drop down another hole. You will land next to a couch and an alien to the right. A spider is also to the left. Clear out the hall and go left to pick up an ice gun and then climb into the room above to neurolyse a human and kill an alien.

Get in the elevator to go up a floor. Run off the building to the left. Enter the left building through the door at the bottom. Go left and drop through the first hole you come to. There will be an umbrella holder and a spider. Go right to drop down another hole.

This hall is swarming with light spiders. Go right killing spiders and light spiders. At the end of the hall is a human to neurolyse. Return to the left building and climb up the floor with the elevator. Press down on the d-pad to go down to the basement.

There are some light spiders down here. Press the red switch and go left to get a extra life and an alien detector. Neurolyse the human to the left. Go back to the street level and go through the front door of the right building. Kill the couch.

Well done Agent. Level Complete!

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Level 6: Halloween in Manhattan (LEVL6)  
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Halloween is always a tough time for the MIB. It's the one time of the year in which it's perfectly normal to see weird creatures walking down the sidewalk - in the shape of kids trick-or-treating!

This makes it ideal opportunity for aliens to wander the streets of Manhattan without their human disguises!

You must enter a section of Manhattan, notorious for these alien activities.

A detection team has previously moved all the real kids out of the area to a safe alien-free zone. Now only the alien scum remain! You must get there, and shoot them all!

This level is very straight forward. All you need to do is kill all the aliens. Run along the rooftops and streets and keep killing them until they are all gone. There are health pick ups and gun pick ups scattered around. If the level doesn't finish you missed an alien.



Comb through the area well until you find each alien. The enemies for this level are cybrog, cannon alien, alien, and pipe monster.

Well done Agent. Level Complete!

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Well done Agent K.

You have completed all your missions and successfully saved planet Earth.

But beware; whilst all is calm now, you never know when you will be called upon again.

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[WEPNS]

Gun Name	Ammo	Special Effect
Laser Gun	Infinite	None
Noisy Cricket	20 Shots	Breaks some walls
Ice Gun	Infinite	Freezes enemies
Bazooka	20 Shells	None
Machine Gun	40 Shots	None
Blast Gun	20 Shots	None
Wave Gun	Infinite	None

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[CODES]

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Level Passwords  
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- Password = Level  
-----  
FGHTRMNS = Level 2  
HSDSHSBS = Level 3  
MXNMSNNG = Level 4  
THXBXSCK = Level 5  
NNTNDWNY = Level 6

-----  
Other Passwords  
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-----  
Password = Effect  
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LLWPNSDD = All Weapons  
NFNTMMDD = Infinite Ammo  
LVFRVRDD = Invincibility  
NFNTMMDD = View Ending

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[CNTCT]

Any tips, hints, secrets, suggestions, advice are all very much appreciated if you find something I don't have already here or you have a question without an answer already listed here then you can email me at darknight42189@gmail.com. Any input will be greatly appreciated.

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[DISCL]

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