

# TimeSplitters 2 Trophy Strategies FAQ

by Zaps

Updated to v2.00 on Jun 29, 2004

This walkthrough was originally written for TimeSplitters 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

## TimeSplitters 2

### Trophy Strategies FAQ v2.00

#### Table of Contents

1.0   ABOUT THIS FAQ	AFAQ
1.1   Version History	VHIS
1.2   Information	INFN
1.3   Introduction	INTN
2.0   ARCADE LEAGUE	ARCD
2.1   Introduction	AINT
2.2   Amateur League	AMTR
2.3   Honorary League	HNRV
2.4   Elite League	ELTE
3.0   CHALLENGES	CHLG
3.1   Introduction	CINT
3.2   Strategies	CSTR
4.0   MISCELLANEOUS	MSCL
4.1   Frequently Asked Questions	FFAQ
4.2   Some Final Tips	SFTP
4.3   Contact	CNTC
4.4   Special Thanks	SPTH
4.5   Finishing Off	FNHO

1.0 About this FAQ

AFAQ

1.1 Version History VHIS

=====  
Version 2.00 June 29, 2004

I haven't touched this in over a month, and after browsing through version 1.06, I thought "this needs some serious formatting" and now this is the result! The table of contents looks prettier and so do some of the headings. I have also added some extra tips from e-mails which I have received from as early as January, and I have re-shuffled the order, most notably in sections 1 and 4. I have also done some other formatting changes which you may or may not have noticed, and I have re-written some sections and strategies. Oh, and I have added some reference codes too. As a result of all these changes, the filesize has gone up by over 30kb!

Version 1.06 December 9, 2003

I have made quite a lot of small changes. More tips have been added, thanks to some e-mails, and also some small formatting changes. Questions and tips are still welcome!

Version 1.05 September 7, 2003

I have added a question in section 4.1. That's about it.

Version 1.04 August 24, 2003

Ah, I haven't updated this in a while! Thanks to Andy, there is an extra tip to help you complete Dam Bursters! This can be found in section 3.2.

Version 1.03 April 25, 2003

An even smaller update, just correcting something small in section 4.2.

Version 1.02 April 23, 2003

Another small update here. I have updated sections 1.3 and 3.2.

Version 1.01 April 22, 2003

I have noticed a couple of mistakes in sections 1.3 and 4.2, so I have now corrected them.

Version 1.00 April 21, 2003

This FAQ is now done! I have finally completed section 3.2. Additionally, I have updated section 4.1 just randomly.

Version 0.95 April 18, 2003

I only have a couple more strategies left to write about and that's it! I have almost completed section 3.2 and section 4 is done.

Version 0.85 April 15, 2003

Nearly there now! I am about half way there composing the Challenges strategies. I have also updated section 4.2.

Version 0.75 April 11, 2003

A quick update here, I have started doing the Challenges section, completing section 3.1, the introduction. I have also done a quick formatting change, updating the section bars.

Version 0.70 April 10, 2003

I have finally completed section 2 after finishing off writing about the Elite League and I have done some extra work on section 4.2.

Version 0.50 April 9, 2003

I have continued working on section 2, completing writing about the Honorary League. I have updated section 1.3, the websites, and I have also updated the table of contents. Section 4 has been added to and so more work is needed to finalise section 4.

Version 0.25 April 8, 2003

Sections 1, About the FAQ, and 4, Finishing Off, have been completed. I have started composing section 2, the Arcade League, managing to finish sections 2.1 and 2.2.

=====  
1.2 Information INFN  
=====

Language: English

Game: TimeSplitters 2

FAQ Title: Trophy Strategies FAQ

Version: 2.00

Author of FAQ: Zaps

Consoles: GameCube, PlayStation 2 and Xbox

Console I own: GameCube

Date Started: April 08, 2003

Last Updated: June 29, 2004

=====  
1.3 Introduction INTN  
=====

[ This section has been re-written for v2.00 because it previously sounded rather stupid and dull ]

This FAQ will primarily try to give you useful tips to conquer the Arcade

League and Challenges. All these strategies have worked for me, except the ones stated, and they have all helped me with a gold, or even platinum, trophy in every single arcade match and challenge.

To find a section quickly, just find the reference code given in the table of contents and use the shortcut [ Ctrl + F ] to go to it quickly.

```
=====
                        2.0   Arcade League                        ARCD
=====
```

```
=====
    2.1   Introduction   AINT
=====
```

[ Like the Introduction, this section has been re-written for v2.00 ]

Arcade matches are considered to be easier than Challenges. This may seem like it in the Amateur or Honorary Leagues, but some challenges in the Elite League will have you ripping your hair out and breaking some controllers...OK, that is a tiny exaggeration, but it won't be an easy ride!

I have updated the headings of each strategy, and so new headings are starred [\*] beside them in the brief description below. So, here is are the headings, along with a description of what they mean:

Title	This is simply the title of the arcade match.
Type	Is it deathmatch, capture the bag, zones? Well, this heading will tell you.
Description*	Here, a few details will be given on the match or what you have to do.
Location*	This is where I tell you where the arcade match will take place. I hope it's not in the cramped nightclub!
Rewards*	This new addition will tell you what you get if you have earned a trophy in that particular arcade match.
Score for Gold	The score needed for that elusive gold is listed here. Platinum scores may also be added at times.
Difficulty	This is an indication on how hard I think it is to get GOLD, not platinum. Also remember that this is MY opinion, and no-one else's.
Strategy	How did I get that gold? Well, this is the part you need to look up on then!

Remember, these strategies are NOT guaranteed to get you a gold straight away. Good luck!

```
=====
    2.2   Amateur League   AMTR
=====
```

## 1) Beginner's Series

=====

Title: Adios Amigos!  
Type: Deathmatch  
Description: None  
Location: Mexican Mission  
Rewards: Hector Baboso, Lean Molly  
Score for Gold: 10 kills in 3 minutes (Platinum: 40 seconds)  
Difficulty: 1/10  
Strategy: No real strategy here. Wait outside by the fountain and just kill anyone you see. Stick with the Lugers x2 unless you pick something else up. Don't bother wasting your time to search for better weapons as the Lugers will do fine.

Title: Casualty  
Type: Deathmatch  
Description: None  
Location: Hospital  
Rewards: Dr. Peabody, Crypt Zombie  
Score for Gold: 15 kills in 3 minutes 30 seconds (Platinum: 1 minute)  
Difficulty: 2/10  
Strategy: Slightly harder, but nothing to worry about. The best weapons to use are the Lasergun or the Plasma Autorifle. Get one of them and you should do fine. The Electrotool works well too.

Title: Top Shot  
Type: Elimination  
Description: 6 Lives  
Location: Hangar  
Rewards: Hangar, Sgt. Shock, Elimination  
Score for Gold: 1st in 3 minutes (Platinum: 1 minute 10)  
Difficulty: 4/10  
Strategy: Fairly simple. Always target Capt Snow. If you don't there is a good chance that you will end up running out of time trying to get rid of his three or four lives left. Of course, that doesn't mean you should ignore the rest. If you meet someone else along the way, be sure to kill him! Use the minigun to help you eliminate your rivals if you wish.

## 2) Mode Madness

=====

Title: Chasity Chased  
Type: Regeneration  
Description: One-on-one  
Location: Compound  
Rewards: Regeneration  
Score for Gold: 10 kills in 3 minutes (Platinum: 1 minute 10)  
Difficulty: 2/10  
Strategy: Very simple. Just find a stronger weapon than your starting one, then hunt her down using your radar! She tends to run away until she finds a decent weapon.

Title: Shrinking from the Cold  
Type: Shrink  
Description: None  
Location: Siberia Dam (Outside)  
Rewards: Private Sand, Sgt. Slate, Shrink  
Score for Gold: 10 kills in 3 minutes (Platinum: 50 seconds)

Difficulty: 2/10  
Strategy: Very simple again. I would get a stronger gun like a Tactical 12 Gauge, which is in one of the buildings, or a Minigun, which is found on top of a building, to kill your opponents. If you are having difficulty killing them when they are small, why not crouch?

Title: Scrap Metal  
Type: Vampire  
Description: One-on-one  
Location: Scrapyard  
Rewards: Scrapyard, ChassisBot  
Score for Gold: 10 kills in 3 minutes (Platinum: 1 minute 5)  
Difficulty: 3/10  
Strategy: Slightly harder, but it shouldn't pose any problems. Get a decent weapon, preferably a Lasergun, use your radar to find the ChassisBot, and kill him. Remember, if your life span is empty, you die, so keep killing it quickly to stay alive!

### 3) It's A Blast!

=====

Title: Night Shift  
Type: Leech  
Description: None  
Location: Robot Factory  
Rewards: SentryBot, Leech  
Score for Gold: 1st with 25 kills (Platinum: 50)  
Difficulty: 4/10  
Strategy: This is slightly harder than previous matches. Your opponents can be a bit tricky to spot in the Robot Factory. Homing Launchers are very useful in this. Keep moving, everyone has rockets, and don't be scared to kill an opponent when you are literally touching him - it's leech!

Title: Spoils of War  
Type: Thief  
Description: None  
Location: Ice Station  
Rewards: Meezor Mox, Thief  
Score for Gold: 25 points in 4 minutes 30 seconds (Platinum: 2 minutes 40)  
Difficulty: 4/10  
Strategy: It is useful to get the Homing Launcher. On this fairly open level, aim at your opponents' lower body instead of the head. Try not to run in a straight line and remember to get the coin that the dead body leaves behind. If you are lucky, you may spot some easy coins lying around. Be sure to pick them up!

Title: Demolition Derby  
Type: Deathmatch  
Description: None  
Location: Scrapyard  
Rewards: Male Trooper, Female Trooper, Vampire  
Score for Gold: 1st with 25 kills  
Difficulty: 3/10  
Strategy: To kill ChassisBots, one rocket is enough. To kill SentryBots, make sure you fire three at a time using the alternate fire. Since you are R109, it will take more than a rocket to kill you. There's a Homing Launcher in the middle

and there's a damage power-up lying around. If you get a chance, get them, but otherwise, Rocket Launchers are fine.

#### 4) Too Hot to Handle

=====

Title: Monkey Immolation  
Type: Virus  
Description: None  
Location: Mexican Mission  
Rewards: Crispin, Flame Tag  
Score for Gold: Survive for 2 minutes (Platinum: 3 minutes)  
Difficulty: 3/10  
Strategy: Quite simple. Get outside in the courtyard and go to the top of the building with the ladder. Watch out for the monkeys and jump off the building if a monkey comes up. Go around the fountain in the courtyard then go up the ladder again. Repeat until you get caught. There is a glitch which may occur if you are lucky. Sometimes the infected monkey can get trapped under the ladder. If you get this, you're on for an easy platinum.

There's also another tip, as Ryan Wardell tell you:

```
+-----+
| "Another way is to go to the column where the cloak      |
| power-up usually is and stand there. If you're lucky, the |
| virus will be trapped under the column, running around in |
| circles."                                                  |
+-----+
```

Cheers Ryan! This method has been tested and works at times.

Title: Disco Inferno  
Type: Virus  
Description: None  
Location: Nightclub  
Rewards: Louis Bignose, Lt. Wild  
Score for Gold: Survive for 2 minutes (Platinum: 3 minutes)  
Difficulty: 5/10  
Strategy: This is a lot tougher. Go outside and run up the metal stairs. Find the Tommy Gun on the top level, not the side with the max damage power-up, and position yourself facing the ramp. When anyone is trying to make their way up, kill them. Should you have difficulty, run backwards and you will manage to go across the gap between the two sides, picking up the max damage power-up at the same time. Now use this to kill them with ease and make your way back to the side with the Tommy Gun. Repeat until you get infected.

Title: Burns Department  
Type: Virus  
Description: None  
Location: Hospital  
Rewards: Nightclub, Undead Priest, Virus  
Score for Gold: Survive for 2 minutes (Platinum: 3 minutes)  
Difficulty: 6/10  
Strategy: Go up to the balcony with the Shotgun. This is a useful spot as there are two exits with only one entrance. When an infected opponent comes in, try to kill them. If you can't,

drop down from the balcony, running backwards, then go to your right, then left, up the stairs, then go back to the balcony to wait for them. You may want to practise this route before trying this strategy.

There is an alternate strategy. Go into the bathroom and wait for an infected bot to come in. Now circle around the room to avoid getting caught. This only works if only one opponent is infected and if no-one else comes in and gets caught.

#### 5) Team Series A

=====

Title: Club Soda  
Type: Team Deathmatch  
Description: None  
Location: Nightclub  
Rewards: Slick Tommy, Jimmy Needles  
Score for Gold: 20 kills in 3 minutes (Platinum: 1 minute 30)  
Difficulty: 2/10  
Strategy: Very easy, get the Tommy Gun and kill everyone you see. Your teammate will help you to rack up your score. Try not to stick with your starting weapon.

Title: Station Stand  
Type: Zones  
Description: None  
Location: Ice Station  
Rewards: Lt. Shade, Zones  
Score for Gold: 1000 points in 4 minutes 30 seconds (Platinum: 3 minutes 15)  
Difficulty: 3/10  
Strategy: Get a decent weapon and go round securing every zone you see. One is on the metal platform, two are in the two small buildings in the corner and the fourth one is underground. Use the speed power-ups to help you patrol faster and kill anyone in your way.

Title: Men in Grey  
Type: Assault  
Description: Reach the waterfall, destroy all six fuel drums, then destroy the computers inside your opponents' base!  
Location: Training Ground  
Rewards: Accountant, Lawyer, Assault  
Score for Gold: Completed in 3 minutes 30 seconds (Platinum: 1 minute)  
Difficulty: 5/10  
Strategy: This is probably the hardest match to get gold in the Amateur League. Get a Soviet then approach the exit. Before you do, there is a ramp. Go up it and get the Homing Launcher. At the top is a Minigun and body armour. Fall off, then stay on the right until you see an autogun. Use the Homing Launcher to get rid of that. Proceed to the waterfall, and switch to the minigun. Blow up the two barrels that are in the open. Get your Soviet out and destroy the one behind one of the buildings. Go to the far left to grenade another one. Go inside your opponents' base and up the ramp to find another one. Drop down from the left to find the last one. If you are still alive, that's good. If you die at any point before all the barrels are destroyed, respawn and use the Homing Launcher. You should have some rockets left for the homing launcher. Go inside your opponents' base to find some



computers. Use your rockets to destroy them!

=====  
2.3 Honorary League HNRV  
=====

1) Maximus  
=====

Title: Cold Corpse Caper  
Type: Gladiator  
Description: None  
Location: Hospital  
Rewards: Cyberfairy, Gargoyle  
Score for Gold: 1st with 15 kills (Platinum: 40 kills)  
Difficulty: 3/10  
Strategy: Very simple, get Tommy Guns x2 or Shotguns x2, hunt the gladiator down (with the radar, or follow someone who is searching for him), kill him, and kill everyone you see. You can run to the toilets if you want to camp.

Title: Killer Queen  
Type: Gladiator  
Description: None  
Location: Aztec Ruins  
Rewards: Leo Krupps  
Score for Gold: 15 kills in 3 minutes (Platinum: 1 minute 50)  
Difficulty: 3/10  
Strategy: Get the double Tommy Guns on the log over the grassy pit, or by other means, and kill the gladiator. After that, try to find a comfortable place to rack up your kills. This is really simple. The only problem is the Stone Golem with a high stamina, but if you have the Tommy Guns, you should be able to kill it. 15 kills isn't a lot.

Title: R109 Beta  
Type: Gladiator  
Description: None  
Location: Ice Station  
Rewards: Ufopia, Lt. Chill, Roman Hat, Gladiator  
Score for Gold: 1st with 40 kills (Platinum: Beat your gold score)  
Difficulty: 8/10  
Strategy: In my opinion, this is one of the hardest matches you will face in the Arcade League. It took me a while, but the strategy that worked best for me is to hunt down the gladiator and go inside the big building in the middle. Keep moving while shooting rockets at every robot that you see.

Alternatively, if that didn't work, retreat to the underground tunnel and use your radar at the three-way intersection to get to your target.

2) Elimination Series  
=====

Title: Baking for the Taking  
Type: Elimination  
Description: 7 Lives  
Location: Chinese

Rewards: Chinese Chef, Gingerbread Man  
Score for Gold: 1st in 3 minutes (Platinum: 2 minutes 20)  
Difficulty: 2/10  
Strategy: This should be a piece of cake. Get the Minigun and killing all the Gingerbread Men shouldn't be much of a problem. Don't worry if you keep dying, as long as you are gunning them down fast enough.

Title: Brace Yourself  
Type: Elimination  
Description: 7 Lives  
Location: Nightclub  
Rewards: Braces, Trooper Brown  
Score for Gold: 1st in 1 minute 45 seconds (Platinum: 1 minute 20)  
Difficulty: 4/10  
Strategy: This one can be tricky depending on your luck. Get the Luger Pistol x2 and then search for someone to kill. As long as you don't keep getting killed, you should get gold quite quickly.

Title: Starship Whoopers  
Type: Monkey Assistant  
Description: None  
Location: Scrapyard  
Rewards: Trooper Black, Monkey Assistant  
Score for Gold: 1st with 25 kills (Platinum: 30 kills)  
Difficulty: 4/10  
Strategy: Try to stay outside for the whole match. Your only problem is the monkeys. Only kill them if you need to as they do not count towards your kills. Make sure you use your radar to help you track down the bots and if you can, get the Homing Launcher.

### 3) Burns 'n' Bangs

=====

Title: Chinese Burns  
Type: Team Deathmatch  
Description: None  
Location: Chinese  
Rewards: Calamari, Chef Hat  
Score for Gold: 20 kills in 2 minutes (Platinum: 1 minute 45)  
Difficulty: 2/10  
Strategy: This isn't that hard at all! Just get the Flamethrower and burn anyone you see! If you have trouble burning them, punch them and if you are set on fire, run around manically trying to set as many Calamaris on fire as possible before you die.

Title: Snow Business  
Type: Team Deathmatch  
Description: None  
Location: Ice Station  
Rewards: Snowman, Trooper Grey  
Score for Gold: 20 kills in 2 minutes 30 seconds (Platinum: 1 minute 50)  
Difficulty: 4/10  
Strategy: Run after all the Snowmen and flame them as fast as possible. If you catch on fire, you die fast! Still, it is possible to set another Snowman on fire. One thing which you should use to your advantage is that you have a slightly longer range. With a bit of practice, this shouldn't pose you too many problems.

Title: Rocket Man  
Type: Team Deathmatch  
Description: None  
Location: Streets  
Rewards: Venus Starr, Capt. Sand  
Score for Gold: 40 kills in 1 minute 30 seconds (Platinum: 1 minute 5)  
Difficulty: 6/10  
Strategy: This can be quite tough, considering you have to rack up those kills fast. Go inside any building with only one floor. Now kill everyone that even tries to enter! This match is more based on luck, so keep trying until you conquer it.

#### 4) Outnumbered but Never Outpunned

=====

Title: Someone has Got to Pay  
Type: Team Deathmatch  
Description: None  
Location: Hospital  
Rewards: Duckman Drake, Capt. Night  
Score for Gold: 60 kills (Platinum: 80 kills)  
Difficulty: 8/10  
Strategy: Whatever you do in this tough match, never run around the level trying to find some ducks. So how are you suppose to get gold? Well, there are a couple of good rooms to camp. The toilets and the shower room is a great place to hide and the balcony has double Shotguns and is another great area. My advice is to run to the nearest of these two areas every time you die and respawn. Oh, and always always aim for head shots. The ducks die so much more easily. And make sure you always have double Shotguns.

Title: Time to Split  
Type: Team Deathmatch  
Description: None  
Location: Compound  
Rewards: Barby Gimp, Scourge Splitter  
Score for Gold: 15 kills in 2 minutes 30 seconds (Platinum: 1 minute 20)  
Difficulty: 6/10  
Strategy: This one may be easier because there are less opponents, but your character is weak compared to the Scourge Splitters! Despite this, you should get through this fairly easily. How? Go to or spawn in the tunnel-like area and pick up the SBP90 Machinegun and the body armour. Now kill the Splitters as fast as you can, staying in this area. Don't let them get any extra health (you can tell when they want some by them running away) and if you need any health yourself, get the body armour, when it spawns.

This isn't the only way, as Dave suggests another way:

```
+-----+
| "Go to the room upstairs inside the building. There is a |
| SBP90 Machinegun x2 and some health. Camp here and kill |
| the Splitters." |
+-----+
```

I've tried this method and it works great, so try it out!  
Thanks for the tip Dave!

Title: Can't Handle This  
Type: Team Deathmatch  
Description: None  
Location: Nightclub  
Rewards: Chasm, Hatchel Sal, Handyman  
Score for Gold: 40 kills in 3 minutes (Platinum: 2 minutes 40)  
Difficulty: 8/10  
Strategy: This match has been known to be one which a lot of people get stuck, but once you have completed it once, it's surprisingly easy! Head over to the dead end that has the Tommy Gun x2, where you enter in the Chicago mission in Story mode. Now turn around and go to the right glassed dead end. In there should be a health pack. Crouch in front of it and aim up, then kill all the Handymen that are coming! Don't leave this area. If you want ammo, move forward to pick up the ammo left by the dead bodies. If you want health, just move back and forward again to run over the health. As long as you don't use the Luger Pistol, you should be fine. Practice makes perfect, as they say.

#### 5) Team Series B

=====

Title: Hack a Hacker  
Type: Team Deathmatch  
Description: None  
Location: Compound  
Rewards: Krayola, Milkbaby  
Score for Gold: 20 kills in 1 minute 20 seconds (Platinum: 1 minute)  
Difficulty: 6/10  
Strategy: Find the SBP90 Machineguns or the Lasergun, then use your radar to find everyone. Try to go for enemies which your teammates aren't going for to rack up the kills more quickly. This match requires a lot of luck and help from your teammates, but it is possible, and within a few attempts, you should have cracked it.

Title: Rice Cracker Rush  
Type: Capture The Bag  
Description: First to 5  
Location: Streets  
Rewards: Riot Officer, The Master  
Score for Gold: Score 5 in 4 minutes (Platinum: 3 minutes)  
Difficulty: 5/10  
Strategy: When you start, pick up the invisibility power-up after a corner or so. Then run and grab your opponents' bag and run back as fast as possible. There is one thing worth pointing out, at their base is a Minigun. You would be well-advised to pick it up to make killing bots a lot easier on your way back. Score with your opponents' bag and start heading out to their bag again. By this time, your power-up will have worn out, so after a couple of corners from your bag, be aware of the building with a flashing yellow sign. See it? Well, then go in to collect the speed power-up! Now just run to your opponents' bag then run back to your bag and score. By now, the invisibility power-up should have respawned. Get it and repeat the process until the gold is yours!

Title: Superfly Lady

Type: Assault  
Description: Destroy all the perimeter guns, open the hangar door, then destroy all three fuel drums  
Location: Hangar  
Rewards: Capt. Pain, Hangar (Assault)  
Score for Gold: Finish by 2 minutes (Platinum: 1 minute 30)  
Difficulty: 6/10  
Strategy:

This is one of my favourite Arcade matches and I still sometimes come back to it to try to improve my time. Start by exiting the current room and turn left. In front of the box on the left is a Soviet. Get it and run behind the box and grenade the autogun that you see shooting at you. Turn around and look at the mounted gun at the top through the slit. Look down (parallel to the gap) and bounce the grenade up to destroy that gun. Do the same to the other mounted gun. Then turn around and shoot two grenades at the autoguns beside the next door. At this point, you are free to die.

Continue with the Soviet. Now here comes the hardest autogun you have to destroy. If you want to do it safely, go round the back of the mounted gun (on the box) and shoot at it until it has been destroyed. Alternatively (but risky), you can bounce a grenade at it and hopes it destroys the autogun. Enter the next room and immediately turn right behind the box to get the body armour. Continue running and aim a grenade at the autogun on the far right. Now stand against the wall, parallel with the two mounted guns on the ceiling. Look down and bounce one parallel to it to destroy the mounted gun further away from you. Do the same on the other side. Now there's one more left. Look in the opposite direction of the stairs to see another one. Aim a grenade there and you should get a new objective. If not, you are missing an autogun, and I suggest you restart.

Now go upstairs, ignoring everything that is shooting at you, until you come to a switch. Activate it, then die. Respawn and get the Soviet (beside the stairs) and enter the final room with the planes. Grenade two of the barrels between the tyres of the first plane you see. Turn right to see another plane, and between the tyres of that one is another barrel. Grenade that one to finish it and get a respectable time.

If you are aiming to get platinum, aim to destroy all the perimeter guns by 45 seconds, or 50 by the most.

=====  
2.4 Elite League ELTE  
=====

1) One Shot Thrills  
=====

Title: Babes in the Woods  
Type: Shrink  
Description: One Shot Kills  
Location: Aztec Ruins  
Rewards: Jo-Beth Casey  
Score for Gold: 1st with 20 kills (Platinum: 25 kills)  
Difficulty: 6/10

Strategy: Before you start, remember that body armour is useless! All the matches in One Shot Thrills are one hit kill matches! Stay around the pond area, and make sure you keep watching and moving. Just one shot will kill them only. Try not to die a lot and you should do fine.

Title: Double Bill  
Type: Thief  
Description: One Shot Kills  
Location: Chasm  
Rewards: Beetleman, The Impersonator  
Score for Gold: 20 in 3 minutes 30 (Platinum: 2 minutes 30)  
Difficulty: 7/10  
Strategy: This is a bit harder. Try getting the speed and shrink power-ups if you can. The shrink is quite important as Big Tony, the character you are using, is huge and the Beetlemen are tiny. Never stop moving and it would help if you plan a route around the level which allows you to pick up both power-ups.

Title: Nikki Jinki Brickly  
Type: Team Deathmatch  
Description: One Shot Kills  
Location: Chinese  
Rewards: Nikki, Jinki  
Score for Gold: 20 kills in 2 minutes (Platinum: 1 minute 30)  
Difficulty: 5/10  
Strategy: This is easier compared to the other two in the category. Spawn or make your way to the basement. Grab some bricks and keep your eye on the stairs. Use the secondary fire to kill your opponents and be careful of bots spawning near you and taking you by surprise. One advantage you have is that your teammate is very helpful and will contribute to your kills.

## 2) Duel Meaning

=====

Title: If I'm Ugly - You Smell!  
Type: Elimination  
Description: 5 Lives, One-on-one  
Location: Mexican Mission  
Rewards: Mikey Two-guns, Jared Slim  
Score for Gold: 1st with 4 lives (Platinum: 5 lives)  
Difficulty: 5/10  
Strategy: All matches in this series are one-on-one, so you have to be alert. Get the Garrett Revolver x2 as quick as possible. Its spawn point is somewhere underground in the building. Now make your way outside, wait for your enemy, and kill him five times!

Title: Golem Guru  
Type: Elimination  
Description: 5 Lives, One-on-one  
Location: Site  
Rewards: Kypriss, Fat Characters Cheat  
Score for Gold: 1st with 4 lives (Platinum: 5 lives)  
Difficulty: 6/10  
Strategy: You are facing a Stone Golem. Grenade Launchers, Shotguns and most other things are useless against him. The solution? Rockets. Your first target has to be getting the Homing

Launcher. To find it, go up the ramp of the building in the corner (there is also health there if needed) and you will see the Homing Launcher lying on a beam. Take it and fall down. It takes two secondary fires (or six rockets) to kill the Golem. Once you do kill him, your ammo is bound to be low, so get the Rocket Launcher under one of the ramps. Again, use the secondary fire to kill him, then go back to find the Homing Launcher.

Title: Golden Thighs  
Type: Deathmatch  
Description: None  
Location: Siberia Dam (Outside)  
Rewards: High Priest, Aztec Warrior  
Score for Gold: 5 kills in 2 minutes (Platinum: 1 minute 30)  
Difficulty: 7/10  
Strategy: Jungle Queen is very strong, and so the best method is grenading her. Get the Soviet x2, which is on top of one of the buildings. Jump off, and be aware of the Jungle Queen. Once you see her, fire grenades at her until she dies. Replenish your health if needed and get more ammo. Now repeat until you have killed her five times. If you want to camp, go to the entrance to the dam and face the stairs and grenade her when she comes.

### 3) Frantic Series

=====

Title: Hangars Hats Off  
Type: Team Deathmatch  
Description: Frantic Mode  
Location: Hangar  
Rewards: Henchman, Dark Henchman  
Score for Gold: 30 kills in 1 minute 30 seconds (Platinum: 1 minute 15)  
Difficulty: 8/10  
Strategy: This is very similar to Hack a Hacker but the time requirements are much harsher! You have to heavily rely on your teammates for kills. The most important weapon is the Soviet. Henchmen sometimes come in groups. If that's the case, grenade them and earn a few quick kills. Another very useful weapon is the Rocket Launcher (upstairs). Don't get it unless you spawn near it as you will waste time. Another reason why this is harder than Hack a Hacker is that the Hangar level is way bigger. Keep trying and you will eventually succeed.

Title: Can't Please Everyone  
Type: Zones  
Description: Frantic Mode  
Location: Hospital  
Rewards: Maiden, Changeling  
Score for Gold: 800 points in 3 minutes (Platinum: 2 minutes 30)  
Difficulty: 5/10  
Strategy: This is surprisingly easy once you know what to do. Firstly, you will have noticed that one disadvantage against you is that the Undead Priests' stamina is a lot higher than yours. But, believe it or not, you can turn it into an advantage. How? Well, find a Grenade Launcher (there is one lying under one set of stairs) and use the secondary fire to set them on fire! They take a long time to die, due to their high

stamina, and will not secure any zones as they make their way to the shower room! Meanwhile you can secure all the zones! Alternatively, you can follow the Undead Priests and continuously set them on fire while your teammates secure all the zones. Because your agility is fast, if you are on fire, try to set the Undead Priests on fire and let your teammates rack up the points. Simple, huh?

Title: Big Top Blowout  
Type: Deathmatch  
Description: Frantic Mode  
Location: Circus  
Rewards: Mr. Giggles, Stumpy  
Score for Gold: 1st with 35 kills (Platinum: 45 kills)  
Difficulty: 7/10  
Strategy: This is a tough one. Your best bet is to find a Homing Launcher and blast everyone while strafing and moving to avoid getting killed. Use your high speed to your advantage and dodge some of the rockets. Don't be tempted to chase individual bots and go for groups instead. This will be a long match, so sit tight.

#### 4) Team Series C

=====

Title: Bags of Fun  
Type: Capture The Bag  
Description: 7 Minute Match  
Location: Ice Station  
Rewards: Ringmistress, Big Hands Cheat, Slow Motion Deaths Cheat  
Score for Gold: 7 bags better (Platinum: 10 bags better)  
Difficulty: 9/10  
Strategy: This is one the hardest in the whole game, so keep patient. Seven minutes is a long time and if you mess up during that time, you will have to start again. There are two strategies I can give you. First, I will tell you the one I use. Go to the right side approaching the TimeSplitters' base, getting a Rocket Launcher and the speed power-up along the way. On your way back, go to your right again and grab the half-armor. Go upstairs and score. On your second run, go to the left side. There will be another speed power-up. Repeat the process, making sure that the Splitters don't grab your bag. This strategy has worked for me, but only after a lot of attempts. It is even possible to get platinum with this method, as I have, but you need a bit of luck.

The second strategy is going to the little building in the far left. In that building there is a Homing Launcher and full body armor. Go there every time when your Homing Launcher ammo runs out. This doesn't seem to work for me, but who knows, you might have better luck with it.

There are a couple of things that I will note. Don't score with your opponents' bag after the time runs out. Apparently, this can lead to all sorts of problems. Also, when you are trying to improve your trophy, you must also improve the number of bags you score as well as your lead.

Title: They're Not Pets!  
Type: Team Deathmatch



Description: None  
Location: Circus  
Rewards: Baby Drone, Bear  
Score for Gold: 1st with 40 kills (Platinum: 55 kills)  
Difficulty: 6/10  
Strategy: Another team deathmatch. As long as you are prepared, you shouldn't have any problems at all. I usually try to either stay in the main circus area where there is a SBP90 Machinegun x2, or if I spawn outside, get a decent weapon and run around outside in circles, killing everything I see. Avoid using the Flamethrower and the Plasma Autorifle's primary fire, as it takes too long to kill someone.

Title: Nice Threads  
Type: Assault  
Description: Breach the airlock, then secure the cooling towers, before seizing the control room  
Location: Scrapyard  
Rewards: Scrapyard (Assault)  
Score for Gold: Finish by 5 minutes (Platinum: 2 minutes 40)  
Difficulty: 7/10 or 9/10 depending on luck  
Strategy: I couldn't decide, 7, 8 or 9 out of 10, and you will see why as you have to depend on your luck. But either way, I must admit this is harder than Superfly Lady. There is one weapon that will make life a hell of a lot easier to complete: The Lasergun. Get the Lasergun and turn the shield on (using secondary fire), charging through towards the left side. Aim your shield towards the top left laser threads, then when you get nearer to the door, the ceiling of the hallway as there are two laser threads there. Just before you enter the hallway, there is a full body armour on the left. Be sure to get it! After going past the hallway, immediately turn left to the next door (under the ramp). Continue going down and your first objective, to breach the airlock, is complete.

Keep running down and you will come to another laser thread. Remember to turn and face the laser thread in the small opening on your top right when you get to it. After this one, there are a quite a few threads as you go down the ramps. Point your shield to the top right, running on the inside of the path. You will then come across a rocket turret. Step into its view, then step back. A rocket will be blasted and should miss you. Enter the next room (the cooling towers) and progress from here and you should have completed your second objective. If you die once before you reach this second checkpoint, restart. The main reason being that bots will be in your way trying to kill you and you can't defend off the laser threads and the bots at the same time.

Continue through, getting the half armour. You will then enter a room with two rocket turrets, one in front and one behind. Run in a zig-zag, left to right, to dodge the rockets. Continue through until you get to a grated walkway. Turn right in the 'T' intersection. There is another turret (plasma) which will start firing. You can dodge left and right or just keep running forward (you won't lose much health). The next room has more plasma turrets. If you are fast enough, you can avoid them by running to the next room, opposite the entrance. Eventually you will come to a blue hallway. Go up the stairs on the right, go up and immediately

take a left. Turn your Lasergun shield on because there is one more laser thread. Turn the next right and aim at the last laser thread towards the top to avoid dying at this late stage. Run to the dead end to finish this assault!

Remember, the Lasergun shield cannot protect you against rockets. It is possible to complete this without a Lasergun, in fact, I know someone who has a platinum on it without using one, but getting gold, or even platinum, is a lot easier with a Lasergun.

#### 5) Sincerest Form of Flattery

=====

Title: Aztec the Dino Hunter  
Type: Team Deathmatch  
Description: None  
Location: Aztec Ruins  
Rewards: Dinosaur  
Score for Gold: 70 kills (Platinum: 90 kills)  
Difficulty: 5/10  
Strategy: This is slightly different to most matches you have played in because of the fact that your score does show up until the end. This can be very frustrating when you are one or two off gold. The Dinosaurs only take one crossbolt to kill, so find an area that you feel comfortable to stay in (maybe the pond area) and kill all the dinosaurs to see. Try to reload when you see nothing rather than reloading when you have to as the reload time of the crossbow takes a while.

Title: Half Death  
Type: Team Deathmatch  
Description: None  
Location: Hangar  
Rewards: Drone Splitter  
Score for Gold: 20 kills in 2 minutes 30 seconds (Platinum: 2 minutes)  
Difficulty: 6/10  
Strategy: The only tip I can give you is to use the Plasma Autorifle or the Soviets. Why? Because grenades will help you a lot. If you use your grenades wisely, you should be able to get a gold pretty quickly.

Title: Dead Fraction  
Type: Team Deathmatch  
Description: None  
Location: Chasm  
Rewards: Jebediah Crump, Small Heads Cheat  
Score for Gold: 20 kills in 3 minutes (Platinum: 2 minutes)  
Difficulty: 5/10  
Strategy: As long as you find somewhere good to camp with a good weapon, you shouldn't have too many problems with this. One good camping spot only has one place where enemies can shoot through and enter, and on top of all that, a SBP90 Machinegun x2 and a health pack is provided nearby!

=====  
3.1 Introduction CINT  
=====

Challenges are slightly different to arcades...why? Challenges are not arcade scenarios. They are not something you can play in an arcade match for fun with your mates. Challenges set in TimeSplitters 2 involve smashing glass, beheading zombies, doing single mini-missions, shooting cardboard cut-outs, collecting bananas and killing innocent-looking monkeys.

The format given will be the same as I have shown in my arcade strategies, so you should be very familiar with it. One thing that will not be included though is the "type" as it does not apply to Challenges. They are harder than Arcade matches in general, but they shouldn't pose much of a problem if you have completed all the arcade matches...should they?

=====  
3.2 Strategies CSTR  
=====

1) Glass Smash  
=====

Title: Pane in the Neck  
Description: Using Soviet grenades, destroy every glass pane  
Location: Siberia Dam (Outside)  
Rewards: Rotating Heads Cheat  
Score for Gold: 18 seconds (Platinum: 11 seconds)  
Difficulty: 6/10  
Strategy: There are many ways of doing this, but in my opinion, this is the most effective. Run up the stairs and aim two grenades at the huge building in one of the windows on the second floor. If you have done this right, the first grenade should break the window, the second should go to break the door window at the back. That building is now done. Run round the back of the building along side the low wall (beside the entrance of the dam) and fire a grenade in one of the windows there. Continue forward until you can see the windows of the next window clearly. Fire a grenade there - be careful not to hit the lamp post. Now go in between the two buildings you have just fired grenades at and this should take you past the huge building again. Fire a grenade through the door window of the final building (make sure it doesn't go through a window) and you have done!

Title: Bricking It  
Description: Same as the previous challenge apart from you have bricks!  
Location: Siberia Dam (Outside)  
Rewards: Brick (Weapon)  
Score for Gold: 35 seconds (Platinum: 27.9 seconds)  
Difficulty: 5/10  
Strategy: A tip before starting...use the secondary fire - it fires further! Run up the stairs again until you are facing the six windows of the huge building. Break every single one using the secondary fire. Run to the right of the building and break the three windows there. Run up the stairs and strafe to break the door window with ease. At this stage, you should be at 15 seconds if you are going for a gold. Go on the

wooden platform and fall off from it to the right. Now destroy the glass panes of that window and go to the left of the building for the door window. Now proceed to the building near the stairs. Destroy all those panes, then proceed to the last one and do the same.

Title: Stain Removal  
Description: Break all 32 panes using your grenade launcher  
Location: Balcony in the cathedral, Notre Dame  
Rewards: The Hunchback  
Score for Gold: 32 panes (Platinum: 32 panes in 47.9 seconds)  
Difficulty: 6/10  
Strategy: This is slightly harder. When you start immediately run backwards until you can see some huge panes above you. Use the secondary fire to destroy all the panes on that side. Try to shoot whilst strafing. When you run to the other side, make sure you break the three in the middle, where you started. Finish off the other side to complete it. This can be frustrating, but don't give up!

## 2) Behead the Undead

=====

Title: Fight Off the Living Dead  
Description: Survive as long as you can against zombies with a shotgun  
Location: Compound  
Rewards: Sewer Zombie  
Score for Gold: 20,000 points (Platinum: 145,000 points)  
Difficulty: 4/10  
Strategy: Try to aim at the zombies' heads and shoot them before they enter the room you're in, if you can. If too many zombies comes in, circle them and shoot them off one by one. The zombies can also kill each other. Also try to survive as many waves as you can, to collect bonuses. If you follow the tips, you shouldn't have much trouble obtaining a gold.

Title: Sergio's Last Stand  
Description: Exactly the same, but this time the zombies are on fire!  
Location: Circus  
Rewards: Sergio  
Score for Gold: 25,000 points (Platinum: 35,000 points)  
Difficulty: 8/10  
Strategy: A lot harder, get the fire extinguisher(s) on the other side of the poles - just in case you get caught on fire. Use your crosshair if you can to get headshots. Use the quick-switch method to reload your Tactical-12 Gauge instantly (switch weapons then back). With a lot of practice, you will eventually get that elusive gold.

Title: Day of the Dammed  
Description: How long can you survive against zombies using only fists?  
Location: Inner Siberian Dam  
Rewards: Feeder Zombie  
Score for Gold: 20,000 points (Platinum: 25,000 points)  
Difficulty: 7/10  
Strategy: This is slightly easier than the previous one, but when you get to wave four or five, you better watch out. Keep looking around for any zombies that happen to surprise you from behind, and remember to circle them and run around them if things get a bit too crowded.

### 3) Infiltration

=====

Title: Silent but Deadly  
Description: Infiltrate the first part of the Siberia mission!  
Location: Siberia Dam (Outside)  
Rewards: Viking Hat  
Score for Gold: 1,000 (Platinum: 1,000 in 39.9 seconds)  
Difficulty: 7/10  
Strategy: This one took me a while to get pass. Remember - if someone spots you in this level, nearly everyone else does! Try to get headshots with all the guards you encounter with. Start off by getting the Sniper Rifle and shoot the guard on top of the stairs in the head. Then shoot the camera's lens nearby. Continue a bit forward and wait until the guard patrolling between the two visible buildings walks out of sight. Run through the gates and stay to the right side of the right building. Now when possible, shoot him in the head. Walk forward to the next building (straight ahead) and shoot the guy in the head through the door window. Go round that building so you're behind the female guard (Lt. Frost) and again shoot her in the head. Go round the next building and you will see a guard (Capt. Snow) patrolling near the metal stairs. When his back is turned away from you, kill him. Get out your Temporal Uplink and get inside the huge building to turn off the cameras. Go upstairs to open the dam, then walk along the wooden planks into the locked building to get the Timed Mines. Chuck a mine on the satellite dish, then run inside the dam!

The route given above is a safe, but slow one only aimed to get gold. If you want a platinum, you must take a different, riskier route.

Title: Trouble at the Docks  
Description: Infiltrate the first part of the Chicago mission  
Location: Docks in Chicago  
Rewards: Pirate Hat  
Score for Gold: 1,000 (Platinum: 1,000 in 24.9 seconds)  
Difficulty: 5/10  
Strategy: Run to the ladder, fall off. Approach the guy moving on your left, then shoot him in the head or punch him there. When the guy walking along the walkway goes past the next bit, run straight ahead until you reach some stairs. Run up them and shoot the next guy when you get to the top (through the windows or from the side). Go down the stairs, killing another guy along the way, turn right then run out to complete this challenge!

Title: Escape From NeoTokyo  
Description: Escape from NeoTokyo without getting seen by the cameras  
Location: Streets of NeoTokyo  
Rewards: Big Ears Hat  
Score for Gold: 1,000 (Platinum: 1,000 in 19.9 seconds)  
Difficulty: 5/10  
Strategy: Simple, just one piece of advice: TAKE YOUR TIME. The first camera can be avoided by walking straight ahead. Then go to the second gap, which should be safe from the second camera. Wait for the second camera to turn away then run and wait

just before the corner. Wait until the police car goes past, then avoid the final few cameras and run to the end!

#### 4) Banana Chomp

=====

Title: Banana Chomp  
Description: Collect all the bananas as fast as possible!  
Location: Aztec (Outside)  
Rewards: Private Coal  
Score for Gold: 55 seconds (Platinum: 45 seconds)  
Difficulty: 3/10 or 7/10 depending on if you know the route  
Strategy: Start by walking through the tunnel, collecting the three bananas. Go to the left side of the pillar to collect a couple, then go round the far end and come back to get a few more. Then go round the next pillar for the last two in this area. Continue through the next area getting one on the ramp, then go up the stairs facing opposite the ramp to get two more. Then proceed, turning left at the intersection to get the banana in the corner.

Turn 180 degrees and follow the path until you come to a dead end with a banana. Step back a bit and then turn left and continue running whilst collecting a few more bananas. When you have got those bananas, you should be facing the huge hole on the right (or close to it). Run through that and go round to corner you see grabbing another banana. Turn the next right (not the stairs straight on). Grab the banana in front of you, strafe right to get one there, continue then strafe right again to get another banana.

Run to the back of the room to find two more, then get the one on the mound. Run through the next pathway, collect a few more on the way. When you get to the next room, grab the banana in the far left corner. Go around the rock to see and grab another one. Go across the log for a couple more, then go left to get another one, then turn 180 degrees to get the other one. Go back and cross the log again, then turn right. Collect that banana then follow the path to collect the last one there sitting at a dead end!

There are a couple of things I will say regarding this challenge. Firstly, put away your Temporal Uplink. After going through this challenge a few times, you should know the route off by heart. The Uplink is relatively big and can get in the way. Also, try to turn corners smoothly where possible. You can cut off a few seconds if you can corner near-perfectly.

Title: Monkey Business  
Description: The same but avoid the zombies  
Location: Aztec (Outside)  
Rewards: Private Poorly  
Score for Gold: 58 seconds (Platinum: 48 seconds)  
Difficulty: 4/10 presuming you know the route  
Strategy: Follow the same route as you did in Banana Chomp, but avoid the zombies. There are a couple of places where you might have some problems. The most obvious one is the swamp area (the one with the ramp and stairs) as two zombies come in and they might block your way. If this happens, restart.

Title: Playing with Fire  
Description: Get as many bananas as you can before you die  
Location: Aztec (Outside)  
Rewards: Wood Golem  
Score for Gold: 24 bananas (Platinum: 24 with 1 second left)  
Difficulty: 5/10 or 8/10 depending on if you know the route  
Strategy: [ Thanks to Cayene of Doma for this ]  
Start off by running to the corner, then turn right, remembering to take the first left. You should have two. Grab the banana in front of you, then the one on your right. Grab all five in the pillar room, then move to the next path. Grab the four in this hallway. When you get to the fourth, take a sharp left. Grab five in the next room, don't bother with the one on the far side. Head down to the next area, grabbing the group of five in front of you, then head to the right near the dead end for the last one.

If you want a platinum but you have earned a gold, reset your game before it saves! There is a glitch, and if you let it save, you will never get the platinum on this profile.

#### 5) Cut-Out Shoot-Out

=====

Title: Take 'em Down  
Description: Shoot cut-outs to get points, but not civilians  
Location: Wild West  
Rewards: Ample Sally  
Score for Gold: 3,500 points (Platinum: 4,000 points)  
Difficulty: 4/10  
Strategy: This is really straight forward. Aim at the chest to get 100 points for each one. Make sure you thoroughly go past every building and do not shoot any civilians (yes, that includes the boy with the balloon). Follow it and you should get a decent score with a gold. Cayene of Doma has made a more detailed guide of this challenge.

Title: Fall Out  
Description: Same as before, but in Chicago  
Location: Chicago  
Rewards: Marco the Snitch  
Score for Gold: 1,650 points (Platinum: 1,700 points)  
Difficulty: 4/10  
Strategy: Again, very simple, but this time all shots are worth 100 points. Watch out for ones that decrease your score by one (fairly quickly!) and make sure you check both sides of cars. A more detailed guide can be found by Cayene of Doma.

Title: Pick Yer Piece  
Description: From a window, shoot the cut-outs to gain points  
Location: Compound  
Rewards: Sgt. Rock  
Score for Gold: 1,000 points (Platinum: 1,250 points)  
Difficulty: 8/10  
Strategy: Patience is what you need. Get ready to restart a LOT. I will try to lead you through this nasty challenge, and like Take 'em Down, where you shoot matters (maximum for each cut-out is again 100 points). Remember to use your rifle every time. When you start, run up to the window. Aim slightly to the

right at the top of the blue crate. Shoot at the waist of this cut-out. The next one appears lower and more to the left of the first. Aim at the top right leg. Aim directly below you in the middle, shooting at the backside, then remove the sight, run backwards to the back right of the room, and another cut-out should appear (aim for the backside).

Run back to the window, and if you can, there is a demon to the right. Shoot in the groin. If you missed, you have a chance later. Aim to the low right of the blue crate you aimed at first and another cut-out will appear. Aim at her thigh. Aim down and left to the grey wall and aim at the man's waist. Now aim for the far right corner and aim for the backside again. Directly in front of you on the left hand side of the crate should be another cut-out, shoot in the groin. Aim down a bit more and to the left, and a moving cut-out should appear. Shoot her in the backside. If you missed the demon earlier (as stated), now's the time. Go back up there and it should reappear. Shoot in the groin. If you did previously shoot the demon, go back there anyway. There is a woman to the right of where the demon was. Shoot her.

The next one appears right at the back, on the ground to the left of those boxes. Shoot the cut-out, then stand on the left side of the window and look to the middle right. Shoot the man that appears, then quickly go to the right side of the window and look all the way to the left. A target appears almost side on. Now the next one is almost directly below (to the right). Then quickly aim straight ahead, high on top of the crates in the distance. Finally, aim down at the grating to the left. Shoot the final one quickly before the time runs out.

#### 6) TimeSplitters 'Story' Classic

=====

Title: Badass Buspass Impasse  
Description: Collect the brain, then run back to the portal  
Location: Streets  
Rewards: Badass Cyborg  
Score for Gold: 1 minute 30 seconds (Platinum: 45 seconds)  
Difficulty: 6/10  
Strategy: The best thing to do is run past everyone then run back to the time portal, but that's a bit tricky. What I usually do is with the pistol, kill the first guard with a head shot, then kill the woman that jumps out of the corner with a head shot too. Collect the Soviet, then kill anyone that's in your way. Don't stop for anything. When you get the brain, there will be Splitters which will make things harder - just keep on running to the end.

If you have created a map (using MapMaker) and have played in it, you will get some sort of medal. This is a glitch, but you do not get access to the next challenge or get Badass Cyborg until you have actually completed it yourself.

Title: But Where Did The Batteries Go?  
Description: Get the batteries, then run back to the time portal  
Location: Scrapyard



Rewards: R One-Oh-Seven  
Score for Gold: 5 minutes 30 seconds (Platinum: 4 minutes 30)  
Difficulty: 6/10  
Strategy: This may seem hard, but there are two armours in this level to help you. Run to the entrance, head through the doors, go to the next room. Shoot the ChassisBot in front of you, then the one on the left. Continue. Turn the corner and you will see a R109. Kill him and get his Plasma Autorifle. For all moving turrets, chuck a grenade into the black area to kill it. When you get to the cooling towers (where you are on the grated platform), turn a sharp right to see a R109 with a Minigun. Take it. Just after this bit there is a full body armour. Also take that. Use your Minigun to mow your way through to the batteries. When you have, go back as fast as possible. Near the start (where the R109 with the Plasma Autorifle was) there is another full armour. Get that and get into the time portal.

Title: Hit Me Baby One Morgue Time  
Description: Grab the bones and run back to the portal  
Location: Hospital  
Rewards: The Cropolite  
Score for Gold: 2 minutes (Platinum: 1 minute)  
Difficulty: 8/10  
Strategy: Try to ignore zombies if you can. When you start, go straight forward and then turn left. Turn the next corner and keep going straight forward until you reach the end of the hallway. Turn the right corner then run across the large room to the next hallway (several zombies will appear at this point, try to dodge them). Then run to the next room (with the stairs) and run straight across to the next hallway. Continue until you get to another room. Turn right, going into a hallway, then turn another right and go in that door, then turn left across the room with the beds or cots.

You should now encounter some stairs. Sometimes a burning zombie (Crispin) comes down the stairs. If this is the case, stand right of the stairs, then when the zombie falls down, run up the stairs. Go past the balcony (you'll come back here later) and into the other room (with the beds). If more burning zombies appear, climb onto the beds to get to the other side. Once you have done that, turn left at the intersection (usually another Undead Priest will appear with his Shotgun), turn right around the corner, grab the bones lying there, then turn back. Run back through the room with the beds (if you catch fire here, keep going - you're nearly at the end). Go back to the balcony, jump off it, then run into the time portal in front of you!

Zombies and Undead Priests will respawn if you kill an enemy. Try to minimise your killing to avoid Undead Priests with Shotguns appearing - and wasting your health.

## 7) Monkeying Around

=====

Title: Simian Shootout  
Description: Shoot as many monkeys as you can to gain points  
Location: Mexican Mission  
Rewards: Insect Mutant

Score for Gold: 1,800 points (Platinum: 2,000 points)  
Difficulty: 8/10  
Strategy: This best position to stand (in my opinion) is to stand just in front of the fountain. Try to memorise where the monkeys will appear so you know when to stand on the left, the right, or aiming at the bell. Combos do help a lot. A lot of monkeys appear towards the end, and so this is a good chance to get high combos.

Title: Monkey Mayhem  
Description: Shoot as many melons as you can!  
Location: Circus  
Rewards: Misfit  
Score for Gold: 2,500 points (Platinum: 3,000 points)  
Difficulty: 6/10  
Strategy: When you start, run to the barrier then adjust the scope so it is zoomed out all of the way. Aim slightly lower. This might take some adjusting, but if you get it right, every monkey with a melon will go through that spot. Keep shooting those melons off, trying to get combos, and you will get the gold needed for this challenge.

Title: Dam Bursters  
Description: Same as Simian Shootout  
Location: Siberian Dam (On Top)  
Rewards: Robofish  
Score for Gold: 8,000 points (Platinum: 9,300 points)  
Difficulty: 9/10  
Strategy: This is one of the hardest challenges. Try to stick to the left side or the middle. Remember to turn the secondary fire on and if it overheats too much, turn it off then turn it back on. Auto-Aim helps a lot and try to concentrate on the monkeys rolling into the dam. To get combos, try shoot to the back in the distance and hope you shoot those monkeys. Don't use the crosshair and keep moving in front of the monkeys if you can. This challenge relies on luck a lot and also high combos.

Another tip you might want to try is this: To get combos, try waiting until you see loads of monkeys in your sight, then shooting all the monkeys you see.

Andy also gives a tip to help you conquer this challenge:

```
+-----+
| "Shoot like crazy at the fog in the middle because that's |
| where all the monkeys come from. By doing this I kept on |
| getting combos of eight." |
+-----+
```

This helps a lot, but try not to overheat the minigun by doing this. Here's another tip to help you conquer Dam Bursters from Stuckinabox:

```
+-----+
| "Instead of staying in one place, continuously strafe |
| back and forth across the dam so you can get a dead on |
| aim for each monkey. This will make them a heck of a lot |
| easier to hit." |
+-----+
```

This gives you more of a chance to hit those monkeys and so increasing your chances of a high combo. Thanks for the tips guys.

=====  
4.0 Miscellaneous MSCL  
=====

=====  
4.1 Frequently Asked Questions FAQ  
=====

Q: Do you know a good strategy for Dam Bursters?

A: Take a look at the Dam Bursters strategy. A couple of people have also submitted some of their tips! Keep trying and you will succeed. Good luck!

Q: What do I have to do in order to unlock Big Tony?

A: To unlock Big Tony, you have to complete Chicago in Normal (Story). This can be done by yourself or in co-op.

Q: I've got many points on Fight Off The Living Dead but I can't get platinum. How many points is required for platinum?

A: A lot of sources say it's 145,000, but I do not have platinum on this challenge so I cannot confirm it.

Q: How many platinums and golds do you have?

A: I currently have 42 platinums and 24 golds, but now I only play it for multiplayer fun. I do know quite a few people with better scores, including a couple achieving all 66 platinums.

Q: What is surf time?

A: Surf time is where you move without doing so without using your controller. The only example I can think of in Arcade mode is getting on the crane in the Hangar level. Going up the lift in Siberia does not count because it is in Story mode, not in Arcade.

Q: What Challenge do I have to complete to unlock TimeSplitters 'Story' Classic?

A: To unlock TimeSplitters 'Story' Classic, complete three sections in Challenges.

=====  
4.2 Some Final Tips SFTP  
=====

[ This section has been renamed and re-written for v2.00 ]

Before I close this FAQ, I will give a few more tips.

Remember, if you are in battle with another bot or human, keep strafing and moving. You will be a much harder target to hit than staying with your feet

stuck to your ground.

When playing against humans, or bots in a lot of cases, search for a decent weapon if you are constantly getting outgunned.

Regarding arcades and challenges, don't get too mad if you get stuck. Keep restarting and putting the effort in and eventually you will be rewarded. Sometimes a bit of luck is all you need.

Try to aim for heads rather than arms or legs. The exception is when using a Rocket or Homing Launcher, where aiming at the legs is more wise.

I've ran out of tips to give you now. All I can now say is good luck.

=====  
4.3 Contact CNTC  
=====

To contact me, e-mail me at zaps@hotmail.com. Make sure your subject, when composing your message, is "TimeSplitters 2: [Insert TS2 Subject Here]" to make things a lot easier for me.

You can ask me anything relating to TimeSplitters 2, with any questions or comments, or about this FAQ, perhaps pointing out a mistake or offering a few tips. I will reply back once I have read your e-mail, so expect a response.

=====  
4.4 Special Thanks SPTH  
=====

I would like to thank the following:

Free Radical Design	For making TimeSplitters 2	
Eidos	For publishing TimeSplitters 2	
Plat Strats*	For some helpful tips to overcome some challenges	
GameFAQs*	For countless things	
Cayene of Doma	For helping me on a few challenges	
Bannor	For giving me the motivation to improve my scores	
Andy	For a tip on Dam Bursters	
Stuckinabox	For a tip on Dam Bursters	
Dave	For a tip on Time to Split	
Ryan Wardell	For a tip on Monkey Immolation	
You	For reading this FAQ	

\*Websites  
=====

Plat Strats <http://www.mathgamehouse.com/ts2>  
GameFAQs <http://www.gamefaqs.com>

=====  
4.5 Finishing Off FNHO  
=====

This is my first FAQ I have written and I hope that this guide has helped you a lot. Good luck on progressing through the game. I have had a couple of e-mails asking if I am going to do a Story mode FAQ. Well, not at the moment. Don't expect me to do a guide on Story mode, but you never know.

END

===

Does every "Score for Gold" have a small "f"?

Oh, and tell Dave about big update!

This document is copyright Zaps and hosted by VGM with permission.