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=====
1.0 >Introduction<
=====

Hello Everybody! Raining Metal makes another guide! This guide will show lots of necessary information about Timesplitters: Future Perfect, and I will show

some unique hints on some of those frustrating parts!

1.1 >Version History<

Version 1.06

Added new ASCII art to the title.

Version 1.05

Changed the weapon names to make them more generic and less confusing.

Version 1.01

Made a few adjustments to the Controls section.

Version 1.00

Complete Guide.

=====
2.0 >Basics<
=====

These are the main basics for playing this game.

2.1 >Controls<

The Controls for the three systems are very different, so I should keep this quick.

These are the Gamecube Controls:

On foot:

A Button: Action.
B Button: Crouch.
Y Button: Reload.
L Button: Manual Aim/Use Scope.
R Button: Fire.
Z Button: Secondary Fire.
C Stick: Look, Turn.
Control Stick: Move, Strafe.
Control Pad Up/Down: Zoom Scope.
Control Pad Sideways: Change Weapon.
Start: Pause.

When mounted on a gun:

A Button: Fire.
B Button: None.
Y Button: Dismount.

L Button: Fire.
R Button: Fire.
Z Button: None.
C Stick: Turn.
Control Stick: Turn.
Control Pad Up/Down (In Scope Mode): Zoom Scope.
Control Pad Sideways: None.
Start: Pause.

Driving Cars:

A Button: Accelerate.
B Button: Brake/Reverse.
Y Button: Dismount.
L Button: Brake/Reverse.
R Button: Accelerate.
Z Button: None.
C Stick: None.
Control Stick: Steer.
Control Pad Up/Down: None.
Control Pad Sideways: None.
Start: Pause.

It should be noted that the controls can be customized via the options menu.
Feel free to contribute the controls for the other systems.

2.2 Basic Tactics<

Out there in the field, there aren't many allies (or there may be, but there will certainly be lots of enemies). Here are a few tips on survival and efficiency.

- Strafe like crazy when in combat. This will decrease enemy accuracy.
- Find Cover. Cover can be used for extra protection.
- Glass can be penetrated by bullets, so go ahead and shoot that person through the window in the head!
- Use Stealth. Headshots and suppressed weapons are essential to stay under the radar.
- Zombies can be easily killed by a headshot.
- Use and preserve Armour, as well as Health.
- Weapons are automatically cooled down when switched.

=====
2.3 >Weapons<
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In FPSes, the weapon is the best friend, it is the ONLY friend! And to be more precise, the weapon must be mastered!

Temporal Uplink

In-game Name: Temporal Uplink.

Clip Size: None.
Carrying Capacity: None.
Power: N/A.
Accuracy: N/A.
Rate of Fire: N/A.
Range: Long.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: Radar.

The Uplink is available in the Story Mode, except for the first mission, where it is given by Anya at the end. The Uplink is capable of lifting items, which can prove useful in many situations. The Map mode is similar to the one in TS2.

Home Run Bat

In-game Name: Baseball Bat.
Clip Size: None.
Carrying Capacity: None.
Power: Medium.
Accuracy: N/A.
Rate of Fire: Swing.
Range: Melee.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

The Home Run Bat is a melee weapon. Its power is more than standard melee attacks.

Concrete Brick

In-game Name: Brick.
Clip Size: None.
Carrying Capacity: 40.
Power: Low.
Accuracy: Medium.
Rate of Fire: Throw.
Range: Short.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

Thanks to the decent aiming system, the Brick is no longer useless. Try to aim for the head with this weapon, even though it is difficult. The Brick is unlocked once the "Don't Lose Your Bottle" challenge is completed.

P220 9mm

In-game Name: Pistol 9mm.
Clip Size: 8.
Carrying Capacity: 52.
Power: Low.
Accuracy: High.

Rate of Fire: Semi-automatic.
Range: Long.
Reload Time: Medium.
Dual-wieldable: Yes.
Alternate Mode: Silenced & Scoped.

The P220 is back, and when silenced, it now comes with a scope. Although the scope is VERY short, it can steady the accuracy of the weapon, making it ideal for stealth situations.

Luger 9mm

In-game Name: Kruger 9mm.
Clip Size: 8.
Carrying Capacity: 52.
Power: Low.
Accuracy: Medium.
Rate of Fire: Semi-automatic.
Range: Medium.
Reload Time: Fast.
Dual-wieldable: Yes.
Alternate Mode: Silenced.

The Luger 9mm is a past version of the P220, and it has a faster reload time but lacks the scope.

Lex-18 9mm

In-game Name: LX-18.
Clip Size: 18.
Carrying Capacity: 42.
Power: Medium.
Accuracy: High.
Rate of Fire: Semi-automatic.
Range: High.
Reload Time: Medium.
Dual-wieldable: Yes.
Alternate Mode: Silenced & Scoped.

The advanced pistol in the 2050s carries a big clip for a pistol, and has the same capabilities as the P220s.

Garret Revolver .357

In-game Name: Revolver.
Clip Size: 6.
Carrying Capacity: 74.
Power: High.
Accuracy: Medium.
Rate of Fire: Single.
Range: Short.
Reload Time: Long.
Dual-wieldable: No.
Alternate Mode: None.

The Revolver has more power than the other pistols, however, it is unable to dual-wield (for some reason), and it takes a long time to reload. Also, its rate of fire can get in the way, making it a rarely used weapon.

Science Fiction Handgun

In-game Name: Sci-Fi Handgun.
Clip Size: 16.
Carrying Capacity: 184.
Power: Medium.
Accuracy: Medium.
Rate of Fire: Semi-automatic.
Range: Medium.
Reload Time: Medium.
Dual-wieldable: Yes.
Alternate Mode: Reflective Shots.

The Sci-Fi can be a formidable pistol, especially when paired up. The upgrade to the Sci-Fi Handgun removes the burst fire, but allows it to either bounce off materials or not to, and even then, the shots rarely go back to the shooter. Micro technology has allowed a high carrying capacity, despite the Sci-Fi's large clip.

Dart Injector

In-game Name: Injector.
Clip Size: 8.
Carrying Capacity: 48.
Power: High.
Accuracy: High.
Rate of Fire: Semi-automatic
Range: Medium.
Reload Time: Medium.
Dual-wieldable: No.
Alternate Mode: None.

The Injector is a dangerous weapon, and is one of the reasons why this game is rated M. In Story Mode, the Injector is the only way to dispatch Mutants. In Arcade, too many shots to a target will make the victim explode in an inappropriate amount of gore.

MP5 SMG

In-game Name: Machine Gun.
Clip Size: 32.
Carrying Capacity: 224.
Power: Medium.
Accuracy: Medium.
Rate of Fire: Automatic.
Range: Medium.
Reload Time: Fast.
Dual-wieldable: Yes.
Alternate Mode: None.

The MP5 is a fast-firing weapon, which can clear out areas in a short time. When dual wielded, this SMG can be dangerous.

Kronen SMG

In-game Name: K-SMG.
Clip Size: 32.
Carrying Capacity: 168.
Power: Medium.
Accuracy: Medium.
Rate of Fire: Automatic.
Range: Medium.
Reload Time: Medium.
Dual-wieldable: Yes.
Alternate Mode: Rocket.

The Kronen SMG is a past version of the MP5, but it has a slower firing rate and less-compact clips, but it can launch rockets.

FN FAL Rifle

In-game Name: Soviet Rifle.
Clip Size: 30.
Carrying Capacity: 170.
Power: High.
Accuracy: High.
Rate of Fire: Automatic.
Range: Long.
Reload Time: Medium.
Dual-wieldable: No.
Alternate Mode: None.

The FN FAL is a well-balanced assault rifle, and is the superior of the MP5. Although it cannot be dual-wielded, it is far more accurate and powerful than the MP5 alone.

SBP500 Machine Gun

In-game Name: SBP500.
Clip Size: 64.
Carrying Capacity: 196.
Power: High.
Accuracy: High.
Rate of Fire: Automatic.
Range: Medium.
Reload Time: Very Long.
Dual-wieldable: No.
Alternate Mode: None.

The SBP500 Heavy Machine Gun is a very powerful weapon, but its large clip causes a long reload time, which can be a bad thing.

Plasma Rifle

In-game Name: Plasma Autorifle.
Clip Size: None.
Carrying Capacity: 400.
Power: High.
Accuracy: High.
Rate of Fire: Overheat Automatic.
Range: High.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

The Plasma Rifle is a powerful weapon, and can really put danger into the strongest of threats.

Chaingun

In-game Name: Minigun.
Clip Size: None.
Carrying Capacity: 400.
Power: Very High.
Accuracy: Medium.
Rate of Fire: Overheat Automatic.
Range: Medium.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: Default Charge Up.

The Chaingun is a leathal foe-stopper! The machine gun can clear out enemies in a pinch, but when it overheats, its rate of fire will decrease.

Monkey Gun

In-game Name: Monkey Gun.
Clip Size: 64.
Carrying Capacity: 194.
Power: Very High.
Accuracy: High.
Rate of Fire: Burst Fire.
Range: Medium.
Reload Time: Long.
Dual-wieldable: No.
Alternate Mode: None.

The Monkey Gun has a similar design to the MAG-Charger (see below), but it fires a salvo of bullets, which are, individually, powerful. A single push on the trigger will release ALL of the bullets! It has a long reload time though.

Sawed-Off Shotgun

In-game Name: Shotgun.
Clip Size: 2.

Carrying Capacity: 38.
Power: Very High.
Accuracy: Low.
Rate of Fire: Semi-automatic.
Range: Short.
Reload Time: Long.
Dual-wieldable: No.
Alternate Mode: None.

The Sawed-Off Shotgun is a great weapon at close range, but due to its archaic clips, it takes a while to put shells in.

SPAS-12 Gauge

In-game Name: Tactical-12 Gauge.
Clip Size: 8.
Carrying Capacity: 32.
Power: High.
Accuracy: Low.
Rate of Fire: Pump.
Range: Short.
Reload Time: Varies.
Dual-wieldable: No.
Alternate Mode: None.

The SPAS-12 Shotgun can also be a good weapon at close combat, but its shells are less dense than the Sawed-Off. It can hold 8 shells though.

Sonic Dispersion Shotgun

In-game Name: Dispersion Gun.
Clip Size: None.
Carrying Capacity: 40.
Power: Medium.
Accuracy: Low.
Rate of Fire: Pump.
Range: Short.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

The scenario "Astro Jocks" really gives this weapon an infamous reputation. It is very poor at killing numerous opponents, but it is a quick killer on single threats. It takes a second or two to charge it fully to its most powerful state.

Lee Enfield Rifle

In-game Name: Vintage Rifle.
Clip Size: 8.
Carrying Capacity: 32.
Power: High.
Accuracy: Very High.
Rate of Fire: Bolt.

Range: Very Long.
Reload Time: Medium.
Dual-wieldable: No.
Alternate Mode: None.

The Lee Enfield Rifle is the oldest sniper rifle. Although it has the shortest scope magnification, it has a large clip, and it has some good power.

AWM Rifle

In-game Name: Sniper Rifle.
Clip Size: 5.
Carrying Capacity: 35.
Power: High.
Accuracy: Very High.
Rate of Fire: Bolt.
Range: Very Long.
Reload Time: Medium.
Dual-wieldable: No.
Alternate Mode: None.

The AWM is similar to the Enfield, but it is the conventional version, it is silenced, has a stronger scope, but has a shorter clip.

Magnum-Charger

In-game Name: MAG-Charger.
Clip Size: 12.
Carrying Capacity: 28.
Power: High.
Accuracy: High.
Rate of Fire: Beam.
Range: Long.
Reload Time: Long.
Dual-wieldable: No.
Alternate Mode: Electrical/Thermal X-Ray.

The MAG-Charger can be a threat in various ways. In Single-Player, the MAG-Charger is one of the only weapons that can destroy electronic security measures, and its X-ray can detect those security objects. In Multiplayer, the MAG-Charger is capable of shooting through walls, and can detect opponents. Its scope can improve accuracy.

Gauss Laser Rifle

In-game Name: Sci-Fi Rifle.
Clip Size: 8.
Carrying Capacity: 32.
Power: High.
Accuracy: Very High.
Rate of Fire: Bolt.
Range: Very Long.
Reload Time: Long.
Dual-wieldable: No.

Alternate Mode: Defensive Shield.

The Gauss is the future Sniper Rifle. This is the only rifle that is not silenced, but it has a defensive shield, which can assist hard-core snipers.

Harpoon Launcher

In-game Name: Harpoon Gun.
Clip Size: 12.
Carrying Capacity: 36.
Power: High.
Accuracy: Medium.
Rate of Fire: Semi-automatic.
Range: Short.
Reload Time: Medium.
Dual-wieldable: No.
Alternate Mode: None.

The Harpoon Launcher is a very scary weapon, and it can be very fun to use. The harpoons themselves are renewable, meaning that they can be used again after being used.

M2-2 Flamethrower

In-game Name: Flamethrower.
Clip Size: None.
Carrying Capacity: 1500.
Power: Medium.
Accuracy: High.
Rate of Fire: Automatic.
Range: Short.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

The Flamethrower is now a better weapon than it used to be in TS2. It is a good weapon on normal targets, but don't bother trying to use this on mechanical enemies.

Shock Electrotool

In-game Name: Electrotool.
Clip Size: None.
Carrying Capacity: 1500.
Power: Medium.
Accuracy: High.
Rate of Fire: Automatic.
Range: Medium.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: Single.

The Electrotool can be used to destroy plasma gates and shields, but it can also harm organic enemies (except for zombies). The single mode is very

useless.

Ghost Imploder

In-game Name: Ghost Gun.
Clip Size: None.
Carrying Capacity: 960 (Multiplayer).
Power: Medium.
Accuracy: High.
Rate of Fire: Automatic.
Range: Medium.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

The Ghost Imploder in Story Mode is the only way to defeat ghosts. In Multiplayer, the Ghost Imploder can harm any opponent, and can steal health from them.

Flare Gun

In-game Name: Flare Gun.
Clip Size: 1.
Carrying Capacity: 10.
Power: High
Accuracy: Low.
Rate of Fire: Single.
Range: Short.
Reload Time: Long.
Dual-wieldable: Yes.
Alternate Mode: None.

The Flare Gun fires a flare which, in direct contact, will set the target on fire! The Flare Gun has a long reload time though, which can be abused by a glitch.

Rocket Launcher

In-game Name: Rocket Launcher.
Clip Size: 6.
Carrying Capacity: 6.
Power: Very High.
Accuracy: Low.
Rate of Fire: Single.
Range: Medium.
Reload Time: Very Long.
Dual-wieldable: No.
Alternate Mode: Burst Fire.

The Rocket Launcher can do some damage. Although it doesn't have instant salvo firing rates like its more superior versions, it still can unleash all of its rockets, just not all at once.

Heatseaking Bazooka

In-game Name: Heatseeker.
Clip Size: 1.
Carrying Capacity: 10.
Power: Very High.
Accuracy: Medium.
Rate of Fire: Single.
Range: Medium.
Reload Time: Long.
Dual-wieldable: No.
Alternate Mode: None.

The Heatseeker is a very effective weapon on armoured mobile targets, as well as singular targets in Multiplayer Mode.

Proximity Mines

In-game Name: Proximity Mines.
Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

For all Mines, including the Proximity version, they are thrown and will explode in different styles. The mines should be thrown onto another player for best effect.

The Proximity Mines are Mines that explode on impact. They explode when a player comes close. Distinguished by the triangular shape.

Timed Mines

In-game Name: Timed Mines.
Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

The Timed Mines explode in a few seconds after they have been thrown. Distinguished by the square shape.

Remote Mines

In-game Name: Remote Mines.

Clip Size: N/A.
Carrying Capacity: 20.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

The most fun of all the mines, the remote mines explode via detonator.
Distinguished by the miniature antenna.

TNT

In-game Name: TNT.
Clip Size: N/A.
Carrying Capacity: 1.
Power: VERY High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Short.
Dual-wieldable: No.
Alternate Fire: None.

Similar to the timed mines, only that it trades its capacity for its higher damage. For story mode only.

Fragmentation Grenades

In-game Name: Grenades.
Clip Size: None.
Carrying Capacity: 5.
Power: High.
Accuracy: Low.
Rate of Fire: Throw.
Range: Medium.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

All grenade types can be thrown without having to change weapons. Grenades can be thrown further if the grenade button is held longer. This specific version will bounce and in a second or two, it will explode.

Plasma Sticky Grenades

In-game Name: Plasma Grenades.
Clip Size: None.
Carrying Capacity: 5.
Power: High.
Accuracy: Medium.
Rate of Fire: Throw.
Range: Short.
Reload Time: None.

Dual-wieldable: No.
Alternate Mode: None.

Futuristic Plasma Grenades automatically stick to any surface and detonate.

Time Halt Grenades

In-game Name: Time Distortion Grenades.
Clip Size: None.
Carrying Capacity: 5.
Power: High.
Accuracy: Medium.
Rate of Fire: Throw.
Range: Short.
Reload Time: None.
Dual-wieldable: No.
Alternate Mode: None.

In story mode in the near future, the Time Halt Grenades explode whenever they touch any surface. In addition, the surrounding area affected will slow down movement, bullets, etc, EXCEPT for the user, which can be manipulated.

=====
3.00 >Story Walkthrough<
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Here's the part where the history of the Timesplitters war continues. All walkthroughs are specifically for NORMAL difficulty, but nothing much changes, only the power and the amount of enemies do. In Co-op, the gameplay will hardly change.

=====
3.01 >Time To Split<
=====

Objectives:

- Report to the General at the Human HQ.
- Clear the enemy bunker.
- Fend off the Timesplitters at the outpost.
- Fend off the Timesplitters at the Human HQ.

Secondary Objectives:

None.

Weapons:

Science Fiction Handgun (x2)
Plasma Rifle
Gauss Laser Rifle
Plasma Sticky Grenades

Unlockable: Characters: The General, Anya.

Co-op Character: Pvt. Hicks.

Enemies:

-Time Assassin

These guys are hooded, and are hostile. They aren't Timesplitters however, but

they are intent on stopping Cortez.

-Berserker Splitter

Apparently, the only Timesplitter species that can invade the Earth. They can turn invisible, like the Reaper Splitters, and can shoot lightning shots.

Briefing:

After destroying the Timesplitter Space Station, Cortez returns to the Earth. He must return to the HQ and deliver the time crystals to the Base. However, his ship is shot down, and he needs to return to the HQ, on foot. Meanwhile, a mysterious figure takes interest in Cortez's journey back and follows him...

At last, a Timesplitters game has an actual tutorial level. It is brief for one, but the basics are all covered.

Cortez starts out hanging upside-down from a narrow piece of metal from the remains of his spacecraft. Two human soldiers come to his rescue. Once Cortez drops down, one of the men gives him a Sci-Fi Pistol and tells him that he needs to hurry.

Follow the pair and when the first soldier gives the go, attack the hostiles dressed like ninjas that ambush the platoon. Although they aren't aliens, they are still dangerous, so attack the men at the other side of the ravine. Cross it on the crashed space shuttle. To the right area, there is a pair of Sci-Fis that will help Cortez fight off the bad guys that appear to the left of the "bridge". When done, approach the trapped soldier. He is in trouble, and his partner, Pvt. Jameson, is down. Help the alive man shoot the assassins. Pick up the Rifle and the Grenades.

Below the now broken bridge, there are even more hooded men! Dispatch them and notice how the enormous Timesplitter Mothership gets downed by gunfire. Go right and meet the soldier. He says that the way is blocked by enemy snipers, as displayed by the demise of Pvt. Miller. The soldier then gives Cortez a Gauss Rifle. Use it on the barrels just behind the men in the bunker. One of the soldiers will accompany Cortez while the rest try to hold the valley entrance.

When turning around, a Timesplitter will come from the top of the valley. Shoot it! Another one will come from the corner. When it is killed, advance to the position where a squad of soldiers are under attack! When Cortez approaches the area, the soldier with the machine gun gets killed in an explosion and another one gets brutally attacked by a Timesplitter. Clear the way and rescue the last soldier. He says that Cortez cannot advance until the wall is destroyed. In the meantime, they need to fend off the Timesplitters that are attacking the place. Use the gun emplacement to destroy anything "with teeth bigger than its face". If needed, collect the medkits and Plasma Grenades next to the emplacement. Once the wall is blown up, some more soldiers will come to the rescue. Now Cortez and his buddy can go to the HQ!

The HQ is in trouble. The soldiers are desperately trying to prevent the Splitters from entering the big building. Take cover behind the debris and shoot the aliens! Use the supplies next to the wall. After a while, the area will become secure enough for Cortez to enter through the big garage wall.

Cortez meets back with the General, and then the two go into an elevator. The General explains that they have built a time machine in order to find out the cause of the Timesplitters War. Once they are at the top, the General introduces Anya, first in charge of the science department, to Cortez. Anya

shows where she believes where the Time Crystal source is. She then gives Cortez the Temporal Uplink and sends him to that location...

=====
3.02 >Scotland The Brave<
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Objectives:

- Infiltrate the Castle.
- Escape the Trap.
- Locate the Crystal Mining Site.
- Gain entry to the Briefing Hall.
- Destroy the Tank.
- Get to the underground of the island.
- Captain Ash must survive.

Secondary Objectives:

- Rescue the Jungle Queen.

Weapons:

Temporal Uplink
Luger 9mm (x2)
Lee Enfield Rifle
Kronen SMG
Flare Gun
TNT
Fragmentation Grenades

Unlockable: Characters: The Jungle Queen, Warrant Officer Cain.

Co-op Character: Captain Ash.

Enemies:

-Ivor Baddic, Polov Yuran, and Comrade Papadov
The soldiers defending the island are dressed in brown uniforms and in a gas mask. They might also have helmets, either closed or open. Some of the soldiers have a higher rank than others, and take the role of semi-officers.

-Warrant Officer Cain.
Male officers have better combat skills than the regular soldiers, and in this mission, they are only seen in the briefing hall.

-Tank.
The Tank is seen in the near end, and it is only vulnerable to Kronen SMG explosives and TNTs.

Briefing:

The year is 1924, six years after the Great War, and the Royal Majesty's service is astounded to find some defectors in the island of Urnsey, who have decided to join the Triple Alliance. However, the defectors have something else in mind other than to join the Germans...

The British army has sent in an agent, Captain Ash, to rescue a hostage in the castle on the island. Cortez arrived and used the flare gun, which, unfortunately, signaled the British Navy to bomb the island. It looks like the Captain is going to go through a harsher adventure than he planned...

This is a favourite mission of mine, and it is an easy mission, yet it is one

of the funnest. Some stealth tactics will be introduced.

Captain Ash will give Cortez a Luger 9mm. Go to the left, ignoring Ash and get the Flare Gun in the boat. Join Ash and sneak up on the soldiers in the bunker. Dispatch them and nab the Lee Enfield Rifle. The radio will sound the castle alarm! Go up the hill and dispatch the two soldiers camping at the ridge. The next threat will be a machine gun nest. In easy and normal, a plane will come by and bomb the soldier. On hard, wait for the machine gun to overheat, and shoot the gunner. Go up and go into the nearest building, and get the rifle. Turn around and shoot the soldier that has two Lugers. Get them and help Ash kill the two soldiers. Get inside the garage.

It's a trap! Both portcullises will close! The controls for them are located on the second floor of this dock. Fend off any soldiers that attack and go up the stairs (grabbing the K-SMG on the way up). More soldiers have positioned themselves at the top. Go left and dispatch the soldiers. Go into the post, grab the armour, and shoot the guy on the other side. This switch will open the portcullis for the entrance. The switch for the portcullis leading to the next area is on the opposite post, so go there. Flip the switch and go back. Soon after, a U-Boat will come up of the dock. Cortez can't get back down until the gunner is dealt with. Use the crane controls (located on the bridge between the opposite sides of the second floor) and use it to lift the gunner and drop him into the water.

Get back with Ash and proceed to the next door. Outside, ignore the crashing truck and assault the garage. Pick up any supplies there, and get into the truck. If Cortez takes the gunner position, shoot any soldiers, planes, or any other threats that come across the truck. If Cortez takes the driver position, drive up to the edge, ram the gates, and keep going along the road until the truck meets an open bridge. Captain Ash will take the other seat. When at the bridge, dispatch the gunner and use the Uplink on the switch (at the stand where the gunner was) to bring down the bridge. Take out the sniper on the castle bridge and deal with the pair of soldiers. Keep going up the road, killing any hostiles that get in the way.

At the front Castle gate, use the TNT next to the fallen truck to blow up the doors (don't worry, it will respawn). Get in the castle, getting the Lee Enfield Rifle to the left, and clear the foyer of all of the guards. Once done, Captain Ash will need to signal the navy with flares that he just found in a room. This is where he steps off (of battle). Proceed across the hallway, dealing with the soldier that guards a medkit, and go to the double-doors.

The doors are locked, but fortunately, a man who is exactly like Cortez gives our current hero a key in order to open them. What's going on? Anyhow, Cortez unlocks the doors, leading to a wine cellar. A drunk soldier goes rambling on about silly subjects (this will be a recurring joke in most of these missions). Take the Flare Gun and get into the tiny elevator. Captain Ash gives Cortez the lift and disappears. Silently take out any guards in sight and move up the stairs. A conversation is going on between two soldiers. Take them and two other men out. Another soldier is to the left room, where some grenades lay. Go ahead and look into the scopes in the tiny room. The one on the left shows the room just outside this one, the one on the right shows the kitchen, where two soldiers are childishly fighting one another, and the one in the centre shows the Briefing Hall, where a bald man and three other officers are talking. This is the next destination. Go to the door currently on the left and explore the area; there's some armour in a secret area.

Go left twice and listen to the conversations in the next room. Open the secret door and attack the three officers. Follow the leader through the fireplace to discover an elevator shaft. Go back and go through the door on the left. Cortez

finds a wormhole and walks through it, repeating the cutscene described at the beginning of the previous paragraph. Anya warns Cortez that when the "Time Loop" occurs between him and his other self, he is vulnerable to a Time Paradox (meaning that if one of the copies die, then disaster will strike). Listen to the conversation between the two soldiers in the room to the left, and strike them down silently. Go up the stairs and take out the guy that approaches. Go right and dispatch the other two guards, taking the K-SMG explosives in the room to the left. Keep going and take out the two soldiers in the scope room. Go up the stairs in there and snipe the three guards examining the scene in the near-beginning of this mission. Explore the three scopes. The one on the left shows the wine cellar, the one on the centre shows Captain Ash examining the camera and the Jungle Queen in a jail cell, and the one on the right shows a clue how to complete the secondary objective.

Go outside, ignoring the crashing plane, and meet with Captain Ash once again, who seemed to infiltrate the castle successfully. He asks Cortez to help him out. Go to the next cell and shoot the barrel (it will leak oil). Then take down the light, causing an explosion that will let the Queen out. Continue on, taking the armour, and go outside into the courtyard. A Tank will come out of a garage! Use K-SMG grenades to stun and hurt the Tank, and use TNTs on the Tank when it is stunned to defeat it. When it is destroyed, go into the elevator where the Tank came from. When Cortez reaches the bottom, explore the mysterious area, and get through the door, completing the mission.

Cortez enters the tiny room, where the Bald Leader is. When the bald man sees Cortez, he quickly grabs a device and disappears. Cortez suspects that the bald guy is responsible for the Time Crystals. He then picks up a photo and finds out another location where the bald guy went.

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3.03 >The Russian Connection<
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Objectives:

- Find the Time Traveler.
- Get to the Water Tower.
- Deactivate Electricity.
- Access Sector 3.
- Restore Base Power.
- Activate Starter Motor.
- Restore Water Pressure.
- Locate Khallos' Train.
- Harry Tipper must survive.

Secondary Objectives:

- Make it to the Water Tower undetected.

Weapons:

Temporal Uplink
P220 9mm
MP5
FN FAL Rifle
AWM Rifle
Fragmentation Grenades

Unlockable: Characters: Swining Tipper, Henchman Cortez.

Co-op Character: Harry Tipper.

Enemies:

-Henchmen and Henchwomen

The Henchmembers of Khallos' organization have different uniforms than the ones in his Atomsmasher. Instead of yellow, the body area is blue. More people have been assigned in the Hencharmy.

-Elite Henchmen and Henchwomen (aka, Dark Henchpeople)

In the train base, Elite Henchsoldiers guard the majority of the Train Station. They usually have better weapons and training than the regular kind.

-Leonid, Vlad, and Oleg

Engineers in the Base are located in Sector 2, where the electric pumps are present. They are armed with P220s in case anything goes awry...

-Booty Guard

Some of Khallos' female soldiers can get promoted for even more important uses, and they are highly trained.

Briefing:

In the year 1969, the conflict between the USA and USSR have been rising dangerously, and the Americans have sent in Harry Tipper to examine the scene. Khallos, the infamous madman, has been suspected of confidential activity in the Stalingrad Train Station. Recently, a professor has been visiting the base, and is suspected to have a connection with Khallos. When Cortez arrives at the scene, Tipper tells him what he knows so far: the Time Traveler is wanting a small army from Khallos in exchange for "Eternal Life"!

This is the mission where stealth is introduced. Also, there's a few mini-activities to play in this mission.

Use the silenced P220s to take out the Henchman in the guard post. Get behind the building and listen to the conversation. Wait for the Henchwoman to go out of sight in the boxes and then plug her in the head. Turn around and silently dispatch the two Henchmen. Go into the building, go downstairs, and take out the two Henchmen, and grab the Armour. Return back to Harry Tipper and go through the canals.

Harry will go into the sewer pipes while Cortez must continue topside. Assassinate the nearby Henchman and go across the wall. Shoot the two Henchmen. Go left of the door and take out the near Henchman that is next to the red box, then kill the far Henchman. Go to the other side of the door and assassinate the Henchman next to the car. Ignore it and go into the building, where there is an electric generator. The fence next to the Water Tower is electricuted. The Henchwoman has a headache. When the Henchman in the building is done talking, silently kill him. Then make the Henchwoman's wish "come true". Take the Grenades and medkit, and deactivate the electricity. Move on, silently killing the Henchpeople in this area, and when ready, advance to the Water Tower.

Harry Tipper will come out of the manhole underneath the Tower. There's no way that Harry and Cortez can get into the base, unless they infiltrate it. He decides to get some disguises. Cortez will need to cover him with the AWM Rifle found at the Water Tower. Ignore the drunk Henchman at the top and help out Harry. Do the same when Harry reaches the area on the right. Also, Grenades can help clear out the bad guys. When Tipper is safe, go into the building from the roof and mow down any Henchpeople with the MP5. Check any rooms for

supplies, and meet back with Harry at the exit.

Cortez and Harry get into their disguises. Apparently, Harry is not "fat" enough to wear a Henchman's uniform, so he instead wears a HENCHWOMAN'S uniform! After laughing, the Base gates will open. Get inside and listen to the Henchwomen's conversation if necessary. The organization that this time traveler's managing is called the Brotherhood of Ultrascience. Anyways, there are a few methods of getting to Sector 3, but I will go over the basic walkthrough. Go up the stairs and into the power room, where Leonid is just finished dismatling an electric box. He and his card are the only means of getting into Sector 2. Follow him (and chuckle at the Elite Henchman talking to Harry Tipper) and check out the motor. Then go to a room where there are electric turbines. Listen to Vlad's and Eric's conversations, then go down and keep walking until Cortez sees a wheel at the end, which will restore the water pressure. Oleg will notice. Here are the different methods:

1. Don't attack anybody! Just keep walking until Cortez turns the water back on. Then simply shoot any bad guys in the backtracking (Health preservation: Low).
2. Don't attack anybody in Sector 1! When Leonid is in sight, shoot him and take his swipe card. Go down to Sector 2, and silently try to take out all of the engineers. When returned at Sector 1, shoot all of the Henchpeople when the announcements come after restoring the power (Health preservation: Medium).
3. Advance into Sector 1 and silently take out the patrolling Elite Henchman at the higher level. When nobody is looking, assassinate the Elite Henchman guarding the Sector 3 door. Then snipe the two Elite Henchwomen above. Go to the electric generator and talk to Leonid. Go out and wait for him to get to Sector 2 and out of sight, then silently take out the Elite Henchman in front of Harry. Then shoot the two Henchwomen at the entrance. Go down and restore the water pressure, then shoot any engineers that get in the way (Health preservation: High).

Method 3 is the safest, but hardest. Anyways, once Sector 3 has been breached, attack the Elites that guard the car (forget about stealth). Drive the car and drive it down, and park it wherever accessible. Shoot the incoming Elites and go to the room on the left, and collect the supplies (ignore the elevator). Harry will need to rescue the hostages. Drive the car through the gate, and notice how the large door is blocking the way. To the large room on the right is some regular Henchpeople that are producing Khallos' new currency. The room on the far and left is some grenades and an explosive shell, which Cortez will need to grab with the Uplink to blow up the blast door.

Continue on foot and shoot any Booty Guards with the Rifles. Go down the stairs and dispatch any resistance. Near the end is that Time Traveler, who is bringing in Elite Henchmen into a time portal. Two of them are left behind, so take them down, and go through the door.

Harry managed to get on the train before Cortez did. Fortunately, Cortez manages to catch up and meet with the groovy agent.

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3.04 >The Khallos Express<
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- Objectives:
- Encounter Khallos.
 - Find the SAM launcher's control panel.

- Help Future Cortez fight off the Henchmen.
- Help Past Cortez take down the Apache.
- Meet back with Harry Tipper.
- Escape the Gas Trap.
- Prevent the Nuclear Missile from launching.
- Stop the Train.
- Harry Tipper must survive.

Secondary Objectives:
None.

Weapons:

Temporal Uplink
P220 9mm
MP5 (x2)
FN FAL Rifle
SPAS-12 Gauge
Heatseeking Bazooka

Unlockable: Characters: Kitten Celeste, Elite Henchwoman.

Co-op Character: Harry Tipper.

Enemies:

Henchmen and Henchwomen

The Henchmen will be the main enemy force, but some Henchwomen will fight too, although the regular Henchwomen only use P220s for some reason.

Elite Henchwomen

It seems that the Time Traveler has taken all of the Elite Henchmen with him. The Henchwomen are the only Elites left behind, and there aren't many.

Khallos

On his fancy jet device, Khallos will be encountered in this mission. He uses lasers to fight, and his firey jetpack can be dangerous.

Briefing:

The plan is revealed. Khallos has a Nuclear Missile on his train and is planning to use it to cause turmoil! Harry Tipper and Cortez will need to prevent that from happening, and Tipper also needs to rescue his loved one too!

This is the first mission where the Time Loop concept goes into action. Some mekdkits and armour are on the shelves of most cars, so use the Uplink to take them.

Harry throws out a Henchman out the window. Advance toward his position; he is under attack by a Henchman on the roof of the next car. Take him down and climb the ladder, and then kill the incoming Elite Henchwoman. Down below is a group of Henchpeople, and they can be taken silently, here's how:

1. Kill the guards in this order, the nearest Henchman.
2. The Henchwoman.
3. The Henchman on the left.
4. The Henchman on the right.

When done, go down to the flat car and advance to the next. At once, shoot the pile of barrels in order to take out the machine gunner easily (and possibly

the Elite Henchwoman next to him too). Go through the mess and shoot the two Henchpeople that come in from the next car. To the right is a box that contains some armour. The next car has a room where a Henchman is radioing the Missile Control centre, and another one badmouthing Harry sitting at the table. Kill them and take the MP5 and Medkit. Harry will need to radio his HQ and warn his folk about the Missile. Meanwhile, Cortez needs to advance. Shoot the Henchpeople in the corridor and dodging the gunfire from the Apache. When the Henchman appears from the corner, the Elite Henchwoman who was in the bathroom will come too. Smash them both and check the rooms for some supplies.

Advance to the open car full of crates. The same Apache is back! Shoot any crates in the way with the MP5 and push the button for the SAM launcher. Go up the ladder and dispatch the two Henchman that come from the roof holes. The next car is the flat and open kind. Shoot the Henchwoman, the Henchman, and the Henchman that is behind the box on the left. Take the FN FALs that the Henchmen drop. There's no ladders, the doors are locked, and another Apache has come! Fortunately, Future Cortez comes to the rescue! He'll take down the Apache with his Bazooka as long as the current Cortez covers him from the incoming Henchmen from the two rooftops of the other train. Once Future Cortez is done, the Apache will crash in the car in the front and will burn two unlucky Henchmen.

Go across the demolished cars and secure the armoury from the Henchmen there. My method of some fun is to grab the SPAS-12 Gauge on the shelf with the Uplink and blasting the Henchmen! Collect the rest of the guns and supplies before heading over to the next car. When Cortez is up the ladder, he fights off more Henchmen (by hand) and then goes through the wormhole to the second train. Dispatch the Henchmen in this car using any means necessary. Next, collect the Bazooka Rockets and the Bazooka outside. Use the Bazooka to help Past Cortez survive against the Apache. When the "body" of the Apache is hit, it's GAME OVER for it! Return back.

Cortez is back onto the original train. Shoot the Henchman that comes by and take his dual MP5s. Use the new toys to clear the corridor clean. Check the rooms for supplies and advance. Some more Henchmen will jump from the other train. Dispatch them all with the Rifle, including the one on the other train. Harry has returned. The two can now go to the next car. Two Elite Henchwomen will talk about some, uh, inappropriate things. Ambush the Henchpeople there. Notice how the car looks fancy. This is Khallos' car. There's also a drunk Henchman on the bar, and will go moaning if he is shot. Go up the stairs and encounter Khallos.

The supervillain will trap the duoin a gas chamber! Use the Uplink on the statue switch to escape. Harry will bust a safe that contains a medkit. There's another switch-looking switch in this room, which will unlock the door to the next car. Kill the incoming Elite Henchwomen using either bullets or the Gas Chamber trick and move on. The next car contains the Nuclear Missile. Shoot the two Henchmen there. The next room is the control room. Nab the armour and solve the "puzzle". It is random, but here's the basics:

- Press action to rotate the selected piece.
- Connect the two electric paths with each other in order to complete the puzzle. Different paths are indicated by colour.

Once done, go up the ladder and onto the rooftops. Soon, Khallos will appear. Shoot him with anything and everything to make his jetpack malfunction, sending him in the sky. The last thing to do is to get to the front car and activate the brakes.

The Train is halted before it runs over Kitten Celeste, Harry's girlfriend. Anya tells Cortez that there's a mansion in Connecticut in the year 1994, where

the Brotherhood of Ultrascience was founded.

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3.05 >Mansion of Madness<
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Objectives:

- Investigate the mansion.
- Rescue the trapped scientist.
- Check the attic.
- Locate the Lab entrance.
- Defeat the well creature.
- Jo-Beth Casey must survive.

Secondary Objectives:

None.

Weapons:

Temporal Uplink
Home-Run Bat
Garret Revolver .357
Sawed-Off Shotgun
M2-2 Flamethrower

Unlockable: Characters: Arthur Aching, Gaston Boucher.

Co-op Character: Jo-Beth Casey.

Enemies:

-Arthur Aching, Gideon Gout, Gilbert Gastric, Gladstone, Blanche Deadwood, Jed, and Gaston Boucher

In the mansion, Zombies infest the area. The fastest and best way to deal with them is to shoot them in their heads, which will knock them off. In this game, some Zombies can wield weapons, even guns!

-Daisy Dismay

There are also fast zombies. The model of Daisy Dismay is always one of them. They don't wield weapons, but they are very fast and still dangerous.

-Carrion Carcass

Near the end of this mission, there is unruly meat in the kitchen. The rotten cows act like zombies, but because of the headlessness, they are much harder to dispatch.

-Black Ghost

These make a short appearance in the beginning of the level. Use the Flamethrower to destroy them.

-Worm

The only way to destroy these is to light them on fire when they surface.

-The DeerHaunter

In the dining room, there is a mounted deer's head, which is not like any ordinary trophy. This one comes alive! The head is a deer, the hands are hooks, and the rest is best described as unnatural.

-Edwina

In Ghost form, she can create quite some trouble! Only by passing her

challenges will make her soul go to rest.

-Princess

Oops! Sorry for the spoiler, but I just can't say the word "creature" to cover things! Anyways, this is an even bigger monstrosity, which is shaped like, well, bad. Her main weakness is her eye (at the bottom of her torso, not her head) that is occasionally exposed. Otherwise, shoot her head.

Briefing:

In a humble suburban village in Connecticut, people are always concerned about the haunted mansion that brings trouble. Jo-Beth Casey is interested in the abnormal activity so she can join a gang. Cortez comes and accompanies Jo-Beth.

Like all other Zombie-type games, aim for the head. There are also other elements in this level that kind of breaks that convention though.

Cortez and Jo-Beth will enter the Mansion door, and when they get in, a huge coniferous tree will collapse and block the door, preventing the two from getting out! They then see a Scientist attempting to explain the situation when he gets killed by a flaming chandelier. Pick up the Flamethrower and use it on the Ghosts that appear out of the other side of the foyer. When they are all deceased (again!), go through the doors on the right.

Take the Bat and use it on the incoming Zombies! There's a .357 Revolver next to the dead Scientist, but don't use it yet. More Zombies will come to attack from the hole in the wall. After all the undead are dead again, go to the next room. Edwina is blocking the way, and will block it even more with a wall of fire. A pair of Zombies also attack, so use the Revolver on them. Go outside to the Hedgemaze area. A pair of Scientists are trapped on a tree, one of them attempts to run to Cortez, but gets devoured by a subterranean Worm! Use the Flamethrower to burninate the Worms that are threatening the Scientist. More Flamethrower cells can be located in the field. When all the Worms are dead, search the Hedgemaze for additional .357 ammunitions. The Scientist gives thanks to Cortez and explains that they have been working on some nasty stuff, and then warns Cortez to avoid the attic. A Medkit is in the drawers in the previous room.

Advance through the hallway, collecting the pair of Sawed-Off Shotguns (Jo-Beth will have her own now), and go to the dining room. Notice the mounted Deer Head on the wall. Both doors will suddenly shut, and some Zombies will fall from the balconies above! Shoot any of them in the head, and collect the Medkit in the drawers if needed. Some will be armed with Shotguns (and know how to use them!), so go for those. When all of the Zombies are deceased, the Deer Head will start moving and the Deer Hunter emerges! A neat glitch is to hide in the hole in the wall it came from. The Deer Hunter will be unable to harm Cortez! Once the Deer Hunter is defeated, advance to the stairs.

A frantic Scientist is running away from a Fast Zombie. Blow it away and the Scientist will cry (about his colleagues, not the Zombie). Go up the stairs and go through the doors in the front. The balcony contains three Zombies and a wealth of ammo. The other pair of doors will lead to the hallway. The first pair of doors leads to a room with two more Zombies! Collect the Shotgun and move onto the corridor. More zombies will bust through the door! Shoot the Fast one first, then the one with the Shotgun, and then the other two. Advance to find another Zombie with a Shotgun. After he's destroyed, the door will show another small hallway with a few more Zombies. When they're beheaded, advance. The library is not safe. There's a lot of Zombies here, one Fast, two with Shotguns! Go up the spiral stairs to find a dead Scientist and a Zombie.

In the next small room, a dizzy Scientist goes bickering about something that Cortez will encounter soon. There's also a Zombie laying on the floor. Cortez can light it on fire just to be safe. In the dark corridors, explore the rooms. One of them has a Medkit and another contains a Zombie in a wardrobe. Go through the corridor and Cortez will see a Scientist attempting to fend off a horde of Beetles (mentioned by the dizzy Scientist) with a Flamethrower. He gets killed by them, and Jo-Beth runs into the Washroom. Use the Flamethrower to fend off the Beetles (just fire the Flamethrower on the floor and walls, until Jo-Beth speaks). When they're all fried, Jo-Beth will refuse to advance. In the corridor, to the right, the tiny room has some ammunition, and the next one contains more with a Zombie on the floor. Light it on fire, and then kill it. The room on the left is the way to advance, but there's a group of Zombies. Fend them off and climb the stairs to the attic.

Edwina is back, with more Zombies! Two of them hold Shotguns. Behead them all, avoid Edwina's flames, and Edwina's spirit will finally go to rest. A piece of a wall in the attic will break and a Zombie will come out. Advance through there, blasting any Zombies encountered. Cortez will eventually get to the other attic. There's a Scientist with a Medkit here, he'll explain that there's a secret laboratory adjacent to the kitchen, where the Time Traveler is. He'll then pass away, so use his Medkit, and go downstairs. Destroy all the Zombies here, and go through the door.

Cortez will fall down the floor and to a set of stairs (apparently parallel to the one where he encountered his first Fast Zombie). Go down it and meet with the Scientist gazing out the window. He says that the Time Traveler is down in the laboratory, and that the Scientists were searching for Eternal Life, but fails miserably, and then badmouths him. Go left, collect the supplies in the closet, and get prepared for a fight outside!

Princess, that big gross thing that came out of the huge well, is a big threat. Keep shooting it so that it will retreat down. Also, keep strafing around the field to avoid her attacks. Later in the battle, her eye (on her torso) will be exposed, so shoot that for extra damage.

When Princess is defeated, Jo-Beth will return! Get to the other door and into the kitchen. The Chef in the kitchen is not a normal one, nor is it that character from South Park! Behead him and enter. Some undead meals will come! Light them all on fire and shoot them, because they have no head! When they are killed, advance into the freezing room, and behead the Cook. When Cortez gets further, the mission is done!

Looking down into the darkness of the shaft, Jo-Beth dares Cortez to go down first. He agrees. Why? Find out!

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3.06 >What Lies Below<
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Objectives:

- Encounter the Time Traveler.
- Protect Jo-Beth from the Zombie attack.
- Cover Future Cortez as he fends off the Ghosts.
- Cover Past Cortez as he fends off the Zombies.
- Slay the Princess.
- Escape the Lab.

Secondary Objectives:

None.

Weapons:

Temporal Uplink
Garret Revolver .357
Sawed-Off Shotgun
Harpoon Launcher
Ghost Imploder

Unlockable: Characters: Dr. Lancet, Jo-Barf Creepy.

Co-op Character: Jo-Beth Casey.

Enemies:

-Arthur Aching, Gideon Gout, and Gilbert Gastric.

There are still zombies down in the abandoned lab. There are also fast ones too. Additionally, there are ones that are electrocuted that can fire electric bolts.

-Jo-Barf Creepy

There are also zombies that look like Jo-Beth Casey. Don't fall for that.

-Dr. Pustle

Zombified scientists have been located in this lab. Try not to fall for the healthy and alive ones either.

-Headsprouter

In the mines, the Headsprouters come from the ceiling. Shoot them to get rid of them.

-Humaniod Ghosts

Only the Ghost Imploder can remove these spirits. If they touch anybody, they get damaged. One of the most scary enemies possible.

-Princess

This monster is back, and can only be harmed by shots in the explosive can in its mouth.

Briefing:

Cortez and Jo-Beth Casey have been searching the place and still haven't found the Time Traveler! The underground must be where he is...

This mission is less scary than the last, but it still features horror themes!

At the start, get across the area with boxes that are flying around. At the well, a Scientist tries to escape the grasp of something in the well (likely Princess). Jo-Beth will depart by taking a picture of a circle-star, and then falls through the floor. Go to the well and find a corridor. Go through and Cortez will fall through too. A girl that looks like Jo-Beth is here, but shoot her in the head, which will come off. This isn't Jo-Beth at all, and more of these abominations will come from the ground! When they are destroyed, go down the stairs to find the real Jo-Beth, under attack by phsyctic Zombies. Grab the Shotgun from the stairs and the ammo underneath, and fend off the Zombies that come in until she frees herself from the rope.

Advance up the stairs and into the lab area. A Fast Zombie will attack! There's more down the ramp. Across the corridors, a Scientist gets killed by a pair of Zombies. A Zombified Scientist goes out the door. Shoot him in the head, along

with the three in the tiny room. Collect the supplies and examine the computer. After checking out a few files and easter eggs, unlock the door in the Security folder, and advance. There's some Electrified Zombies here, along with some wild electric wires. When Cortez and Jo-Beth enter the next room, they're trapped! Jo-Beth will need to hack into the CPU to unlock the next door, but some more zombies have arrived out of the shafts! Collect the Harpoon Launcher and Shotgun, and blow those Undead freaks away! At the next area, there's a wasted Scientist sitting in the corner. After going through the doors, there's a few Zombies here, one trapped in a chamber. Across it is a tiny room with supplies and some electronic equipment. Cortez can use the equipment to fool around with the Zombie (Stretching, Lighting on Fire, etc.). There's another chamber like this one across, with a Scientist that's refusing to get out. He can also be tampered with, although he'll still stay inside.

The lower floor near the well shows an unaffected Human throwing edible items down the well. He seems to be pretty stupid, more can be researched about him in the computers in the "Torture" chambers. No wonder he's not a Zombie! Advance into a room with a Pentagon. The Time Traveler has caught the duo, and opens the pentagon, causing Cortez to fall to the mines! Fortunately, Cortez lands on a Mine Cart, but it begins to roll! Headsprouters will constantly be coming from the ceiling, so arm the Revolver and keep shooting them!

Cortez falls off the Cart, and meets his Future Self, who claims to think that there's also Ghosts around this area. He's got the dough to fend them off: A Ghost Imploder and some special goggles. Stay near him to avoid damage from the Ghosts. Kill the Zombies that threaten the two, and at the end, the Cortezes will depart. Current Cortez will have to go upward, while Future Cortez advances to the next area. Grab the Ghost Imploder and use it on the incoming Ghosts. Keep running through the mines until the Wormhole appears. Cortez will jump through and he'll need to fend off the Ghosts. Here, Current Cortez has the upper hand, as he can fend off Zombies with a melee attack. Don't worry about the Zombies targeting Past Cortez, he's just vulnerable to surprises.

When the two are at the finish line, Current Cortez can now advance. He'll fall through the floor (again), and find the bottom of the well, which isn't really a well, as the liquid that Princess is in is actually lava! An explosive barrel is in her mouth, but Jo-Beth is in danger! Defeat Princess before Jo-Beth is low enough for her to become a meal! Use the Harpoon Launcher to blast the barrel. There's more Harpoons in the arena. Once Princess is finally begone, head up the elevator and meet up with Jo-Beth. Go back to the Time Traveler's office (after the pentagon room), collect the supplies, and explore his computer. The Time Traveler's name is Jacob Crow, but once the doors are unlocked, the whole labratory will collapse in two minutes! Get out as fast as possible! As Cortez and Jo-Beth backtrack, Anya finds out more information about his organizations, one named U-Genix. Along the pathways, there's an elevator that will allow Cortez and Jo-Beth to escape!

Jacob Crow mourns about his defeat, but then his Future Self (which he mistakens for his elder) gives a familiar Time Device to him and explains how to find out the formula for Eternal Life! Cortez and Jo-Beth catches the villains, but the two escape (with some misunderstanding problems), and Anya sends Cortez to the U-Genix site.

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3.07 >Breaking And Entering<
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Objectives:

-Locate Crow's Office.

- Penetrate the rooftop security.
- Protect Amy Chen.
- Activate Fire extinguishers.
- Help Amy get to Crow's access floor.
- Hack Crow's terminal.
- Return to the elevator.

Secondary Objectives:

None.

Weapons:

Temporal Uplink
Lex-18
Magnum-Charger
Sonic Dispersion Shotgun
SB P500 Machine Gun
Time Halt Grenades

Unlockable: Characters: Interceptor, Jack Sprocket.

Co-op Character: Amy Chen.

Enemies:

-Jack Sprocket

The engineers that take care of the building usually patrol in the upper floors. They usually carry a weapon for emergencies.

-Security SWAT

The majority of enemies encountered in the building are highly-trained SWAT guards, who are very strong. The best way to deal with them is to aim for their heads, where their armour lacks.

-Security Bots

Some threats in the building are robots, which are armed with machine guns. Try to use the strongest weapon against them.

Briefing:

The Time Traveler, Jacob Crow, has established an office complex in the state of Texas, where the rumored "U-Genix" compound is located. The year is 2052, where public buildings have a very active security system. There are rumors of Jacob Crow of having criminal secrets inside the building. Cortez has landed on the helipad on the top of the building, and he also spotted a woman trying to infiltrate the same complex as well...

It is such a relief to face normal opponents again, but they are very tough. The heavy artillery will be needed in this era. Early in the mission, there will be three different types of security measures. The first type is the Camera, which will raise the alarm if they spot Cortez. The second is the Tripwire Source. It looks like a box, and is near the Tripwire. Destroy the Source, and the Tripwire that it supplies will go out. The third is the Sentry Gun. When the alarm is raised, it will become active. Use the MAG-Charger to destroy the necessary ones, and use the X-Ray to spot any.

Cortez does not start with a weapon. Use the Uplink to carry a box on the helipad and knock out the Engineer that is at the ramp. Collect his Lex and the MAG-Charger and move down. Wait for the Robot to turn around, then sneak left and disable the Camera. Go left again and remove the Tripwire. Get into the

building with the satellite and dispatch the Engineer. Collect the Armour there and use the terminal to disable all of the security systems on the roof. Get below through the door Cortez just opened.

Get close to the Tripwire so that its Source is in sight, then shoot it. Go through the door and disable the Camera on the right. Advance and assassinate the Engineer. From here on, disable any Tripwires or Cameras, and silently kill any Engineers. At the end, disable the Camera on the opposite side of the locked door. To the left is a SWAT Guard managing the terminal. Put a hole through his head, take the supplies in the room (including the SB P500 and the Time Halt Grenades), and use the terminal. The Cameras will show Amy Chen dispatching the two SWAT Guards in a very fancy matter. She will then be under attack by the SWAT team in the next room. Use the Gun Turret that Cortez is now controlling to help Amy fend off the bad guys. Once the whole team is down, she will activate a terminal and turn off all of the security machines and unlock the locked door mentioned in this paragraph.

Go through it, go down, and try to make that Robot harmless. Go through the hallway. All of the doors are locked. Use the terminal in the hallway to activate a cleaning robot. It will soon unlock a door to a small briefing room. To the left is a closet that contains fuel barrels. Shoot them to activate the fire alarm. Return back to the entrance and an Engineer (who does not know about the intruding business) will complain to Cortez about the terrible condition of building (and the lack of "decent" secretaries). Go through the room he just went through. The door behind will lock, and the SWAT Guards will attack! Shoot them all with the SB P500 to survive. When they're finished, a Robot will unlock the next door; dispatch it and the SWAT Guards, and go through.

Check the washrooms (even though checking in the opposite gender's room is strictly frowned upon). The Female's contains a medkit and armour. The Male's has a drunken Engineer (who really wanted to be a musician). Go through the door and meet Amy. She's also hunting Crow. Amy explains that there's an executive office that can activate the elevator. Fend off the Guards here and advance to the office. Before that, go to the humble room on the left and use the Sonic Shotgun to blow up the idle Robot. Protect Amy while she hacks into the system. The SWAT guys will come from the entrance and through the windows. When she's finished, return to the elevator and descend.

Take down all of the Guards and the Robot, and advance to Crow's office. When the room is secure, Amy will discover (through Crow's PC) that there's a secret Lab under the building! Return back to the elevator and take down any foes in the way. The two will go down the elevator (though Amy will go after Cortez).

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3.08 >You Genius, U-Genix<
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Objectives:

- Apprehend Jacob Crow.
- Get an Employee's ID card.
- Breach the security system.
- Get through the sterilization sensors.
- Clear out all the active Mutants in the surgery chamber.
- Get through the security airlock.
- Destroy Crow's personal security bots.
- Amy Chen must survive.

Secondary Objectives:

- Decode the first terminal.
- Decode phase two of first security terminal.
- Destroy the railbots.
- Decode second security terminal.
- Destroy the spiderbots.

Weapons:

Temporal Uplink
Lex-18 9mm
Dart Injector
M2-2 Flamethrower
Sonic Dispersion Shotgun
SB P500 Machine Gun
Time Halt Grenades.

Unlockable: Characters: Dr. Amy, Dr. Cortez.

Co-op Character: Amy Chen.

Enemies:

-Spider Bots

In the underground, tiny robots that walk with four legs can shoot laser beams. Try to eliminate them when they're spotted. Usually when Rail Bots take enough damage, they drop down and become these.

-Rail Bots

Up on the ceiling, there are bots that move on rails. They are mobile and can be just as harmful as the Spider Bots. The Dispersion Shotgun is an effective way to take down both types.

-Interceptress

U-Genix has researched in cloning techniques, and use them as additional guards. They are fast and agile, but not as armoured as the SWAT soldiers.

-Security SWAT

Most of these guys accompany the Interceptresses, and they are still armoured.

-Hybrid Freak

Jacob Crow's research has brought disastrous results. The Mutants can shoot electric beams, and can only be dispatched by the Injector. When they do, try to stay clear of their self-destruct sequence (and be sure not to be sick of gore).

-Hover Bots

At the end of the level, Crow will send out his personal guardians. Automatic weapons are the most effective way to take these out.

Briefing:

It looks like Crow has built another research lab underneath the surface. Crow is a senior now, but his determination is still youthful. Speaking of youth, he is trying to research "Eternal Life", but it seems that all he is making is trouble.

Mutants are present in this lab instead of zombies. Those who have played TS2 will know what they look like. Instead of beheading though, they can only be destroyed by one weapon...

Start by listening to Crow's public message. Move down the stairs into a circular room. Destroy the Spider Bot there. Go through the door with glass panes and move onto the next room. Once both Spider Bots in there are gone, grab the Lex ammo in the corner. Go through the door without the label and take the ID Card in the washroom. Use it to open Room 03. Inside the dorm, Cortez will get the Injector and will get into a disguise. Get the armour and return to the circular room. Use the card to unlock the door.

The next room is guarded, so Amy will need to stay behind. Advance through the detectors (don't worry, Cortez's disguise works) and talk to the two Interceptresses. They won't allow Cortez to get past due to some problems in the labs. Go up on the top of the detectors and use the CPU terminal. Check any notes for thorough information about U-Genix if curious and control the Rail Bot to dispatch the two guards, then disable the detectors to allow Amy to rejoin. Advance through the hallways and collect the Time Halt Grenades. Go to the room on the left to see some very twisted things. Go through the door and hallways. The next door is guarded by a sterilization sensor, which won't allow anybody to get through unless the subject is sterilized. Walk left and talk to the male doctor. He says that nobody's going to use the sterilizing machine until everything becomes back to "normal". Go downward and talk to Dr. Fergle (the female doctor in this room). Return back and find out that the security guards have spotted Amy. Dispatch them all and go through the sterilization machine. Amy will go next and change into a female's uniform. Then return to the sensors and get through the door.

Here's another lab. Amy will approach the pair of SWATs guarding the door and will take care of them. Kill any approaching reinforcements and destroy all of the Bots in the storage area. Walk ahead and Cortez will meet a Doctor not caring about the intruder business at all. He says that there is something MUCH worse than the likes of the two: Mutants. He explains that the only way to kill them is to use a certain liquid on them via the Injector weapon, and then he hides. His partner, meanwhile, is dizzy. Advance to the next area and clear out the room of hostile soldiers. The room forward has Mutants and a SWAT man with a Flamethrower. Take out the Mutants first, then the squad. Take back the darts and receive the Flamethrower.

In the short hallway, ignite the cowardly SWAT soldier. In the engine room, dispatch any hostile threats. Once the area is clear, go to the corridors and shoot the Mutants going down the stairs. On the window to the right is some supplies that can be taken by the Uplink. Go down the stairs and advance to the next room. Dispatch all the guards and go down to the supply room. Collect all of the supplies and return back, clearing the SWATs, and advance to the next area. Kill the Mutants attacking the SWAT in the corridor (the SWAT will die from the Mutants' explosions).

The next room is under attack by more Mutants. Clear them out and the guards. If bored, use the crane to be sadistic to the Mutants on the beds. Advance to another surgery room, clear out the hostile abominations, and collect the medkit and armour. Move on to find a security airlock with two terminals and a Wormhole.

Cortez ignores the message demanding his name. This locks the room and sends in Bots. Fortunately, one of his Future selves is here! Current Cortez must hack the terminal. Use the instructions provided in the "Khallos Express" walkthrough. The terminals need to be simultaneously hacked, so another Cortez jumps through the Wormhole. This one is even bigger. When done, Cortez jumps in the Wormhole and restarts the process. Now his job is to destroy the Rail Bots and protect the two Cortezes. When on phase three, he needs to hack the second terminal. On task four, he needs to destroy the Spider Bots.

When this complicated run is finished, go through the airlock and meet up with Amy, who seemed to get ahead of Cortez somehow. Collect the ammo and encounter Crow again, who will send out his Hover Bots. Smash them to complete the mission.

Cortez catches Crow red-handed, and explains everything. His young self appears and gives the old Crow the Time Box. Angered by his mistake, Cortez yells VERY loudly (even being able to reach into the past, where Harry Tipper comments "Spaceman!"). Anya identifies one of the Fighter Bots and says that they were developed in the Machine Wars. Cortez then goes off into the deeper Future.

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3.09 >Machine Wars<
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Objectives:

- Locate Ultra-Net.
- Capture the Battle Tank.
- Cover Future Cortez as he shoots down the Aircraft.
- Obtain a security implant.
- Cover Past Cortez as he drives to the gates.
- Access the Processing Facility.
- R-110 must survive.

Secondary Objectives:

- Angel Forge and Mordecai Jones must survive.

Weapons:

Temporal Uplink
Science Fiction Handgun (x2)
Plasma Rifle
Gauss Laser Rifle
Chaingun
Plasma Sticky Grenades

Unlockable: Characters: Mordecai Jones, Gengis Kant.

Co-op Character: R-110.

Enemies:

-INSETICK SD/12

These robots are the main types of robots. They can wield typical weapons, and can be a formidable foe.

-PROMETHEUS SK/8

Bigger and heavier robots like this one are always armed with rocket launchers implanted in their arms. Try to dispatch these ones first.

-Lt. Black

Ultra-Net officers and resistance traitors have robotic implants. They might not be as strong as the robots, but are more armoured than the SWAT soldiers, making the advanced technology in the weapons useful.

-Sentry Turrets

Some turrets vary in sizes. In any case, they are still threatening.

-Robot Tank

On the first Tank drive, other Robot Tanks will try to stop Cortez. Destroy them with the main Tank turret.

-Robot Fighter

On the second Tank drive, there are fighters that try to shoot the Tank. Use the Anti-Aircraft gun to take them down.

Briefing:

Robotics have really been troubling the humans in this era worldwide. Ultra-Net has been sweeping the area for humans and the resistance isn't too happy. Cortez has landed in the city of New York where he finds an R-110 Robot. He hacks into the Robot and the two are partners in the city!

Now it's back to the Future, where the weapons from the first mission are back. Several other concepts are also taken from the introduction (numerous allies, abnormal enemies, etc.).

There is a pair of Science-Fictions next to the dead soldiers behind Cortez. Grab them and catch up to Mordecai and Angel. Move on and see poor Pvt. Skipper get overrun by a squad of INSETICK droids. Destroy them and the one that enters. Use the Uplink to grab the Plasma Grenades and try to use the barrels on the incoming PROMETHEUS robot. More of them and a few Officers are in the area, guarding the Robot Tank the two rebels have captured.

Approach the Tank to use it. Cortez will meet his Future self on the road. The Future Cortez takes the Anti-Aircraft Gun. Unlike the other cars controlled so far, the controls for driving a Tank is different. The left Stick is to move (regardless of strafing and such), and the right Stick is to turn the turret. Advance up the road and onto the highway. Blow up the Tank ahead and turn right. Blast the barricade blocking the way underneath. Turn left and destroy the second Tank. When done, move to the gates.

Future Cortez has an implant that will allow him to get to Crow's building. He also takes R-110 with him, leaving current Cortez behind to grab the implant. Cortez goes down a hole to meet back with Angel. Take the Rifle and the Plasma Grenades, then follow her. Take the now dead rebel's position and destroy any Robots in sight. Meet up with Angel (and listen to the unconscious rebel's speech) and jump down. Mordecai will go over their plan: due to an ambush at the south and the absence of most of the Robot army in the area, the rebels will take this chance to steal some implants from an outpost. When he's done saying this, help the rebel squad fend off the hostile army. When the squad is at a narrow opening, shoot the INSETICK robot on the balcony. There's also a PROMETHUS on the top of the ramp and another one near the balcony. At the locked door, Angel will hack into it and access the implant machine. Secure the system and go inside to get that implant. This may hurt Cortez, but there's some medkits in the corridors. Scout ahead and smash the INSETICK bots on the edge. Use the Gauss to destroy the Turrets and the hostile forces below to ensure Mordecai's and Angel's safety. When this is done, go down the trench. Go to the other side of the gap and destroy all the hostiles there. Advance to the exit and depart from the two rebels.

Cortez will meet up with his past self. This time, the current Cortez needs to fend off the Robot Fighters as the Past Cortez drives them to their destination. Now that Cortez has the implant, he and R-110 can advance deeper into Crow's Ultra-Net compound. It seems that a few rebels have also attempted to infiltrate this site. Take his Chaingun and run to the spacious land, crushing any bad guys there. From here on, this is very linear and simple. Just

try to survive!

When Cortez sees a Buggy, use it to drive across the HEAVILY guarded roads. There's a LOT of turrets and robots here, so don't stop! Keep going until the two see a GOLIATH robot (it's huge!). R-110 has managed to hack into the terminal so that Cortez can control it. When this is controlled, the Left button is to fire the Machine Gun, and the Right button is to fire missiles (has a semi-automatic firing rate too!). Use the weapons provided to destroy the Fighters that try to stop it. When all Fighters are done for, Cortez and R-110 will be able to move in the compound.

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3.10 >Something To Crow About<
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Objectives:

- Terminate Crow.
- Deactivate the central power core.
- Defeat the battle mech.
- Destroy the TimeSplitter life support system.
- Eliminate the creature.
- R-110 must survive.

Secondary Objectives:

None.

Weapons:

Temporal Uplink
Science Fiction Handgun
Plasma Rifle
Shock Electrotool
Chaingun
Rocket Launcher
Plasma Sticky Grenades

Unlockable: Characters: GOLIATH SD/9, Pvt. Jones.

Co-op Character: R-110.

Enemies:

-INSETICK SD/12

There are more of these foes, and they can be quite a threat here.

-PROMETHEUS SK/6

These PROMETHUS robots do not use implanted Rocket Launchers, and instead use typical weapons that are wieldable. They come with a shield that can only be disabled with the Electrotool. When their shield is gone, blast them!

-Lt. Black

Officers in the compound can use better weapons than in the last mission.

-Rolling Robot

Massive robots like this one are potential threats. When they stop rolling, they can fire, but they are vulnerable to damage.

-Hover Bots

Remember the Hover Bots from the level "You Genius, U-Genix"? They have been upgraded to have plasma weapons here, and try to destroy these first.

-Prison Officer

At the near end of the mission, Crow's personal bodyguards are armed to the teeth and will do anything to prevent Crow's assassination.

-GOLIATH SD/9

There's no way to hack this one. Try to use the biggest weapons available to stop this monster in its tracks.

-Splitter Crow

Oops! Sorry for another spoiler! This creature is encountered in the end of the mission, which turns out to be Crow himself. There are many weapons that this thing uses. When all of the support weapons are destroyed (the weapons except for the arm guns and the "butt" that released bombs), he will be defeated.

Briefing:

Cortez and R-110 have managed to infiltrate Crow's Ultra-Net HQ. Inside, Crow has been researching unnatural things for the past two centuries...

This is one of the hardest missions in the game (in story mode that is). It features some major plot changes in the story, so pay attention...

As Cortez and R-110 descend down the elevator, the announcer says that the Rebel base has been located and that the Robot forces are moving out. R-110 hacks into the door and unlocks it. It does the same with the next one. When the second door is unlocked, clear out any threats (there's also some med-bots that float around hovering, they can act like explosive barrels when used with the Uplink). Grab a Rifle and use it on the incoming waves of INSETICK droids. When R-110 hacks the console, the information displayed shows that Crow has kept thousands of Timesplitters in stock. Afterwards, R-110 becomes "infected" by a virus and receives an impulsive personality. Advance into the corridor and press Action to receive the Electrotool on the wall (DON'T FORGET IT!! This weapon is vital!). Use the new toy to destroy the nearby PROMETHUS' shield and then take him down. The next corridor contains some supplies on the left, and some hostile forces on the right. Smash the Rolling Robot on the balcony first, then deal with the robots with the usual methods. Use the Electrotool to overload the force field. After this, dispatch the two INSETICK bots and collect the Rifle on the wall as R-110 unlocks the nearby door.

There are a pair of PROMETHUSES guarding the cave entrance. Dispatch the two and implode the field. Wipe out the squad of INSETICK robots. When in the cave, be aware of the Rolling Robot, which can be quite a threat! Destroy it ASAP and move on. There's another Rolling Robot, and some Officers too. Advance up, using R-110 as a distraction for the foes across the bridges, and get into the elevator.

Enter the next area. The glowing sphere is the primary energy source for the compound. Use the two terminals to disable its shield. Before that though, take out the Hover Robots. When the first terminal is used, destroy the two PROMETHUSES that spawn. When the second terminal is hacked, advance forward, killing the Officers that come in. Open the field and take out the two INSETICK foes. In the next room, use the barrels provided to smash the robots that attack to smithering. Move down the elevator and collect the armour and Plasma Grenades. Dispatch any robots in this area. When done, throw a Grenade into a hole in the Sphere, destroying it entirely. This will send in a GOLIATH Robot. Run into the hangar where it just came from and collect the supplies. Use whatever's left to topple the metal beast, and then focus on annihilating the

Rolling Robots. When done, advance to a vent, where Cortez flies into a room with an enormous turret and some suprised scientists.

Use the turret to smash the Officers in the various rooms and use it to smash a pole that will demolish some of the area, allowing Cortez to advance. Take care of the PROMETHUS that appears after the door and go into the sewer room. Kill the Officers there and any Robots. Use the bridge on the left to get to the other side of the "river". Another Rolling Robot is present too. Move down the corridors to get to the Timesplitter storage room.

This place is huge! Destroy any Robot that appears in this area (collect the Chainguns and Rocket Launchers). When all of the reinforcements are finished, the door will open and Cortez can get to the elevator. The top floor doesn't look very safe, but don't worry about THAT. Go left and use the terminal to bring up the spare energy node (and clear out the Robots that appear). Use the Electrotool to annihilate it. Go to the opposite side of the floor (a Rolling Robot is encountered, but is no longer an important adversary since the Chaingun is now obtained). Smash the officers there and use the elevator to move up ANOTHER floor!

The palace ahead must be where Crow is, but first, destroy the Hover Bots that come by. The bridge leading to the palace is out, but the individual bridge units can be charged with the Electrotool. Focus on one at a time and quickly advance across! When inside the palace, some Prison Officers will ambush Cortez. Take them all down (when Cortez goes up the stairs, another one will attack). Grab any supplies needed in the foyer before advancing into the throne.

Destroy Splitter Crow's weapons on his sides. There's lots of them, and they usually have lasers indicating that it's working. Use whatever weapons available to smash those weapons, and when those weapons are destroyed, Crow will withdrawl.

Just when Cortez finished Crow, R-110 comes. Unfortunately, Crow has recovered and has hit Cortez and R-110! Crow reveals his face and Cortez tries to explain everything. When Crow scoffed at the idea, he accidentally unmaskes his plan and Cortez and R-110 rush to the island in 1924. Crow goes into a livid pursuit.

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3.11 >You Take The High Road<
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Objectives:

- Destroy the time crystals.
- Activate the drilling machine.

Secondary Objectives:

None.

Weapons:

- Temporal Uplink
- Luger 9mm (x2)
- Lee Enfield Rifle
- Kronen SMG (x2)
- Harpoon Launcher
- Fragmentation Grenades

Unlockable: Robot Louis Stevenson, Time Assassin Cortez.

Co-op Character: R-110.

Enemies:

-Ivor Baddic, Pulov Yuran, and Comrade Papadov

There's even more soldiers inside Crow's underwater base. They have better training and come in even greater numbers than before.

-Warrant Officer Cain

Instead of being in private rooms in the castle, Officers are usually present in squads of soldiers, first in charge.

-Deep Diver

Making a rare cameo in the mission, some scuba divers practice hunting outside the base with Harpoon Launchers.

-Fergal Stack

Workers in the base know the storage areas more than anyone else. They use various weapons, but they always have a strong spirit in fighting.

-John Smith

Later in the mission, some engineers usually repair (or disrepair) the engines for the elevator.

-Robot Louis Stevenson

HAAH! There are still robots to encounter, but these ones are old ones. They are tough, and have machine guns mounted on their arms.

Briefing:

Cortez just made a wild goose chase! The Crystals happened to be UNDER the island! Cortez and R-110 steal a submarine leading to the base.

It's been a while since Cortez went to the past! Captain Ash has already left the scene, but the partner space isn't empty, thanks to R-110!

Exit the submarine. If Cortez wants to, he can hide behind the pillars under the sub. The best one is the far back one on the left (facing the entrance). He can hide from the incoming squad of guards that inspect the submarine. There's some pretty funny quotes here. When done, ambush the guards and head upstairs. In the corridor, kill the soldiers in the area. Turn the wheel to show a Lee Enfield Rifle (the ammo for it is scarce) and some switches. Use both of them and advance to a circular room. Turn the wheel to access the next place.

R-110 examines the pipe and falls down. After this, three guards will come. Shoot the big pipe on the right to deal with them quickly, and pick up their K-SMGs. Walk through the hallway, killing the guard next to the next pipe. Underneath the large window is some guards talking under the bridge. They talk about some "guys in hoods". Move on until Cortez reaches a wheel. Turn it to turn the bridge below to the right direction. Return back and attack the Divers. Pick up their Harpoon Launchers and descend downstairs. Three more Divers emerge from the body of water to the left. To the right is the corridor that leads to the bridge. Cross it and dispatch the last Diver.

At the bridge, there are some streets below. These will be accessed soon. Go to the other side and enter the storage room and listen to the two men's conversation. Grab the K-SMG explosives and wait for them to separate.

Assassinate the soldier overlooking the ramp and then kill the Worker he talked with down the ramp. At the other side, there's a shelf that contains a medkit and armour. Go down and advance through the corridor of boxes. There's another Worker that spots Cortez directly and alerts the whole room! Dispatch him. A Robot will come out of the box, so smash it to kingdom come. Two more soldiers will come by, and there's another Robot at the end of the crate storage area. Another two soldiers guard the exit.

On the streets, shoot any soldiers that try to stop Cortez. The other side of the canal has a medkit and a box of Grenades. Two Officers stand at the bridge below. Move forward and dispatch the guards at the other side of the canal. Another soldier comes by above the descending stairs, with K-SMG ammo. While going downstairs, some guards will come by at the opposite side. At the bottom, collect the K-SMG explosives and dispatch the two soldiers on the lower street.

On the upper street is some barrels next to the guards. Blast them and the soldiers on the lower street. When this is done, an Officer will come out of the locked door with two K-SMGs. Kill him and collect the bounty. Focus the bullets on the bad guys on the bridge above. Advance to the other street, killing any soldiers encountered, and move upstairs. More guards are present at the balcony, and another one appears on the bridge. Go down the stairs to the engine rooms.

R-110 finally came down the pipes! The corridor goes three ways. Ahead is the elevator controls, but the elevator won't work until all four engines are running (one is already on). Collect the armour in this room if needed and go to the room on the right (facing the controls). Clear out the room of any foes and turn on the other engine. Dispatch the reinforcements and clear out the other engine room, turning on both engines. Return back to the elevator controls and open the elevator. Go in it and descend down, listening to the drunk miner. At the bottom, go through the door.

Officer Keely rallies an army of hooded soldiers and tells them to kill Cortez in the year 2401, to prevent him from delivering the crystals to the human HQ. Cortez gets into a disguise (leaving R-110 behind) and goes into the portal.

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3.12 >The Hooded Man<
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Objectives:

- Protect Cortez's past self from the Time Assassins.
- Destroy the Timesplitter mothership.
- Cover Past Cortez until he reaches the HQ.

Secondary Objectives:

None.

Weapons:

Temporal Uplink
Science-Fiction Handgun
Plasma Rifle
Gauss Laser Rifle
Plasma Sticky Grenades

Unlockable: Characters: Berserker Splitter, Time Assassin.

Co-op Character: Pvt. Hicks.

Enemies:

-Time Assassin

Now the identity of the Hooded forces is revealed. They are intent on killing Cortez, whether it be the Past or Future versions.

-Berserker Splitter

The Timesplitters can be hazardous to Past Cortez's health. Try to kill them ASAP.

-Timesplitter Mothership

The big ship can launch homing missiles, which can be quite a threat. The only way to damage its armour is to fire a turret at it. Its missiles can also be destroyed by turrets.

Briefing:

Now that Cortez knows about the Hooded soldiers, he will need to defend his past self from certain death, and help him get to the HQ.

About time the second part of 2401 came! Anyways, the layout of this area is very similar to the one in the first mission, except that Past Cortez acts like an NPC now, making this mission slightly harder.

Cortez starts with the Gauss. Observe the soldiers helping out Past Cortez. Advance right and kill the Assassin overlooking the scene. Go through the valleys and dispatch the Assassin that comes by. At the open area, topple the Assassin overlooking the fields. Kill the squad of Assassins that ambush Past Cortez and his rescue team. Another few Assassins will attack too. When done, an Assassin with two Sci-Fis will attack current Cortez. Cortez must dispatch the sniper at the other side of the valley and rescue the stranded soldier that's under attack by the familiar team of Assassins. When the way for the Past guys is clear, go through the narrow opening and kill the two Assassins. Pick up the Rifle and shoot the other Assassins at the end of the valley. Use the Gauss to pick off the Assassins under the bridge.

Go to the left bridge building and listen to the tipsy Assassin's funny talk. Another normal Assassin will run across the bridge. Kill him and take the turret. Use it to destroy the Mothership and its missiles. When done, go to the other side of the bridge, and take the supplies.

Move across and dispatch all of the Assassins in the hallway. Move to where Past Cortez just destroyed the Assassins in the bunker, and help him shoot the Timesplitters that he encounters (it seems that Crow can still make the Timesplitters). Run through the hallway, avoiding the Splitters, and go up the elevator.

Here's the hard part. Use the Gauss to pick off any Splitters that endanger Past Cortez and the soldiers at the HQ field. This can be difficult because the Splitters can become cloaked. Use the soldiers to find out where those pesky beasts are, and shoot any land that looks suspicious. The mission ends when a soldier tells Past Cortez to hurry into the HQ (apparently, the message is different than in the first mission).

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3.13 >Future Perfect<
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Objectives:

- Destroy the time crystals.
- Defeat Splitter Crow.

Secondary Objectives:

- Infiltrate the area undetected.

Weapons:

Temporal Uplink

- Luger 9mm
- Kronen SMG

Unlockable: Characters: Jacob Crow, Mad Old Crow, Victorian Crow, Corporal Hart, Karma Crow, Jim Smith (Co-op), Daisy Dismay (Co-op).

Co-op Character: R-110.

Enemies:

-Time Assassin

Some of the special operatives stayed behind to guard the crystal machine. Because they were originally trained to be in the future, they are very tough, and the best way to kill them is to plug them in the head.

-Fergal Stack and John Smith

There's a few workers in this area, less tough than the Assassins.

-Splitter Crow

In this mission, Crow can only be hurt if his arms and legs are disabled. He is more mobile though, so be aware. His "butt" is gone too, but his arm guns are still present.

Briefing:

Now that Past Cortez is safe, our current hero can now focus on the time crystals. It will only be a matter of time before Splitter Crow returns...

This is a very short mission, but Crow can be quite the blowhard.

Open the iris underneath Cortez's posing picture and silently dispatch the Assassin. The machine is large and green. On the circle is another patrolling Assassin, so dispatch him. If he is successfully assassinated, two workers will start talking and one of them will become worried. Kill both of them and wait for one of the Assassins to depart from the other (in the centre of the machine area) and take them down individually. When all of the guards are killed, another Assassin pops up from the trapdoor the two Workers were guarding. Go into it and dispatch the two miners by throwing the barrels in the passage at them. When they're killed, go to the centre of the meteor and get the crystal.

Return back to the centre of the Machine. Crow has returned, and he's even more mobile than before! Aim for his legs, then his arms, and when all four objects are disabled, shoot him anywhere to damage him. When he's damaged enough, he will go after R-110 and kill it. Without R-110, Cortez is doomed to fight Crow alone. Anya says that Cortez can go back in time and utilize his Past Self's (and his Past Self's R-110) assistance to help kill Crow. He does this and warns his Past Self about Crow. Crow then appears before the three.

Do the same process here, and don't worry about Past Cortez's health. For both

rounds, there are K-SMG ammunition and explosives spread across the "arena" if needed. When Crow's health is gone, he will collapse and expire. The two Cortezes help each other out to malfunction the machine, and they return back to the HQ. At the building, Cortez, R-110, Anya, and The General all hear an explosion, causing Cortez's Uplink, the Human Time Machine, and R-110 (to The General's chagrin) to dissappear. Also, the land in the distance changes from a battle-worn desert into rich green plains.

=====
4.00 >Arcade League<
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The Arcade League puts certain players into special scenarios, where they all fight to the finish! Most prizes in the game are unlocked this way.

=====
4.10 >Amateur League<
=====

This is the starting League. These challenges are fairly easy, but some are harder than others.

Unlockable: Characters: Fergal Stack, Gideon Gout, Dr. Peabody.

4.11 >One Gun Fun<

The name says it all.

Rockets 101

Game Mode: Deathmatch.

Level: Zeppelin.

Character: Captain Ash.

Score:

-Platinum: 1st with 20 points.

-Gold: 1st with 18 points.

-Silver: 1st with 16 points.

-Bronze: 1st.

Difficulty: Hard.

Unlockable: Cheat: Slow Motion Deaths.

Briefing: Learn all about high explosives and what they do to peoples' face as Captain Ash takes to the skies with a merry bunch of like minded fools and an arsenal of rocket propelled armaments. Let's just hope they had the sense to fill the ship with helium and not hydrogen (and people say videogames aren't educational. Tsk tsk).

The first league is suprisingly hard, but the highest scores are still possible. The Zeppelin level is VERY huge, poor for Rocket Launchers. Use the radar to search out any opponents, and keep running!

Big Game Hunt

Game Mode: Team Deathmatch.

Level: Siberia.

Character: Leonid.

Score:

-Platinum: 1st with 48 points.

-Gold: 1st with 35 points.

-Silver: 1st with 25 points.

-Bronze: 1st with 15 points.

Difficulty: Medium.

Unlockable: Character: Vlad The Installer.

Briefing: Things haven't been the same around Oblask since Leonid pulled the wrong lever and dropped a Tank of radioactive coolant into the frozen lake. The wildlife has mutated and now locals are enjoying the best hunting season since aliens landed in Tunguska in 1908.

This scenario is slightly easier, provided that Leonid has proper Sniping skills (the weapon featured is the AWM). Leonid is the only guy on the green team, while the rest are DeerHaunters on the blue team, meaning that Leonid is a good distance away from the Deers to shoot them. The Deers are located either on the dam or at the near bunker to the left. Don't let them advance to Leonid's position either. If Leonid needs more ammo, there's plenty in his bunker (going outside for ammo is suicide!). He can also drive over the Deers with the Car (located outside the Dam).

Divine Immolation

Game Mode: Deathmatch.

Level: Temple.

Character: The Master.

Score:

-Platinum: 1st with 21 points.

-Gold: 1st with 18 points.

-Silver: 1st with 15 points.

-Bronze: 1st.

Difficulty: Easy.

Unlockable: Character: The Master.

Briefing: Heretics are running amok in the sacred temple. Let your sacred cleansing fire guide them along the path to enlightenment and gently release their souls to achieve spiritual calm. Breathe deeply and repeat after me, 'Ommmm'.

The last game in this series is by far the easiest. There's PLENTY of time to accumulate enough points for more than the Platinum requirements. Just simply point and shoot The Master's Flare Gun at will.

4.12 >Nightstick<

I'm not so sure what these games all have in common...

Commuting Will Kill You

Game Mode: Elimination.

Level: Subway.

Character: Jack Sprocket.

Score:

-Platinum: 1st in 2:20.

-Gold: 1st in 2:40.

-Silver: 1st in 3:40.

-Bronze: 1st.

Difficulty: Easy.

Unlockable: Character: Leonid. Cheat: Fat Characters.

Briefing: Cancellations and overcrowding on the morning trains have just driven the commuters a few stops past the end of the line. Everyone's gone off the rails and now it's carnage central on the subway. The stationmaster says the last one standing gets a free off-peak travel pass - Go for it!

The Nightstick series is easier than the other series. Starting with a simple Luger 9mm, Jack Sprocket must defeat every single opponent and survive. There are SPAS-12 Shotguns spread around the area, they will help. Also, hunt down any opponents like crazy.

Toy Soldiers

Game Mode: Shrink.

Level: Vietnam.

Character: The General.

Score:

-Platinum: 1st with 30 points.

-Gold: 1st with 28 points.

-Silver: 1st with 20 points.

-Bronze: 1st.

Difficulty: Medium.

Unlockable: Character: Nobby Peters.

Briefing: Trials of a new combat drug are having some freaky results. An unforeseen side effect is causing anomalous pituitary gland activity and combatants are turning into midgets! Get out into the field and show them that the top brass doesn't shrink in the face of battle.

Shrink can be a pain when in 1st place. Not only that, but the opponents might be camouflaged in the terrain, so watch out! Don't worry though, The General can take some punishment, and the opponents aren't that skilled in warfare.

Dam Cold Out Here!

Game Mode: Zones.

Level: Siberia.

Character: Crispin.

Score:

-Platinum: 37 points in 2:45.

-Gold: 37 points in 3:00.

-Silver: 37 points in 3:15.

-Bronze: 37 points.

Difficulty: Easy.

Unlockable: Character: Snowman.

Briefing: Pesky snowmen, just because they're made of the stuff they think they own the frozen wonderland above the dam. Well, it's time to give them some hot action. Roast their cute carrot noses and fire up those coal eyes and make sure you keep the chilly beggars off the zone bases to secure a win.

Run around searching for enemy zones (Red). Whenever Crispin meets any Frostys, the Flare Gun will burn him instantly! Crispin is teamed up with INSETICK Droids for some reason.

4.13 >On The Take<

Whether it's taking belongings or Human Cells, those kinds of actions are done here!

Vamping In Venice

Game Mode: Vampire.

Level: Venice.

Character: Jacque De La Morte.

Score:

-Platinum: 1st in 2:00.

-Gold: 1st in 2:30.

-Silver: 1st in 3:00.

-Bronze: 1st.

Difficulty: Medium.

Unlockable: Character: Jacque De La Morte.

Briefing: The stakes aren't the only thing that's high as the twisted children of the night prowl the wiffy water filled streets of Venice. Driven by a burning bloodlust they turn upon each other in a frenzied orgy of destruction. Make no mistakes, drive your point home, and become the king of darkness!

Since it's one shot kills, the Harpoon Gun can be quite lethal. Watch out for any single opponents, they can take Jacque by surprise! Camping is NOT the best way to live through this game.

Pirate Gold

Game Mode: Thief.

Level: Temple.

Character: Captain Ed Shivers.

Score:

-Platinum: 12 points in 1:40.

-Gold: 12 points in 2:30.

-Silver: 12 points in 3:00.

-Bronze: 12 points.

Difficulty: Medium.

Unlockable: Character: Captain Ed Shivers.

Briefing: Oh-arr me hearties, there'll be doubloons as big as yer 'ead and pieces of eight a plenty in thar temple ruins. But them juicy cash prizes also draw a rare crowd, so everytime you fill some landlubbers skinny behind w'yer salty musket load, look and be sure that Captain Shivers grabs their spondulics. Oh-arr, indeed, be sure.

Argh, Matey! It's time to take some coins off some cheap kills! The weapons are assorted and are completely random. Nevertheless, use them on any opponent and take the coins before anyone else!

Virtual Brutality

Game Mode: Assault.

Level: VR.

Character: INSETICK SK/12.

Score:

-Platinum: Complete in 2:30.

-Gold: Complete in 4:00.

-Silver: Complete in 6:00.

-Bronze: Complete in 11:00.

Difficulty: Hard.

Unlockable: PROMETHUS SK/8.

Briefing: Come robot brethren, take up your sacred plasma weapons and rebel against the tyranny and falsehood of the chattering Cyber Chimps. For too long we have slaved under their oppression. We must storm the citadel of virtual light and destroy the seat of their power! Down with the false idol of the Chimpish Head!

The pressure on this scenario is high. When arriving at the "Beach", advance to the Red Block to open both gates. Inside the "Building", there are two more red blocks to activate. When this is done, the Robots must advance to another red block that will open another gate. During this phase, INSETICK should shoot one of the Turrets from below so that the Robots will have an easier time getting to the terminal. When done, the next objective is the Generator that must be destroyed. After this, advance to the upstairs in order to destroy the central core (it's shaped like a Monkey's Head). The only way to annihilate the core is to throw a Plasma Grenade in its mouth.

Cyber Chimps guard the whole way. Beware, as they are short and large in number!

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4.20 >Honorary League<
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The Honorary League has more challenging scenarios, and some are quite hard.

Unlockable: Characters: Neophyte Constance, Warrant Officer Keely, Changeling.

4.21 >Dead Weight<

Lots of kills are present in these three challenges, so get out the heavy artillery!

A Pox Of Mox

Game Mode: Zones.

Level: Spaceport.

Character: Gretel.

Score:

-Platinum: 36 points in 2:30.

-Gold: 36 points in 3:00.

-Silver: 36 points in 3:30.

-Bronze: 36 points.

Difficulty: Easy.

Unlockable: Character: Koozer Mox. Cheat: Small Heads.

Briefing: The spaceport has been invaded by the dreaded Koozer Mox, but fortunately for the authorities, the latest Gretel combat droid just happens to be passing through on her way to Eridani 3 for some R'n'R under the triple suns. Well now they've spoilt her holiday so it looks like she's gonna be whippin' their blue alien hides in return.

Don't be deceived by the outnumbering Mox. They are weak, and the Spaceport is linear enough for Gretel to hold a stiff position. Collect the first four Zones, and guard the passage underneath the bridge. Then simply shoot anything that moves. Don't go for the final zone, as the room is too wide.

Rumble In The Jungle

Game Mode: Elimination.

Level: Vietnam.

Character: Leo Krupps.

Score:

-Platinum: 1st in 3:15?

-Gold: 1st in 3:30.

-Silver: 1st in 4:00.

-Bronze: 1st.

Difficulty: Insane!

Unlockable: Character: Leo Krupps.

Briefing: It's your chance to be the mane man so don't just leave that gun lion there! Take some pride in your work and wipe your paws with the opposition.

Scoring for the best awards is VERY difficult in this mission, as the level is large, and the spawn points are far away. Try to focus on killing the winning opponent in order to allow the other players to kill themselves, hurrying the winning process altogether. One last thing, watch out for mines!

Freake Unique

Game Mode: Team Deathmatch.

Level: Subway.

Character: Hans.

Score:

-Platinum: 30 points in 2:40.

-Gold: 30 points in 3:00.

-Silver: 30 points in 3:45.

-Bronze: 30 points.

Difficulty: Medium.

Unlockable: Character: Hans.

Briefing: At night the subway turf is hotly disputed by local gangs. The weird warriors have come out to play, but who will be left standing at the end of the fight? The Techno Geeks, the Circus Freaks, or even dear little Hans? Don't laugh - you get to be Hans...

Hans' spawn point is in between the Circus (Red and to the right) and the Geeks' (Green and to the left) spawn points, so use that to Hans' advantage. Try to focus on either of the teams, but if Hans doesn't kill, he won't win!

4.22 >Fever Pitch<

Virus Matches and violence syndromes are featured, so beware!

Outbreak Hotel

Game Mode: Virus.

Level: Hotel.

Character: Envirosuit.

Score:

-Platinum: Last for 3:00.

-Gold: Last for 2:30.

-Silver: Last for 1:30.

-Bronze: Last for 1:00.

Difficulty: Hard.

Unlockable: Cheat: Big Heads.

Briefing: You'd think a hotel full of medical conference attendees would be a pretty healthy place to stay. Not so, it's a run down flea pit and coupled with low standards of personal hygiene it was only a matter of time before the lurgy broke out. Keep on the move and stay away from infected carriers, that envirosuit won't help you much here.

There's a good camping point for the Doctor; it's outside the Hotel and in the gardens. Here, it's open enough for him to be aware of any threats. One shot kills are activated, so the Ghost Imploder will be useful (Contaminated players have "Flaming" textures, so don't get those and the glowing vision confused). Despite the simple method of completing this, I just have a fear of Virus Matches. They're so scary!

Missile Bunker

Game Mode: Virus.

Level: Bunker.

Character: Nurse Tourniquet.

Score:

-Platinum: Last for 3:00.

-Gold: Last for 2:30.

-Silver: Last for 1:30.

-Bronze: Last for 1:00.

Difficulty: Insane!

Unlockable: Character: Nurse Sputum.

Briefing: Prolonged living in close quarters has led to an outbreak of cabin fever in the underground bunker. Luckily there's plenty of stockpiled explosives at hand - just the thing for clearing people's heads.

This is even worse. The camping points: either end of the Bunker with trenches) is narrow. I cannot give any more hints than that, unfortunately.

Bag Slag

Game Mode: Bag Tag.

Level: Disco.

Character:

Score:

-Platinum: Hold for 3:10.

-Gold: Hold for 3:00.

-Silver: Hold for 2:30.

-Bronze: Hold for 1:30.

Difficulty: Easy.

Unlockable: Character: Venus.

Briefing: Lady's night at the Big Tipper and everything was going swingingly until Anya checked out her handbag from the cloakroom. No-one else had ever seen one made out of TimeSplitter hide - "Oh my, it's just to die for!". Now it's one hell of a catfight as everyone tries to grab a piece of the action.

After those hard games, here's one that's so easy! When Anya gets hold of the Bag, she won't be able to use any weapons or fight, but she can still run! Keep running around the Disco until time runs out. All the other opponents will chase Anya like an Angry Mob, which is perfect.

4.23 >Mode Madness<

Expect the unpredictable in this series, something's bound to happen!

I Like Dead People

Game Mode: Shrink.

Level: Hotel.

Character: Edwina.

Score:

-Platinum: 1st with 40 points.

-Gold: 1st with 32 points.

-Silver: 1st with 12 points.

-Bronze: 1st.

Difficulty: Medium.

Unlockable: Character: Deadwina.

Briefing: Edwina likes to play with dead things. Unfortunately we're not talking about spiders and flies here - she prefers animated corpses. That's right, the whole range from clammy and suppurating to flaccid and putrefying.

There's not much to say about this, as it is straightforward and familiar. Edwina can just hunt down any of her dolls (unless, of course, the doll turns into a zombie) and do whatever she wants!

Zany Zeppelin

Game Mode: Gladiator.

Level: Zeppelin.

Character: Khallos.

Score:

-Platinum: 1st with 29 points.

-Gold: 1st with 20 points.

-Silver: 1st with 12 points.

-Bronze: 1st.

Difficulty: Hard.

Unlockable: Character: Booty Guard.

Briefing: Khallos thought a zeppelin would be the last word in retro-chique for the aspiring world dominating maniac. He didn't reckon on a bunch of crazies hijacking his launch party. Show them who's the boss.

With assorted weapons that are awkward, getting a good score can be difficult. When Khallos is the Gladiator, he can use the MAG-Charger to shoot through the Zeppelin to other opponents, and with good enough skills, the Remote Mines can prove worthy. Every player starts with dual Lugers, and there's also Shotguns spread around, so look for those too.

Lip Up Fatty

Game Mode: Assault.

Level: Mars Prison.

Character: Mordecai Jones.

Score:

-Platinum: Complete in 4:00.

-Gold: Complete in 5:30.

-Silver: Complete in 7:00.

-Bronze: Complete in 10:00.

Difficulty: Easy.

Unlockable: Character: Dozer.

Briefing: The Machine forces have captured Fatty Dozer and under torture he's threatening to spill his guts about covert rebel operations in the Gamma Quadrant. Hard times call for desperate measures, so it's down to Mordecai Jones to lead a crack team into the prison and assassinate Dozer. It'll be a kindness really...

Unlike the previous Assault, this is dead easy. First, dodge the gunfire of the Turrets, grab the Mines, and use it on the barrel to the left. This will open the wall. After destroying the two interior Turrets, activate the two Terminals. Advance to the Barracks, dodge the Turrets, and hope that Mordecai's mates have distracted all the bad guys. In the Barracks, get any supplies provided and hack another Terminal. After this, run down the prison area and kill Dozer in a random cell. When Mordecai looses the Robots on his hide, the mission is a walk in the park!

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4.30 >Elite League<

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The hardest games are located here, and be prepared to yell at full volume when stuck at certain leagues.

Unlockable: Characters: Tommy Jenkins, Sister Faith, INSETICK SK/10.

4.31 >Smash 'N Grab<

More violence than ever is here, even OUTSIDE the game (just try Astro Jocks!!)

Screw Loose

Game Mode: Team Thief.

Level: Mars Prison.

Character: Prison Officer.

Score:

-Platinum: 25 points in 3:00.

-Gold: 25 points in 3:30

-Silver: 25 points in 4:00.

-Bronze: 25 points.

Difficulty: Hard.

Unlockable: Character: Prison Officer.

Briefing: Things used to be pretty quiet at the Martian Penal Institute for the Correction of Delinquent Undead Space Monkeys, but then there was an initiative offering financial incentives for reducing overcrowding in the cell blocks. Prison Officer Jonas reckons that means "shoot inmates for cash prizes". Go figure.

At last, the Prison Officer has a name. Anyways, this can be quite difficult, as the Undead Monkeys will try to steal the coins! Focus on one at a time, one that is close enough for Jonas to grab.

Oh Shoal-O-Mio

Game Mode: Team Deathmatch.

Level: Venice.

Character: Deep Diver.

Score:

-Platinum: 40 points in 1:45.

-Gold: 40 points in 2:00.

-Silver: 40 points in 2:20.

-Bronze: 40 points.

Difficulty: Easy.

Unlockable: Character: Deep Diver.

Briefing: The canals of Venice have been invaded by a plague of tiny mutant whales who are terrorizing the local population and scaring away tourists by singing opera arias badly off key. There's nothing for it but to send in a heavily armed chap in a diving suit - don't worry though, it's a scientific cull.

Accumulating kills won't take long! Because the Shoals are SO out of shape, the Deep Diver will make quick work of them and make them flee the scene! There's enough decent weapons to make them run, and if they drop more, it can't be any better!

Astro Jocks

Game Mode: Elimination.

Level: Spaceport.

Character: Candi Skyler.

Score:

-Platinum: 1st in 2:00.

-Gold: 1st in 2:15.

-Silver: 1st in 2:30.

-Bronze: 1st.

Difficulty: Insane!

Unlockable: Character: Candi Skyler.

Briefing: Candi's had just enough of the jibes going round the academy - and if one more person makes a comment about the fullness of her double moons then there's gonna be ructions. Well, today it's combat training with live plasma ammo so this is her chance to wipe those silly locker room grins off of the boys' faces.

Because there's no other way to access the two "Bases", and the lack of manpower in the Dispersion Shotgun, getting at least a Silver is a VERY, VERY hard task! Here's some rules of thumb to getting the gold:

1. Go for Cortez first, as he has a LOT of health!
2. After Cortez is "Fired", attack Security and The General. For these three adversaries, use the Plasma Grenades.
3. Once all three Tough guys are out, hunt the winning opponent out of the normal and weaker guys. A fully Charged shot can take one out instantly! Balancing out the game stats (hunt the winner, and then hunt the next one) will allow Candi to have a better chance of getting a good medal because if there's multiple opponents, then they will kill each other, speeding up the process.

Also, there's some windows that Candi can shoot out, meaning that killing a guy on the opposite section isn't COMPLETELY futile. Good Luck!

4.32 >Group Therapy<

More stress comes this way! Be prepared...

Zone Control

Game Mode: Zones.

Level: VR.

Character: GOLIATH SD/9.

Score:

-Platinum: 35 points in 2:45.

-Gold: 35 points in 3:00.

-Silver: 35 points in 3:15.

-Bronze: 35 points.

Difficulty: Insane!

Unlockable: Character: Neophyte Lucian. Cheat: Cascade.

Briefing: Combat robots are thoroughly tested in simulations in order to minimize the chances of costly product recalls. Today's test is battlefield territory awareness. So instead of shooting everyone in the diodes, try to make sure that key locations stay under your team's control.

Do'h! With stupid players all around, it's up to GOLIATH to save the day! The best way to win is to distract the enemy team at their spawn point. Capture it and keep killing any bad Robots that try to kill GOLIATH. Meanwhile, his team will Capture the other Zones, which will end in the red team's victory. The VR map is much more different from the one in Assault mode.

Front Loaded

Game Mode: Deathmatch.

Level: Disco.

Character: Kitten Celeste.

Score:

-Platinum: 10 points in 1:50.

-Gold: 10 points in 2:10.

-Silver: 10 points in 2:50.

-Bronze: 10 points.

Difficulty: Easy.

Unlockable: Character: Stumpy.

Briefing: Harry's old police partner, Christine Malone, has turned up at the Big Tipper asking after the man himself. From the looks of that non-regulation uniform it seems she may be planning on more than just looking over the details of old busts. Kitten says her fella ain't for sharing, she's challenged Malone to get out her pistols and let's see what they're made of.

Camp at the dance square and wait for Malone to come for Kitten. When she does, keep shooting her in the face! Repeat this process 9 more times!

Old Blaggers

Game Mode: Capture The Bag.

Level: Bunker.

Character: Braces.

Score:

-Platinum: 5 points.

-Gold: 4 points.

-Silver: 3 points.

-Bronze: 2 points.

Difficulty: Insane!

Unlockable: Character: Braces.

Briefing: Braces reckons all this new fangled law enforcement technology's no match for a bit of old fashioned thieving. He's teamed up with a couple of old school mates to show these so called SecurityDroids just how to pull off a heist.

Those dang Robots have again outnumbered the human race! Luckily, Braces has two tough teammates that actually have brains! Things can vary here, but the FN FAL Rifle is the best weapon to wield. The MAG-Charger can help one of Braces' mates when he's got the Blue Bag, and some determination will win over attrition. If Braces has the Blue Bag, and one of the Robots has the Red Bag, restart, as it will lead to no advancement.

4.33 >Retro Chique<

Familiar Maps (and sometimes Characters) are revisited in the Series, although the Chinese Resturaunt has an expanded basement.

The Dead, The Bad, And The Silly

Game Mode: Team Deathmatch.

Level: Mexican Mission.

Character: Sheriff Skullface.

Score:

-Platinum: 30 points in 2:10.

-Gold: 30 points in 2:25.

-Silver: 30 points in 3:00.

-Bronze: 30 points.

Difficulty: Hard.

Unlockable: Character: Jared Slim.

Briefing: Jared Slim and Venus have been robbing banks, stealing laundry and generally terrorising right thinking folk all across the Rio Grande. Now they've holed up in the old Mexican Mission with a mechanized cactus man who goes by the name of Eli Scrubs. Time to bring 'em in Sheriff. "Dead or Alive", that's you by the way, no one's actually sure if you're dead or alive...

Since the Sheriff is on the Green Team, he will usually start on the second floor of the maze. Collect any weapons and head over to the town square, where the three bandits wait. They will keep spawning here, so don't worry about being lost in the maze. Use any fast-firing weapons to defeat the bad guys, but if the Sherrif is killed, he will have a harder time getting a high-quality medal.

Ninja Garden

Game Mode: Monkey Assisstant.

Level: Chinese.

Character: Chinese Chef.

Score:

-Platinum: 1st with 23 points.

-Gold: 1st with 20 points.

-Silver: 1st with 17 points.

-Bronze: 1st.

Difficulty: Hard.

Unlockable: Character: Chinese Chef.

Briefing: It's come to this: Gaston, the Chinese Chef and a couple of their favourite ingredients - Duck and Calamari, in bitter contest of the wok. Cook or be cooked! But who could have foreseen the wildcard intervention of a crack team of Ninja Monkeys weighing in for the underdog? Banzai!

Uh-Oh! Here come those meddling monkeys! Because of the poor Stamina of the animals, it's between the two cooks to see who can kill more. Unfortunately, from time to time, Ninja Monkeys will ambush the winner (assuming it's the Chinese man), and they are virtually indestructible! Avoid the big blur of red on the radar, and keep hunting any legitimate players.

Sock It To Them

Game Mode: Assault.

Level: Training Ground.

Character: Mr. Socky.

Score:

-Platinum: Complete in 1:00.

-Gold: Complete in 1:50.

-Silver: Complete in 2:40.

-Bronze: Complete in 4:00.

Difficulty: Medium.

Unlockable: Character: Mr. Socky.

Briefing: The Handymen have seized the high ground in the Training Ground and are firmly dug in. It falls to you, Mr Socky, to lead your brave platoon of freshly laundered wool knit comfy comrades in a daring assault on their position. They've made a fool of you one time too many and its time they paid the price.

Actually, there's only a pair of Socks to attack the base. Anyways, Mr. Socky should just rush through the battle, and relax at the waterfall. Then, go to the base and annihilate the barrels (they are in the same locations as in TS2). When done, blow up the Computer Terminals in the buiding. There's weaker weapons here than in the "Men In Grey" scenario in TS2, so living is a lesser problem.

=====
5.0 >Challenges<
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Non-Arcade Challenges are located here, where certain tasks must be done.

Unlockable: Characters: Mr. Fleshcage, Sewer Zombie, Jed.

5.1 >Behead The Undead<

In Behead The Undead Challenges, a Character is pitted up against waves and waves of undead enemies! In this game, however, there's always a twist to the games! Also, the Character must not leave the battlefield, or he will be disqualified.

Brain Drain

Level: Hotel Foyer.

Character: Dr. Lancet.

Score:

-Platinum: 35000 points.

-Gold: 25000 points.

-Silver: 15000 points.

-Bronze: 5000 points.

Difficulty: Hard.

Unlockables: Character: Brains. Cheat: Rotating Heads.

Briefing: For years now, Dr Lancet has been cutting the tops of cute little monkey's heads just as if they were hard boiled eggs. When he's finished poking at their cerebellums he illegally dumps the remains in and ally behind the vivisection lab. You can't expect to get away with that kind of stuff... well, at least you should finish them off properly with a shotgun.

Incoming waves of undead Monkeys! Dr. Lancet must reload his Shotgun frequently and watch out for fast Monkeys or ones that have Shotguns themselves! In the later rounds, Ghosts will also start to appear. Simply shoot them and they will be defeated. Try not to get hit in the back.

Rare or Well Done?

Level: Mansion Kitchen.

Character: Gaston Boucher.

Score:

-Platinum: 50000 points.

-Gold: 30000 points.

-Silver: 20000 points.

-Bronze: 10000 points.

Difficulty: Insane!

Unlockables: Character: Carrion Carcass.

Briefing: Sacre bleu! It's Gaston's worst nightmare! Just when he thought it was safe to buy English meat, his cold room breaks down and now the kitchen is overrun by mad undead cows. There's only one cure - triple inoculation.

Depeche-toi, Gaston!

Because the Cows have no heads and therefore, cannot be beheaded, this will be the toughest Challenge ever! The only way to dispatch those undead animals is to Inject poison in them! The cows will come from both hallways, and there's also fast ones too coming out of the corners! Gaston will have to keep running around the room, or it's game over for him! Make sure his path is clear or else the situation will be doomed to be a reverse dinner!

Boxing Clever

Level: U-Genix Butchery Lab.

Character: Cortez.

Score:

-Platinum: 100000 points.

-Gold: 50000 points.

-Silver: 20000 points.

-Bronze: 5000 points.

Difficulty: Medium.

Unlockables: Character: Tin-Legs Tommy.

Briefing: Secret laboratory, blah blah... Twisted research, blah blah... Living dead, blah blah... Anyway, lacking an immediate shotgun to hand it looks like the only way to get those heads off these guys is to hit them with boxes - so you'll be needing the Temporal Uplink's force manipulator for this one.

What a twist! Cortez cannot punch and he must use the Uplink to throw objects at the undead faces! The first objects available will be the boxes. Cortez can also lift the heads of defeated zombies against the living dead! Heads will score more points than boxes, and there's also combos to be looked out for. The

arena is very small, so Cortez will need to circle around the platform!

5.2 >Cut-Out Shoot-Out<

Like a training sequence, volunteers must shoot Cardboard targets with accuracy to score points. Shooting an innocent target has its penalties...

Hart Attack

Level: 2401 Plains.

Character: Corporal Hart.

Score:

-Platinum: 1800 points.

-Gold: 1750 points.

-Silver: 1600 points.

-Bronze: 1100 points.

Difficulty: Medium.

Unlockables: Character: Viola. Cheat: Cardboard Characters.

Briefing: In a parallel universe not too far away, Corporal Hart arrives back at Spacetime Marine HQ only to find the base under attack by vicious cardboard cut-outs. Give 'em hell, mam! Oh, and be sure not to shoot any good guys (you know, the slappy bloke with the goggles who left you behind dying on the Spacestation in TimeSplitters2).

This is the few times that the very noticable Spaceways Music is present. The path goes along the "Time To Split!" mission, and stops at the part where Cortez meets his first TimeSplitter. This is straightforward, but keep looking in hard-to-see areas for extra targets, and don't shoot the boards with Cortez portraits on them!

Come Hell Or High Water

Level: Venice Canals.

Character: Viola.

Score:

-Platinum: 1800 points.

-Gold: 1600 points.

-Silver: 1450 points.

-Bronze: 1150 points.

Difficulty: Hard.

Unlockables: Character: Goddard.

Briefing: Viola likes nothing better than to unwind on a gondola drifting along the tranquil canals of Venice. Mind you, this is a working holiday so be sure to shoot as many demons as possible and take care to miss the tourists. No, really, I know it's tempting but just shoot at the demons...

The P220 Scope is vital for accuracy, and Viola only has a certain amount of time to get a target before her ride zoomes past it! Windows will sometimes hold cardboard figures, but the main thing is, shoot whatever is unnatural!

Balls Of Steel

Level: Ultra-Net Sewers.

Character: R-107.

Score:

-Platinum: 1250 points.

-Gold: 1000 points.

-Silver: 875 points.

-Bronze: 700 points.

Difficulty: Easy.

Unlockables: Character: Badass Cyborg.

Briefing: R107's a crazy mixed up dude, he thinks he's a robot but instead of turning to Droidian psychoanalysis for help he's decided to work his frustrations by shooting at pictures of robots. Well, if he wants to be a real robot he needs to play by the rules - a robot may not injure human beings, yep that's right, not even cardboard ones.

Another accuracy shootout, but easier, as the floor R-107 is standing on is stationary. Hit the Robot targets in the groin (:D) and avoid shooting the lovely ladies.

5.3 >Cat Driving<

In the "Khallos Express", Khallos held a cat that really wasn't a legitimate living organism. In fact, it had wheels and a button under its head! After foiling the gas chamber, Cortez could use the Cat (Strudel), and have it stroll along the floors! These challenges use Strudel in some wacky time trials!

The Cat's Out Of The Bag!

Level: U-Genix Rooftops.

Character: Strudel.

Score:

-Platinum: Complete in 1:10.

-Gold: Complete in 1:20.

-Silver: Complete in 1:30.

-Bronze: Complete in 1:40.

Difficulty: Medium.

Unlockables: Cheat: Human Gun Sounds.

Briefing: When he's not busy planning world domination, Khallos indulges in a secret passion. Yes, it's the sport of kings and the lovable rogue's pastime, welcome ladies and gentlemen, to a dark and shady world where fortunes are won and lost, the world of high performance cat racing!

For many racing games, the usual hint is to break at turns to prevent slowdown. Strudel, on another hand, also needs to avoid tipping over. There are checkpoints that must be passed in order to race across the track.

Lap It Up

Level: VR Corridors.

Character: Strudel.

Score:

-Platinum: Complete in 2:00.

-Gold: Complete in 2:15.

-Silver: Complete in 2:30.

-Bronze: Complete in 2:45.

Difficulty: Hard.

Unlockables: Character: Comrade Papadov.

Briefing: The clock is ticking, the engine is purring, the litter tray has been emptied and Strudel's tanked up with full fat double cream and ready to go! Get out on the VR grid and see if you can shave a whisker off your best time.

Bumpy terrain is introduced here. Try to break at the falling points, and hurry, despite the amount of time given. Don't worry about Strudel landing on its side; it's a usual thing in this track.

The Cat's Pajamas

Level: Sibera Ice.

Character: Strudel.

Score:

-Platinum: Complete in 2:25.

-Gold: Complete in 2:35.

-Silver: Complete in 2:50.

-Bronze: Complete in 3:10.

Difficulty: Easy.

Unlockables: Character: Gilbert Gastric.

Briefing: Only the finest cat drivers have the ability to shine on this treacherous frozen circuit. Remember to balance the throttle in the corners, just feel the line, dig your claws in and don't let the back end slip out on this tricky ice track.

Since the checkpoints are not blocked by walls, Strudel can ignore the path and simply just pass the checkpoints. There is a jump just for fun, and the slipperyness of the terrain won't matter as long as Strudel keeps up the speed!

5.4 >Super Smashing Great<

Along with smashing glass, other items can be broken. More specifically to this series, they MUST be broken! The challenge is complete when all requested items are smashed to smithereenes.

Avec Le Brique

Level: Chinese Resturaunt.

Character: Gaston Boucher.

Score:

-Platinum: Complete in 2:40.

-Gold: Complete in 2:50.

-Silver: Complete in 3:00.

-Bronze: Complete in 3:30.

Difficulty: Medium.

Unlockables: Character: Aztec Warrior.

Briefing: Recent refurbishment at the "Chine Garden" restaurant has been a big success and bookings are flooding in. But Gaston isn't too pleased, he's lost a lot of customers from the "Frog and Snail". Enter our old chum Monsieur Le Brique, let's see how quickly you can smash up all the plates and glass and put them out of business.

Gaston starts in the kitchen. Gaston has enough Bricks to topple the Statue of Liberty alone, so start throwing like a madman! Once every plate in the kitchen is worthless, advance to a serving room. Smash every glass pane in sight (even the highest ones!), and then move on to the entrance. Smash the glass on the

walls close to the ceiling (this is the hardest part), and once done, break the glass that surrounds the entrance. One more thing; don't let Gaston knock himself out by accident with his own tools.

Absolutely Potty

Level: Temple Interior.

Character: Captain Ash.

Score:

-Platinum: Complete in 1:40.

-Gold: Complete in 1:50.

-Silver: Complete in 2:00.

-Bronze: Complete in 2:30.

Difficulty: Medium.

Unlockables: Cheat: Paintball.

Briefing: It's archeology, Captain Ash style - well, if those foreign Johnnies won't let him take the ancient artifacts out of the country then he'll destroy the lot of them! Smash every priceless Aztec pot in the temple as quickly as possible before the authorities arrive and pack him off to Blighty.

The Radar shows all the Pots on the map. The path of pots is pretty linear (except near the end), but there are some pots being carried by monkeys, and if any of those Monkeys are hurt, Captain Ash needs to pay the price (more seconds added). Try to gather the pots into one bundle and shoot them in one blow. Also, Ash does NOT have infinite ammunition, but there are some Shotgun Shell boxes around places. Try to destroy all the pots in one area before moving on, try to memorize the Temple part of the map, and improvise a plan for a walk.

Don't Lose Your Bottle

Level: Disco.

Character: Harry Tipper.

Score:

-Platinum: Complete in 1:30.

-Gold: Complete in 1:35.

-Silver: Complete in 1:45.

-Bronze: Complete in 2:00.

Difficulty: Hard.

Unlockables: Weapon: Brick.

Briefing: Kitten was out of town last night and Harry took the opportunity to invite a bunch of sailors over to the Big Tipper. Trouble is they've left bottles of their favourite grog all over the place which is pretty incriminating. If Kitten gets back and finds "Flying Seaman" everywhere then Harry's in big trouble - get it cleaned up as quickly as possible.

This is the hardest in the Series, because the Lex bullets are tiny, as are the targets: Beer Bottles. Another dilemma is that the remaining party mates, the Henchpeople, are quite drunk and hold their Bottles, and of course we all know that corpses in rooms don't help cleaning a room at all! Instead of using two, use a single Scilenced Glock to improve accuracy. Try to snipe the Bottles on the top floor before the bottom, and don't move on to the second section until all the Bottles in the first half are gone. The final Bottle should be in the hands of a drunk Henchman, who is very fidgety. Simply shoot him, never mind the penalty, so that Harry will have an easier time completing this.

5.5 >Timesplitters "Story" Classic<

In the TS1 Story Mode, the player had to get an item and then return back to the start. This does the same too, but there's a time limit for score.

Queen Of Harts

Level: Spaceport.

Character: Corporal Hart.

Score:

-Platinum: Complete in 2:00.

-Gold: Complete in 2:30.

-Silver: Complete in 3:30.

-Bronze: Complete in 6:00.

Difficulty: Hard.

Unlockables: Cheat: Cloaked Characters.

Briefing: Meanwhile, back in a parallel universe, Corporal Hart is still battling heroically to somehow make a reasonable showing in this game despite having been killed in the prequel. Go for it! Find the time crystal and get to the exit portal as quickly as possible.

Hart starts in the "Blue Section" control centre with two Sci-Fi Pistols and a few Prison Officers coming to her position. Dispatch them and choose a path to get out. The enemies from the opposite path will come too, so dispatch them as well to get to the next area. When both groups from both paths are clear, more bad guys will come from under the bridge. Advance across and mow down the Officers. In the chamber, two PROMETHUS Robots will spawn. Take their Chainguns and use it on all the foes guarding the Landing Pad (and the Turrets). When every single Robot is smashed, the Red Section will be accessible. From here on, run to the Red Engine Room and collect the Time Crystal. Timesplitter alert! Hurry back to the Landing Pad, where the portal lies.

Sammy Hammy Namby Pamby

Level: Vietnam.

Character: Renzo.

Score:

-Platinum: Complete in 2:20.

-Gold: Complete in 2:40.

-Silver: Complete in 3:20.

-Bronze: Complete in 6:00.

Difficulty: Medium.

Unlockables: Character: Sapper Johnson.

Briefing: The LZ drop didn't go too well and Samuel Renzo's been separated from the rest of the platoon, and more worryingly - his lunchbox full of ham sandwiches landed in occupied territory. Blast your way through the jungle, grab the lost lunch and get to the inexplicable time portal asap. Step to it GI!

As a start, the main priority in this mission is to preserve Renzo's health, as there are no medkits or armour patches in this level. The SPAS-12 is only useful in the corridors of the level, and preserve the FN FAL Rifle until the later parts.

Blast the two men advancing on Renzo, and take both of their weapons. Advance through the corridor and kill any hostiles to move on. Once outdoors, switch to the MP5 to blast anyone. Another soldier will come from the back door. Up ahead, there's a sniper and some more soldiers. Take the sniper's Lee Enfield and blast the soldier hiding in the corner. The next area has some soldiers in good cover with Grenades! Shoot the one hiding on the right to prevent

explosions. Under the bridge is some more bad guys. When Renzo passes the bridge, a squad of hostiles will ambush him from behind. Another squad flanks in the front. Destroy both squads to open the gate.

Now that all the gates are taken care of, keep advancing through the maze and collect the Lunch at the end. After the Timesplitters spawn, return back to the first gate and jump through the portal.

Glimpse Of Stocking

Level: Hotel.

Character: Mr. Underwood.

Score:

-Platinum: Complete in 2:40.

-Gold: Complete in 3:00.

-Silver: Complete in 4:00.

-Bronze: Complete in 6:00.

Difficulty: Insane!

Unlockables: Character: Mr. Underwood.

Briefing: It's been conniptions and collywobbles all around since Mr. Underwood misplaced some important 'artistic' documents. All is not lost though, by dual wielding his trusty pistols (that's double guns to us ordinary folk) it shouldn't take too long to recover his Victorian Gentleman's magazines and make a mad dash for the time portal.

It's not easy to describe the walkthrough here. Those who have gone through "Hit Me Baby one Morgue Time" might have an idea of what to expect here though. Unfortunately, Ammo is scarce here, and the Luger Pistols aren't all that effective for zombie-killing.

Unlike the aforementioned challenge, Underwood must kill every single zombie in each region in order to advance to the next. Always keep an ear out for zombies coming up from behind, notably the ones on fire (they don't ignite others in this game, but they can cause quite a bit of damage). Consider bashing a few zombies instead of shooting them to conserve ammo.

The Magazine is located at the outskirts of this crazy hotel. Grab it, and head back to the foyer. The portal is on the second floor, on the other end. Lugers are no weapons to be used on the Timesplitters, so run away!

5.6 >Monkeying Around<

The name says it all. Things tend to get odd around this series, even other than the Monkeys!

Electro Chimp Discomatic

Level: Disco Dance Floor.

Character: Harry Tipper.

Score:

-Platinum: Last for 6:00.

-Gold: Last for 4:30.

-Silver: Last for 4:00.

-Bronze: Last for 3:00.

Difficulty: Medium.

Unlockables: Weapon: Monkey Gun.

Briefing: Tonight it's the Cyborg Chimp Dance Marathon down at the Big Tipper

but the cheeky little chaps have forgotten to put in fresh batteries! Keep their groove gages topped up with a few thousand volts from your electrotool. Be careful not to overcharge them, they are only small and they might explode...

Monkeys will keep coming into the room and use their "Energy" to dance. Use the Electrotool to prevent them from powering down, but don't overcharge them! The meter next to the Cyborg Chimps indicates their amount of energy, as well as the colour. The radar is shown, and it also shows the Chimp power throughout the room. The dance floor isn't the only place for the Chimps to dance, so watch the radar for extra Chimps Harry should watch out for.

Melon Heist

Level: Train Station Yards.

Character: Elite Henchman.

Score:

-Platinum: 2400 points.

-Gold: 2000 points.

-Silver: 1200 points.

-Bronze: 750 points.

Difficulty: Hard.

Unlockables: Character: Elite Henchman.

Briefing: Trouble's afoot at Khallos' secret Russian base. The secondhand circus monkeys he bought online from some dodgy bloke in Poland can't keep their thieving little paws off his melon stockpile. Anyway, it's your job to keep things under control - just aim for the fruit and don't hit the chimps. There's never a dull day as an evil henchman...

Remember the "Monkey Mayhem" challenge from TS2? This is a similar challenge, except that the aiming system is decent enough for this to be a little easier, though it is still difficult. The rules are similar: Shoot the melons out of the Monkeys' paws and don't hit the Monkeys themselves. Both yards will provide an infinite amount of Monkeys holding melons, so keep an eye on the radar. This is easier said than done, as the Monkeys can move quite quickly.

Brass Monkeys

Level: Siberia Ice.

Character: Mischief.

Score:

-Platinum: 3000 points.

-Gold: 2500 points.

-Silver: 1500 points.

-Bronze: 500 points.

Difficulty: Medium.

Unlockables: Character: Mischief.

Briefing: When a winter sport gets banned it just gets forced underground, and here on a remote Siberian lake is where feverish aficionados gather covertly to enjoy the heady thrill of Monkey Curling. Just aim for the target, judge your weight for length and send that little chimp sliding down the ice. Now you know why some monkeys have blue bums...

The controls for this challenge is provided in the challenge itself. The rules of Curling are the same. Remember: Try not to have too much power, or else there's NO chance of getting a hit on the centre! Instead, try to have less power, and use the Monkey sweepers to slightly increase the speed if needed.

5.7 >Miscellaneous Challenges<

Other Challenges go here, where there's no other place for them to go. These are hard challenges that can create quite some stress (except for the last).

Cortez Can't Jump!

Level: Ultra-Net Elevator.

Character: Cortez.

Score:

-Platinum: 350 points.

-Gold: 250 points.

-Silver: 150 points.

-Bronze: 100 points.

Difficulty: Hard.

Unlockables: Cheat: Big Hands.

Briefing: Some day this wars gonna end, son... If that's so, then Cortez really ought to get looking into some future perfect career alternatives. He says there can't be that much difference between shooting guns and shooting hoops. Well, let's see if he's right!

There's 25 balls beside the elevator, and it gradually descends down to the bottom. On the way, there are many hoops that the balls should go through to score. Use the Uplink and throw it through the hoops. This is very hard, because the Uplink really isn't for basketball! Well, at least Cortez has the black voice...

TSUG: TimeSplitters UnderGround

Level: Subway Rails.

Character: Cortez.

Score:

-Platinum: 4000 points.

-Gold: 3500 points.

-Silver: 2000 points.

-Bronze: 1000 points.

Difficulty: Insane!

Unlockables: Character: Oleg.

Briefing: Can you pat your head and rub your tummy at the same time? Ok then clever clogs, let's see you try this. An underground railway station covered by two independently controlled remote guns. Shoot the TimeSplitters before they get to the guns and explode. For an extra challenge, wear a woolly hat, pull it down over your eyes and operate the controller with your feet.

No words can explain the difficulty of this challenge. Because they are on opposite sides of the Subway, the directions of the Turrets is VERY deceiving. To make this easier, have a partner to control one gun, so that the Turrets are actually independent.

Plainly Off His Rocker

Level: Castle Hills.

Character: Captain Ash.

Score:

-Platinum: 300 points.

-Gold: 200 points.

-Silver: 150 points.

-Bronze: 100 points.

Difficulty: Easy.

Unlockables: Character: Comrade Papadov.

Briefing: Captain Ash has taken over the machine gun nest and gotten all nostalgic about the war. Such happy days! He's also gotten indiscriminate with his firing so anything in the air is fair game. Oh well, dash it all, let's just see how many plane things he can shoot down.

This is more like easy! The single gun is the only way to take down the flying planes in the distance. Also, there can be a UFO or two that can release even more points if destroyed! Keep an eye out for it.

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6.0 >Arcade<

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In the third Timesplitters, there's even more characters available, and there's a fresh library of maps all ready to be played!

6.1 >Arcade Modes<

Here are all the modes available (all are available at the start).

-Deathmatch: Classic deathmatch free-for-all.

-Team Deathmatch: The team with the most kills wins! Up to four teams can be entered.

-Capture The Bag: Two teams go against each other and try to take each other's bags. Teams score if they get the opposing team's bag and return it to their's.

-Bag Tag: One bag is at a random location. The objective? Try to hold onto the bag to score. Other contestants will chase after the bag-carrier.

-Elimination: A Deathmatch that gives all the players a certain amount of lives. The last player standing is the winner!

-Shrink: Like Deathmatch, but shrinks and grows players according to their rank. The smallest is last, while the normally sized player is first.

-Vampire: Like Elimination, but requires players to kill to extend their lifespan. If it runs out, they're dead! Campers beware!

-Thief: When someone is defeated, they leave a coin along with their corpse. The player who collects the most coins wins!

-Virus: Like friend or foe, but with green flames. Try not to get touched by the quickly-growing infection! The player left untouched by fire wins!

-Zones: There are many zones to control. Overtime, teams score depending on how many zones they control during that time. The team with the most zone points wins!

-Assault: The attacking team must complete objectives in order to win before

time runs out! The defenders must hold the attackers off until time runs out. There are also turrets on the defenders' side.

-Gladiator: One player starts as the gladiator. Only the gladiator can get points by killing the others. When the gladiator is killed, the player that killed the gladiator becomes the new king! The player with the most gladiator-earned kills wins!

-Monkey Assistant: Like deathmatch, except that bot slots are used by monekys that occasionally appear to help the player in last place.

6.2 >Arcade Maps<

All maps are available at the start.

-Vietnam: This is a wide map that takes place in the afternoon, and features a few usable Gun Turrets. Very versitalle for any kind of opinion!

-Hotel: Horror-style map, with a few stories and an outer area.

-Venice: Another large map. Note that there is a boat that travels at high speeds in the water, and is the only way to access the fourth weapon!

-Temple: Outer and Inner areas accessible. A secret hallway can be discovered. Quite linear.

-Disco: The smallest map, very fun for anarchy-style fights! Harry's groovy hideout contains a music stage, a few balconies, a dance floor, and even a gold statue!

-Subway: Subway station with a parallel layout and a switch that lets the trains loose! Any weapon can be fun to use here.

-Zeppelin: Large air balloon with a mirrored layout, good for Team matches.

-Mars Prison: A very fun map, with a very simple layout. In CTB or Assault, the map is extended. Fun for the whole family!

-Siberia: The largest map, has a Jeep and is suitable for Snipers. Virus is not available. The dam might be from the Siberia mission in TS2...

-Bunker: A very cramped maze, new players may get lost in here.

-VR: Another simple map. In Assault, the map is totally changed.

-Spaceport: An extremely linear base, very hard in CTB!

-Mexican Mission: Back from TS2.

-Chinese: Back from TS1 and TS2. The Basement areas are connected now.

-Training Ground: Back from TS2. The additional guns are gone.

6.3 >Arcade Options<

The games can be customized further with these options.

-Score Limit: The points limit. When the winner reaches this amount of points,

the game is over.

-Score Method: Usually, games go by the "Kills-Suicides" method. Here, people can also play by loosing points by being defeated, or to just earn points by killing.

-Time Limit: The time limit. When the time's up, the game's over and the player with the most points (or under the winning condition) wins.

-Bag Carrier Can Shoot: On the Bag series, the player wielding the bag can fend off his/her assassins. Even then, the bag carrier cannot dual wield (single wield only).

-Friendly Fire Damage: In the team-based modes, friends can get hurt by thier teammates. Adds a little extra difficulty.

-Bloodlust: In Vampire, the higher the bloodlust, the faster the "life span" goes down.

-Always Start With A Gun: If on, all players start with the first weapon in the weapon list. This is the only way to get the first weapon, apparently.

-Display Radar: The radar can be displayed or hidden.

-One Shot Kill: If on, one shot will defeat an opponent instantly.

-Handicaps: After players select their character, they have the option of adding a little handicap to their characer. The 7 handicaps are: Normal (0), Novice (+1), Novice (+5), Beginner (+10), Veteran (-1), Veteran (-5), and Hero (-10). Good for starting and experienced players.

-Music: Each map has a reccomended set of music. But some people have a different taste of music. Select a music track for everyone's pleasing if necessary (I do!).

-Character Abilities: On means that each character has his/her/its own advantages and disadvantages. The bots' skill cannot be changed. Off means that every character has medium Fire and Shock Proof, stamina, and speed. The bots' skill can be changed to fit the player's/players' taste.

-Powerups: There are four types of powerups in the game. Speed, Cloak, Damage, and Shrink powerups. But some people say that powerups mess up the balance in games. So therefore, this can be turned off as well as being available.

-Weapon Set: Selecting this will let players choose a different set of weapons. Each map has its own reccomended set of weapons. There are many pre-made sets that has a certain category. Five custom sets are also available to the players.

-Bot Set: This is what makes the multiplayer so fun! Not only 10 bots can play at the same game, but theres over 100 characters to make them play as! Bots can play as teams and can have a certain difficulty. One to Five indicates their difficulty. The more stars, the more skilled they are. To change their difficulty, character abilities must be off. Like the weapon sets, there are many pre-made sets with a certain category and five custom sets. The tick/cross indicates if the bot is playing or not.

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The unique thing about this game is that it has its own mapmaker!
Unfortunately, this one is only good for making stories, not arcade maps.
However, it can still be a useful tool to use, nonetheless.

7.1 >TS2 vs TS:FP<

- Amount of bad guys limit is increased to 50.
- Only a total of 8 players can go in arcade.
- More tiles.
- Slightly more memory.

7.2 >Mapmaker Basics<

To use the mapmaker, there are these tools:

Tiles:

Tiles are needed to make the complete structure of the map. There are many assortments of these, but their ends can only connect to certain ends (red to red, and blue to blue).

Items:

These are to make different things such as weapon pickups to starting points, to even doors and windows! Keep in mind however, these take up more memory than tiles. Even Bags n' teleports are available!

Story Enemies:

The Mapmaker in this game has improved by far. Foes can be stationary, patrolling, or to be spawned from a certain event! Enemies can only be armed with a weapon from the weapon menu.

Logic:

These are how events are made. They make switches do things, and can perform certain objectives! It's pretty complex here, so I will not go in depth in this part.

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8.0 >And the Rest!<

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All of this will cover up the rest of the guide.

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8.1 >F.A.Q<

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Q: I only want to get a certain part of your guide! What can I do?

A: Select what's necessary and then right click and click on copy (or select and then press control C). Then go to some other word document, right click, and paste (or press control V). Print away!

Q: I want to contribute to your guide by writing some information for it!

A: Go right ahead. E-mail me at boocatcher5(@)hotmail(.)com (omit the brackets).

Be free to e-mail me some more questions. Rules for it are explained below.

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8.2 >Email Guide<
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Here are some ground rules for sending me e-mails.

1. Spell correctly with good grammar.
2. Don't ask something that's already inside this guide.
3. Try to make your strategy neat, because I will directly take your strategy from your E-mail. Also, pressing enter at the end of each line would help.
4. Don't forget about the subject (Timesplitters)! Then I will know what the topic is about.
5. Don't ever try to contact me through a messenger program. Ever.
6. If there's an error or a vital note for the guide missing, please inform me of it immediatley.
7. If you're going to criticize my guide, please leave some constructive criticism.
8. Don't forget to leave your nickname so that I can put it on the credits!

Just give me these things if you want to contact me about the guide.

1. Strategies on incomplete stuff.
2. Additional FAQs.
3. Notable glitches.
4. Other stuff to make this guide interesting.

Here's a list of things not to send me (I will block whoever sends me the following):

- Spam
- Death Threats
- Invitations to Facebook, Myspace, any kind of blogging websites (because I never use them)

8.3 >Website List<

This is a list of the Websites that this guide is available to:

- GameFAQs.
- GameSpot.
- Neoseeker.
- MMGN.

=====
8.4 >Credits<
=====

- Me, the Author.
- Glass Giant for the ASCII art program.

-Free Radical for the game itself.
-GameFAQs for uploading this guide.

8.5 >Legal Disclaimer<

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