

TimeSplitters: Future Perfect FAQ/Walkthrough

by Astro Blade

Updated to v0.1 on May 22, 2005

```
=====
TIME SPLITTERS: FUTURE PERFECT
=====
```

(ASCII Art Request)

```
+-----+
|
| Time Splitters: Future Perfect |
| For the Nintendo Gamecube     |
| Written by Astro Blade        |
| Version .1                    |
| astroblade@gmail.com         |
|                               |
+-----+
```

```
+-----+
T ~ A ~ B ~ L ~ E   O ~ F   C ~ O ~ N ~ T ~ E ~ N ~ T ~ S
+-----+
```

I. Introduction:

Ia. Introduction [INRD]
Ib. Dedication [DEDC]
Ic. Version Histroy [VEHI]

II. Game Basics:

IIa. Story [STRY]
IIb. Controls [CTRS]
IIc. Tips/Hints [TSHS]

III. Walkthrough

IIIa. Time to Split [T2SP]
IIIb. Scotland the Brave [SCTB]
IIIc. The Russian Connection [TRUC]
IIId. The Khallos Express [TKEX]
IIIe. The Mansion of Madness [TMOM]
IIIf. What Lies Below [WLBE]
IIIg. Breaking and Entering [BRNE]
IIIh. U Genius, U Genix [UGUG]
IIIi. Machine Wars [MACW]
IIIj. Something to Crow About [STCA]
IIIk. You Take the Highroad [YTHR]
IIIl. The Hooded Man [THMA]
IIIm. Future Perfect [FUPE]

IV. Arcade League/Challenges

IVa. Amature League [AMLE]
IVb. Honorary League [HOLE]
IVc. Elite League [ELLE]
IVd. Challenges [CHLL]

V. Appendix	
Va. Weapons	[WEAP]
Vb. Characters	[CHRC]
Vc. Cheats	[CHTS]
Vd. FAQs	[FRAQ]
Ve. Multiplayer	[MPLY]

VI. Credits and Closing	
VIa. Legal Information	[LGLI]
VIb. Contact Information	[CNTI]
VIc. Credits/Closing	[CNTC]

HOW TO USE QUICK FIND: So, want to find something fast? Hit "CTRL" and the "F" keys at the same time. This will bring up the "Find" tool. Type in the four letter code that is next to the above section wanted, and then hit Enter. This will bring you right to that section. If you wanted to go to the weapons section, for example, bring up the Find Tool and type "WEAP", you'll go there.

+=====+

* * * * * [I] I N T R O D U C T I O N * * * * *

+-----+

=====

INTRODUCTION [INRD]

=====

Hello, this is Astro Blade here, with another FAQ! This one is for my favorite First Person Shooter game around, Time Splitters: Future Perfect. The game is the continuation of the Time Splitters story, and also wraps it up. It features to return of the main time traveling character, Cortez. Cortez will be exploring many time periods this time, like the previous game and have a handful of new objectives and allies.

Speaking of allies, who is Cortez paired up with in this game? And what time periods does he go to? Maybe a far out dude in the sixties? Maybe an old chap in Scotland? A slut outside of a weirdo mansion? Or possibly...a robot!? In addition to these, Time Splitters: Future Perfect also adds dozens of new weapons (The Injector is awesome, by the way...) and gadgets.

Rather than write a novel on the game, play it and enjoy it.

- Astro Blade

=====

DEDICATION [DEDC]

=====

This guide is dedicated to another Time Splitters nut, Richard Beast. As of late, we've had our differences, but we're cool again now, isn't that right, Rich? Yeah. He's really awesome and fun to talk to. I'm even writing a couple of guides with him. Check out all his sexy work at the following link:

<http://www.gamefaqs.com/features/recognition/32454.html>

=====

VERSION HISTORY [VEHI]

=====

- 5/22/05 (File was started before this date, I just didn't log the progress)

[73KB] | 0.1

-Walkthrough done up to Breaking and Entering, I randomly did the last mission
-Arcade League Started
-Weapons Started and Done
-Game Basics and Introduction All Done

+-----+

* * * * * [II] G A M E B A S I C S * * * * *

+-----+

=====

STORY [STRY]

=====

Sergeant Cortez must stop an evil doers from using Time Crystals to breed a super army of Time Splitters and gain eternal life. Play the Story Mode for the whole bit.

=====

CONTROLS [CTRS]

=====

There are several sets of controls. You can also make your own. Here is the default setting:

Control Stick	-	Run/Sidestep
A Button	-	Action Key; On Menu: Accept
B Button	-	Manual Reload, On Menu: Deny
C Stick	-	Look/Turn
R Button	-	Fire Weapon
L Button	-	Zoom
Z Button	-	Toss Grenades*
Y Button	-	Pistol Whip
X Button	-	Crouch
D-Pad	-	Toggle Weapons*

*If obtained

Note If you have the Uplink equipped, Cortez can still punch by hitting the Y Button.

=====

TIPS/HINTS [TSHS]

=====

=====

WEAPONS

=====

Weapons go hand and hand with ammo. Always try and get a weapon and use it to the fullest. Weapons can be found anywhere, and ammo can be found lying around or by defeated enemies. Always use the better gun at the tougher parts. For

instance, in the Khallos Express level, there's a part with several guards in on part of the train. It would be better to use those double Machine Guns there than against one guard who can easily be taken out with a 9MM Pistol. Right?

=====
AMMUNITION
=====

Ammunition, or ammo, is what's needed in the game to fire weapons. It's also very valuable. When you have a weapon, for example the Soviet Rifle, it should only be used when needed. Ammo should never be wasted (unless you just beat something [A hard Arcade mission, hint, hint] and are firing victory shots). Only fire a weapon when it's pointed at an enemy. During firefights, when the weapon needs to be reloaded, take cover and then do so. Don't stand in the middle of the level and get blasted. Reload your ammo whenever possible.

=====
SIDE STEP
=====

The side step, more commonly known as the "strafe" is very useful. When in a big battle, dodging bullets may be the only thing that can save Cortez's or whoever's health. When facing a single enemy, side step to the right of left and fire at them. This way, they're struggling to hit your character, and blasting back while dodging is going along fine. Side stepping can be very useful against multiple enemies as well. Just side step to the appropriate direction and fire accurate shots. Accuracy is the next topic...

=====
ACCURACY
=====

Accuracy is everything. If Cortez fires a million bullets at one enemy, and he misses with everyone, then what was the point of that attempt? Accuracy can only be gained by experience, and through estimation. Guards and enemies faced in various levels will not always stand still or stay in the same area. In Multiplayer, the chances are the enemies will be running all over the place, especially depending on the difficulty setting! Know where the target that needs to be hit is, and fire at that spot. They don't put a crosshair for nothing.

=====
DIFFICULTY SETTINGS
=====

In the Story Mode, there are three difficulties. Easy, Normal and Hard. They all speak their name. The harder the difficulty, the more difficult it is to defeat an enemy. The guards become more skilled, and their accuracy improves. Only undertake a new difficulty if the previous difficulty has been defeated. For example, don't play a level on Hard till it's been done on Easy and Normal. This will build skill and be very helpful.

+-----+
* * * * * [III] W A L K T H R O U G H * * * * *
+-----+

=====
TIME TO SPLIT [T2SP]
=====

```

+-----+
|WEAPONS:          |
|                  |
| Sc-Fi Pistol     |
| Plasma Autorifle |
| Sc-Fi Sniper     |
|                  |
|ALLY:            |
|                  |
| N/A              |
+-----+

```

Ah, the first level of the game. Cortez is hanging down from a crashed ship via a wire or rope of some sort. A platoon of soldiers will arrive and call out "Cortez!" and such. Cortez will fall on his head, and he'll get up. A soldier will tell Cortez he needs to report back to the base of this area, and then hand him a ScFi Pistol. The Sc-Fi Pistol has been greatly improved from Time Splitters 2.

Head off following the soldiers. You'll have to fight nameless, hooded figures, which are unknown as of now. You'll reach a group of them and a busted ship to the right. Kill them, and head down the right side of the ship, taking Cortez to a point of lower elevation. A few (roughly 3) of these unknown figures will be there, so take them out and continue on. As you head on, there will be a swarm of these figures.

If you noticed, they are using a machine gun type weapon, the Plasma Autorifle. Kill one of them that is using it and take it for your own needs. Kill all of them in this area. If you want to do this faster, shoot the plasma type crates located around them from a distance. This will create a mass explosion and destroy all or most of them that are close to it.

As you head along this path, you'll be stopped by a soldier up ahead. He'll hand Cortez a Sc-Fi Sniper Rifle, and tell you to take out a few unknown figures on a tower a little further ahead. Blast them in their heads till they are all defeated, and head along the path. On the harder difficulties (I'm not positive about on Easy...) there's a Time Splitter. A Time Splitter is a giant orange monster that can blend into its surroundings.

If there is one, blast it, and head further along this path. You'll come to a point where a turret is located. Run to it. Behind it are a whole supply of goodies, including health. Save that for later unless Cortez has less than a third of health. Get on the turret, and after a moment you'll have to help defend the area you're in from Time Splitters. The Time Splitters will come from the right, which is the path you just came from, the left, and from on top of the wall to the north.

Use the turret and blast them. Don't worry about running out of ammo or overheating the turret, it won't do either of those things. On the harder difficulties, more Time Splitters will come. Either way, just blast them. It's not that hard, after all.

Once they're all defeated grab the health and the other goodies I asked you to save for later, and head along the left path. Along this path, a bunch of soldiers will be defending against a mass swarm of Time Splitters. Help them take the Time Splitters down, and when mentioned, head into the base to the left of this assault.

Time to Split has been completed.

+-----+	
WEAPONS:	
Kruger 9mm	
Flare Gun	
K-SMG	
Grenades	
TNT	
Vintage Rifle	
ALLY:	
Captain Ash	
+-----+	

In Time Splitters 2, Captain Ash was on an Aztec Expedition. Now, he's back, but in Scotland. In the cut-scene for this level, Cortez will fall into the water and Captain Ash will pull him up onto his boat. He's sailing to a nearby island, to rescue someone. He tells Cortez that in a few moments the whole island is going to be bombed to Kingdom Come, by the Navy. An enemy on that island will shoot Captain Ash's pipe with a Vintage Rifle. To defend both himself and the Captain, Cortez picks up a Flare Gun lying in the boat and nails the enemy with one shot. Captain Ash tells Cortez that that was the signal for the Navy to destroy the island.

You start off on the island. If you head to your left, you can pick up the Flare Gun from the docked boat Captain Ash was sailing in. Before you do that, take the Kruger 9mm that Captain Ash hands to you. Head up the path. If you notice, up ahead, there are a couple of guards of the island behind a small barricade. Take out the Flare Gun and shoot the guard standing up. If you do that, it'll kill him and the guard next to him. Head up to there and grab the Vintage Rifle. Head up along the path, and two guards will start firing down from a small ridge above.

In addition to that, there will be a guard on a mounted turret on the left. Wait a moment, and a plane will fly down and bomb the turret. Take out the two guards on that ridge, and head up there. Collect their ammo, and head straight, along the path. Take out the guard hiding behind what looks to be a destroy building. Slightly beyond him is a building with a giant wooden door. On top of it, there's a guard. Use the Vintage Rifle and take him out, and head in to the building.

Inside, the gate leading to where Cortez and Captain Ash needs to go will be locked shut. This room is filled with guards. Head up and to the right, taking out the guards in your way. There will a set of stairs on the left. Right in front of the stairs, a guard with the K-SMG Machine Gun stands. Get it from him, and kill the next guard on the stairs. Head up the stairs. There's a bit of a split path here. You can go right, or left. If you go left, there will be a bunch of guards and a switch. It's not the switch to open the gate, just a useless switch. Only head down the left path if you need the body armor (which is lying right by that fake switch).

Head to the right, then make a quick left. Kill the guards and enter the small room at the end of this area. Inside, there's a guard and the switch that will open the gate. Do that. If you haven't noticed, there's a big section of water

in the middle of this room, with a boat. Shortly after the activation of the switch, Captain Ash will claim to be pinned down by a turret on a boat that's located in that water. He is pinned down, so head back to the split path and you'll notice a seemingly useless control panel. It activates a crane. Use this crane to go down and rip the turret off the boat. Once you lift the turret off the boat, drop in the water.

Head back down and exit through the previously locked gate with Captain Ash. On your way down, you should notice grenades by the stairs. Take them. Now, there's a small building to the right with three guards inside. Head down the road to it, and enter. Kill the guards in the first room and head to the room in the back to find one more guard and some ammo. Outside of this building, is a vehicle. A small truck with a turret on the back. Get in either position, and Captain Ash will take the opposite. I suggest driving. Drive along the road, running over guards in the way. There will be a point where a bridge needed to cross an area of the road is lifted up by a few guards.

One of the guards is on a turret. Shoot the fuel barrels next to him and use your Uplink to pull the switch corresponding to the bridge down. Get back in the vehicle and drive along the road. There will be an end to the road, a door that's locked to the left and a bunch of guards. Jump out of the vehicle and eliminate the guards. To the right of the door, there's TNT. Place it on the door, and back away. It'll blow up.

Head up the stairs on the right, blasting any guards in your way. Head up into the first room and kill the guard in there. Head out of that room and kill the guard on your left. Captain Ash will say he needs to "Signal the chaps out to see" and need a point to do that from. He'll pick a spot branching off from the left room. So head to the right, and follow along the path. Shortly there after, a door will be on the right and a guard with a health pickup nearby on the left. Get that, and enter the door on the right.

After a short cut-scene with your future-self, you'll have the key to the next room: the wine cellar. This room has nothing in it but a little lift in the back corner. There's also a drunk guard on the left side of the room. Do as you please with him and use the lift.

You'll be greeted by Captain Ash on the lift, and tell you he's off to rescue someone, leaving you again. Head out of the lift and ahead and to the right. Kill the guards in this room, and head to the left. Navigate the upcoming corridors using the guards as a signal telling you you're going the right way. After following the corridors, you'll come to two guards having a conversation. There are two other guards in the room also. Kill them, and go to where those two guards were talking. There's a door to the right (or left depending on where you're standing, but you'll know the one). Enter it. Navigate the corridor until you reach a bedroom. In the bedroom you should notice a door on the opposite side of the room. To the right side of the bed, if you're facing it.

This is a special room indeed. Inside, we have an important plot element. Yeah. Anyway, enter the room and the "important plot element" will escape through the freakin' fireplace. Head down the spiral staircase, and kill all the guards. Head through the door to the left of the fireplace, and you'll do something weird. You'll give your past-self the key your future-self originally gave you. Odd, I know.

Anyway, head on, and navigate the corridors once again. Keep accessing them until you reach Captain Ash, in a small room with a jail cell. Inside the jail cell is his assistant, the person he's been trying to save all along. Hmm, how will we get her out? You have no key, and we can't blow it up. Exit the room and enter the room right next to it. There's a oil barrel in another jail

cell which happens to be right up against Captain Ash's assistant's jail cell. Shoot it so that oil spills all over. Notice the lantern hanging from the ceiling? Back up and shoot it. This will effect the oil so that you blast a hole in the back of Captain Ash's assistant's jail cell. This allows her to slip through. Yay! Exit the room and head down the stairs to the outside. Captain Ash is no longer with you, and in this courtyard of sorts, a tank rolls out. This is the first boss of the game.

```
+-----+-----+
|TANK| Nothing like a big tank, huh? Well this one isn't as tough as it lets on.
+-----+ Here's the plan. Use your K-SMG Grenades to freeze it. It will just sit
|still and not fire, for a short period of time. The bar at the top of the
|screen shows this. Once the white bar runs out, it'll be back up again, firing.
|Once it's stunned from the K-SMG Grenades, race up to it and place TNT on the
|red portion on the back of the tank. This will deal massive damage. You can
|simply repeat this until it's dead. Ammo and TNT are all around the courtyard,
|so finding any shouldn't be a problem. There's also health. In the event you
|run out of K-SMG Grenades/TNT use regular grenades. If you run out of all of
|those, restart the fight and try to be more accurate with firing.
+-----+-----+
```

With that said, head over to the elevator. Enter the doors and walk over the bridge. Enter the room. You'll meet a mysterious time traveler. He'll vanish, and using some hard evidence, you'll figure out he's headed to 1969, Russia. With that, Cortez is off.

=====

THE RUSSIAN CONNECTION

=====

[TRUC]

```
+-----+-----+
|WEAPONS:                                     |
|                                             |
| 9mm Pistol                                 |
| Machine Gun                               |
| Sniper Rifle                             |
| Grenades                                  |
| Sniper Rifle                             |
|                                             |
|ALLY:                                       |
|                                             |
| Harry Tipper                             |
+-----+-----+
```

Ouch. Cortez has another bad landing. He lands on a bunch of crates. A far out dude named Harry Tipper will tell you to be quiet. He's spying on what looks to be a well guarded man with some other far out dude in green. You'll learn that he's watching Khallos, a man who's planning to start World War III with a french missile, and that the other guy is someone who just showed up a few months ago and is evidently helping Khallos. Tipper will tell you that Khallos has given the Time Traveler a small army in return for eternal life. Also, Khallos has captured Tipper's girlfriend. What a mess.

Start off the mission by picking off the guard over in the booth all the way on the right. You're right next to a small building, and those gun shots will be heard by those guards. They will rush out of that building. Kill them, and enter the building. Go in and head down stairs. Kill the guards and take the goodies. Such as ammo. Exit this building and make a right. You'll notice a gap in the land, for what looks to be some sewer type system. Jump in. Harry will follow.

Walk to the left, and a bunch of steel bars will be blocking your path. Harry Tipper will use his Laser Glasses to make an opening in them. Those glasses aren't as good as X-Ray Glasses, by the way.

Continue on, and Harry will ask to split up. He says he'll take the sewers that are nearby and that Cortez should continue on the path he's currently taking. You'll agree, and Harry will tell you to meet him at the Water Tower. So, head on and there will be guard standing up against the wall. Use the silence mode on your pistol (tap up on the D-Pad) and shoot him with one bullet right in the head. His blood stains the wall. Anyway, head through the gap on the right hand side of the wall. Silently, pick off the guards with one shot to their head around here, and head to the right. Slowly walk along the wall of the building in the center of this area, and you'll hear an engine. That's a vehicle's engine. A green mini-vehicle will come zooming out from the corner of the building. Using the scope on your pistol to shoot the driver in the head. The one on the right. Then kill the other one and pick up their Machine Guns. In front of you, a guard in front of a building will hear you.

You have to shoot him, then turn around and face the ugly surprise that is awaiting you: a huge army of guards. Shoot them all, aiming for their heads and collect the ammo. Head into that building over by where the car looked like it was coming from. The door is behind a large stack of boxes, you can't miss it. Inside there are two guards, health, and a switch. Kill the guards, activate the switch, and grab the health. Exit the building and take the path to the right. There will be four guards in this next area. Kill them all, and head out of this area. You know you're out of the area when there's a fence to your left. Go through that door.

Hey, look! A water tower! Walk over to it and you'll meet up with Harry. He deduces that you'll need uniforms if you want to carry out the rest of this mission. He'll go into the sewers but Cortez needs to give him cover. Climb up on top of the water tower. You'll get a Sniper Rifle. It's right next to the drunk guy. Do as you please with him and then look out of the water tower. So, as you look out from the Water Tower you see two separate areas. Each with a series of barracks. You also see a bunch of crates. And, you'll also see a small sewer opening. Harry will crawl out from it in the first area. You'll have to keep the guards around that area off him as he steals one of the uniforms from the barracks. Do this for the second set of barracks. The trick is to shoot them in their heads. The clip for the Sniper Rifle is very small, so you need to be efficient with your shots.

After, head to the opposite side of the Water Tower and walk down the wooden plank and drop down into the building via the hole in the roof. Open the door, and kill the guard nearby. Travel down the stairs, killing the guards. Make sure you take the ammo. There are a lot of rooms branching off from the stairs, so check them out if you need health and armor. One of the rooms has a hole in it, that allows you to drop to the bottom most floor. Make sure you take that. Walk forward and kill the guard and you'll be outside where a small scene with Harry Tipper will take place.

Harry Tipper has gotten the uniforms, as you know, and you'll both change into them to access the base nearby. He dresses in a girl uniform, by the way. So walk over to the base and the giant green door will open for you. This place is pretty big, and make sure you DO NOT blow your cover. Okay, first thing's first. Head over to the main area (the LARGE area, with the catwalks above). There's a set of stairs leading up and down on the right. Head up the stairs on the right. Walk to the room with the giant machine. We need to get this running to open the door back in that large area to open Sector 3. This is needed to complete the mission. In the room with this machine is a worker, an engineer. Pistol Whip him twice to get his Engineer Swipe Card. Go back out to the main

room. This time, head down the stairs. You'll notice a door quickly after using this set of stairs. It would be locked, but we have the Card to get in.

Now, go the left and there will be another machine, with the Starter Motor. To activate this, we need water. Head down the corridors and you'll come to a large room with a few workers. Head down the spiral stairs down through the near by room down the next set of stairs down to a switch. Turn it, and the water will be active. I'm sorry if I'm not being accurate enough, but just navigate the corridors as best you can. So with the water on, head back up and activate the Starter Motor. Go back to the main room, then up the stairs and to the room where you original got the Card. Activate that giant machine and you'll be able to access Sector 3. One problem, though. Everyone knows you and Harry aren't really guards. Everyone in the main area will start firing at you. So, head back into the main area and prepare to fight. Kill the closest guard to you, then get the Soviet Rifle and begin to use that.

Kill the guards on the catwalk, then the ones that show the most immediate threat to you. Once that's all dealt and done with, head over to the big steel door and open it up. Sector 3.

The first thing you'll notice, is the vehicle. Well, that may be the second thing because the guards firing at you may fire before you can admire that vehicle. Kill the guards and take their ammo. Get in the vehicle. Harry will take the stairs nearby because "ladies love a man who keeps in shape". Drive forward and make a left down the tunnel. Run over an guards till you reach the end of the tunnel. Get out, and start firing against all the guards. Toss grenades to take them out quicker. Walk to the end of this corridor and enter the room on the left. There's a room with a few holding cells with hostages. A bratty young girl is one of them, so you know. Take the health and armor on the table, and Harry will walk in and say he'll take care of them.

Exit that room, and head back to your vehicle. If you look along the left wall, there's another wide tunnel perfect for your vehicle to travel along. Do so, and jump out when you reach a giant door. You need to blow it up. Head down the hallway on the right. There are two blast doors. One of the right, and one down further on the far left. Enter the first one to get the health, but be careful; there are several guards in that room. If you want to skip that room, enter the second room on the far left. There are no guards in this room, just an explosive. Use your Uplink to pick it up. It's the giant red bullet-looking thing on the north end of the room. Walk it back to where that giant door was near where you left your vehicle. Throw the shell at it. It will blow open a hole.

Continue you through it, and take out the guards in the upcoming area. Use the stairs on the left. There are several guards, so take them all out quickly. You have the advantage of elevation. After the stairs, you'll uncover the Time Traveler sending guards through a Time Portal. He'll spot you and send two guards after you, and jump in the Time Portal himself. Destroy the guards to bits, and head through the door.

Alright...so we don't know where he went. But look! Harry Tipper's on the back of Khallos's train! Cortez, using skill, will jump on!

Welcome aboard, you'll be traveling on...

=====

THE KHALLOS EXPRESS

=====

[TKEX]

+-----+

|WEAPONS: |

```
|
| 9mm Pistol
| Machine Gun x2
| Heatseeker
| Tactical 12-Gauge
| Soviet Rifle
|
|ALLY:
|
| Harry Tipper
+-----+
```

Alright, so Harry Tipper and Cortez must stop the missile from launching, and save Harry Tipper's girl, man! She's looking fairly hot when you get to see her, by the way.

Alright, start off by heading out of the first train car and up the ladder. You'll have a welcoming party waiting for you: a few guards. Shoot them in their heads and walk to the edge of this train car. As you may or may not notice, you can use your pistol to peck off each of the guards in that crate maze below. Do so, then drop down and walk your way through it. You'll know it's clear because Harry will state and I quote "It's all clear." In this next train car, things look tough!

But they're not. Not at all. Sure, there's a turret in the middle and a bunch of guards around it, but if you shoot the stack of fuel drums on the right all the guards including the one on the turret will all die in a fiery mess. Pretty cool, huh? So exit this train car and enter the next one. The next train car has a small work area on the left with two guards, one at a table and the other at a radio. Kill them, and feel free to grab the health located on one of the beds. Make sure you pick up the Machine Gun from one of the guards you just killed as well. Harry Tipper will walk in and say that he can use the radio to warn his "people" about the missile. Leave him and exit this train car.

This next long train car is filled with guards. You'll also hear the roar of a helicopter from outside, that is trying to shoot you. Run through this room, kill the guards. Upon exiting, you'll be on an outside train car with that same helicopter shooting at you overhead. The thing is that to navigate through this car, you need to destroy crates in your way, which takes time. Shoot them with your machine gun and make your way across. After making your way past those crates, you should see a big missile launcher. They're Surface-to-Air missiles, exactly the thing needed to blow up the helicopter. Go walk to the control panel at the end of the train car and activate them. That's that. Head up the ladder to the next train car.

You'll be on top of it. Shoot the two guards and jump down to yet another train car. Here, there are three guards and several explosives. You're also trapped, and that helicopter is back. Kill the guards. As you do so, a second train will pull up along side the one you're one with your Future-self. He'll tell you that if you take down the guards shooting at him on his train, he'll shoot down that helicopter shooting down at you. Future Cortez is on the middle train car, and guards appear on top of the left and right train cars. Shoot them one at a time, and Cortez will shoot down the helicopter. After, walk over to the side of the train car you dropped down from, for the helicopter will crash land on the next train car! If it does, a guard who's burning to death will try to shoot you. Shoot him, and take your ammo and proceed past him to YES, ANOTHER train car.

This train car has a small weapon room, but is filled with a ton of guards. Kill them all, and enter the small opening that makes up the weapon room and take all

the ammo, and the Tactical 12-Gauge. There's also health on the table, if needed. I suggest using the Soviet Rifle.

So exit this train car and proceed on. There will be a loop hole. Cortez will jump through it and you'll be in a gray colored train car with a mess of guards. Use either the Machine Gun or Tactical 12-Gauge to take out the enemies then exit the car. What's this? This room has Heatseeking Rockets...hmm. Continue to the next room and look! It's Past Cortez riding on a train parallel to the one you're on, and there's another Helicopter! There's also a Heatseeking Rocket Launcher. Pick it up, and you'll have to aim and take down the Chopper. A few rockets should do it. At the same time, Past Cortez will be shooting the guards around you down.

After that, head back to that gray colored train car. Walk over to the red hanging hook and hit action. You'll climb up to the next train [car]. Take out all the guards in the area, and also pick-up the TWO Machine Guns. Yes, you now have two. Run along with these weapons and head to the next train car. Guards from the other train will be jumping from the other train car into the one you just entered. Shoot them all down with your Machine Guns, and enter the freakin' next train car. This one looks like a bar, or some kind of entertainment room. Kill all the guards, and do as you please with the drunk guy on the bar.

Head up the stairs and into that large white train car. You and Harry Tipper will be locked in. Khallos will show up in another room and tell you that we'll be "running" into Tipper's girl soon. He'll also start activating the missile. Before he exits, he also fills the room Harry and Cortez are in with green gas! That's the worst kind! Anyway, walk over to where Khallos was and use your Uplink to flip the switch that activated the gas in that other room. Then, go into that room and flip a switch along the wall. It's red. It'll open the way to the next train car. At the same time, two guards will run up the stairs you originally came from and start shooting. Kill them and head down and out to the next train car.

This car has the French Missile. There are a few guards at the end of the room as well. Kill them and head into the room they came from. To stop the missile you need to use the control panel and match the rotating wires. This part is very easy, but I can't really describe how it's done. I might make an ASCII Art map of this later on. After the puzzle, head out and up the ladder to the top of a series of train cars. You'll face Khallos.

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Khallos| Ah, that bastard. He's not that tough, despite what he thinks he is.
+-----+ All you have to do is blast him as he flies around on his jetpack.
|It's such a lame fight, which is sad because the two 1969 levels were a blast.
|So, use your Machine Guns or Tactical 12-Gauge and fire at him in his head.
|All he'll do is try and hit you with some laser that can be easily avoided by
|moving.
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

After, run along and hit the switch in the final train car to stop it from running over Harry's girl. In the next cut-scene you'll stop the train, which won't come close to hitting his girl, and learn that "The Brotherhood of Ultra Science" or, as we learned in the beginning of The Russian Connection, the Time Travler, had a lab in a mansion somewhere in 1994. Cortez will be sent there.

```
=====
THE MANSION OF MADNESS [TMOM]
=====
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|WEAPONS: |
```

```

|                                     |
| Baseball Bat                       |
| Flamethrower                      |
| Shotgun                            |
| Revolver                           |
|                                     |
|ALLY:                                |
|                                     |
| Jo-Beth "The Slut" Casey          |
+-----+

```

This level is f'n scary. You'll arrive at the Mansion as planned, and a slut will approach and she'll also want to go into the Mansion to take some ghost pictures. Eek.

So start off by heading into the Mansion. As you do, a tree from outside will be struck by lightning and block the door in which you just entered. A lamp from the ceiling will also fall and explode into a firey mess. There's a flamethrower where that crashed, I believe. Take it, and head over into the room on the right. In this room, you'll be locked in for a while and have to fight zombies. Before entering this room, be sure to pick up the Baseball Bat.

Zombies can be beaten if you run up (this is all with the Baseball Bat) smack them in their heads and then back off, and repeat. This needs to be done quickly because zombies will keep coming, and you don't want to be owned by a bunch of zombies like that. So fight off the zombies. They will come out from the center wall. There are also a couple on the right hand side by the once-was pool table.

The door to the left will unlock once you beat down enough zombies, and a ghost will somehow create a long path of fire blocking you from proceeding into the next room, but allowing you to go through the door at the right, leading you outside. Outside a scientist attached up on to a tree will cry for help. If you notice, the area around the tree has a bunch of zombie worm things popping out of the ground. The scientist will tell you that there's a Flamethrower in the grass. Take it, and when the worms pop up, nail them with the Flamethrower. It should take a few seconds to fully destroy them. Anyway, afterwards, the scientist will jump down and tell you that the reason for all these zombies is because of a lab experiment gone wrong. Anya (sorry, I haven't mentioned her until this point, but she's that navigator or guide, so to speak that helps you out, teleports Cortez, etc.) will tell you that the experiment explains the zombies, but not the ghosts.

So head back inside, and the flame will be gone. Yay. Head through the door and pick up a Shotgun on the wall. Enter the next room. You'll be locked in here. Zombies from the above balcony will fall, and fall, attacking you. DO NOT USE YOUR SHOTGUN! You will need it later! Use the bat, to fend them off. If you're not doing so hot with the bat, then YES, use the Shotgun, but make sure you collect the ammo left behind. Ammo left behind? Yeah, some zombies have Shotguns. Ouch. After fending off the zombies, a cut-scene will trigger. If you look over to the right, at the wall, you'll notice a deer head mounted up on a plaque. Well, that's not just a head. Out will pop a giant, zombie, deer. !!!!! !!!!!!!!!!!!!!! It's called the Deerhaunter, and you have to fight it. Quickly, run over to the opening in which it came out of. Stand in there with your Shotgun and blast it. It can't hit you there, so you'll win. When it's dead, exit that area by taking the door to the right.

You'll immediately be alarmed by the zombie running down the stairs chasing the scientist person. Kill it, and head up the stairs and into the first room, the one on the left. Here, there's a zombie on the right, and some zombies right in

front of you. Kill the zombie on the right first, it's got a Shotgun. Take all the ammo, and exit this room and enter the only other room up here. CREEPY! There are a couple of rooms on the right filled with zombies and other things, and there's also zombies straight ahead. Kill them and continue navigating the hallways. You'll come to a point where Jo-Beth will hide in a room and a bunch of little leeches will swarm the floor. Use your Flamethrower to kill them.

Head on, navigating the halls. The next area consists of a few rooms filled with zombies. Rather than ramble on and tell you which freakin' way to turn, just continue you along till you reach a door. This door leads to the attic. Yay.

So, the attic. There's crates and stuff. And zombies. Kill the zombies in the room, starting with the ones holding the weapons. After, head by the stairs where you came up and a little over to the right is a series of wooden boards, blocking a once-was pathway. Get too close to them, and a zombie will pop out. After he does, back away and blast him. Walk down the very short corridor and you'll face a couple of zombies, most of which have Shotguns. Creep along the wall and pick off the ones that you can, then head down the large roof opening place.

There's another set of stairs and a scientist. He'll say important things, so listen to him, and stuff. There's health by him, too. Head down the stairs. There are zombies below. Some are inactive. Go down and eliminate them. Remember to always kill the ones with the weapons! Anyway, after, Cortez will try and walk through a door and he'll fall down a freakin' hole, that's apparently there when that door opens.

Head down the stairs and into the room that follows. Here, you'll learn that the bas- er, the Time Travler you've been following, is, in fact, in the Mansion! Or below it, in the catacombs. Walk out, and you'll be outside next to the well. A rather odd, skeleton enemy will arise. Circle around the well, blasting it. A health bar is shown at the bottom of the screen, so you'll know exactly how low on health it is. Just be sure to actually be HITTING it.

So, after it's defeat, head over into the room on the left. This part scares me so I'll leave you with this information: Kill the zombie Chef by shooting him in the head, and kill the evil carrion carcasses. The mission will then be complete.

=====
WHAT LIES BELOW [WLBE]
=====

This level is creepy too. ;_; I'll try and get this up sometime.

=====
BREAKING AND ENTERING [BRNE]
=====

```
+-----+
|WEAPONS:      |
|              |
| Mag Charger  |
| LX-18 Pistol |
| SBP500       |
| Time Distortion Grenades |
|              |
|ALLY:         |
|              |
| That girl    |
+-----+
```


Now, in this next room, get behind the crates on the left side of the room. A guard will be walking forward, away from you. Shoot him and head through this room. Note that on harder difficulties, there are more cameras. Please, be careful and look around the room. Any camera you see should be destroyed with the Mag-Charger.

=====

U GENIUS, U GENIX	[UGUG]
-------------------	--------

=====

=====

MACHINE WARS	[MACW]
--------------	--------

=====

=====

SOMETHING TO CROW ABOUT	[STCA]
-------------------------	--------

=====

=====

YOU TAKE THE HIGH ROAD	[YTHR]
------------------------	--------

=====

=====

THE HOODED MAN	[THMA]
----------------	--------

=====

=====

FUTURE PERFECT	[FUPE]
----------------	--------

=====

```
+-----+
| WEAPONS: |
|          |
| Kruger 9mm |
| K-SMG     |
|          |
| ALLY:     |
|          |
| R-110, Past Cortez |
+-----+
```

Okay, the last mission. Head through the large steel door under the rather sexy picture of Cortez, and you'll be in a giant room. This room has a bunch of circular pathways that all loop around, and a giant bottom "arena" type area. Kill the first guard on this elevated circular path, and have fun killing all the guards. Once all the guards are dead, drop down, and you'll notice (this outside of the "arena" area, behind all the crates and boxes that border it) a set of stairs.

Head down them. Kill the guards and take the Time Crystals. Actually, they are not guards. Well, are they? I mean, they have guns. But they're not really guarding the crystals. Just digging them up. But then again, they did "guard" them when you went to take them. It could've been self-defense, on the other hand. Cortez did have a gun after all. Another way to look at it is that they were helping Crow, so wouldn't that make them his allies, making them enemies? And guards are a form of an enemy. Ah, **** it.

So head back out, and Crow will show up. Yay! You can damage him in the back. First, to do so, you need to deactivate all his other "parts". No, I'm sorry,

his dong is not shoot-able. Each limb of his has a flashing circle around it. They are green. The weaker they get, the more red they turn. Blast all his limbs till you can hit the back of Crow and deal damage. Repeat this. Eventually, after enough damage...a cut-scene will trigger... Crow will shoot R-110.

"I only wanted to be loved!" cries R-110.

Crow killed R-110. That bastard!

So, Crow will chase Cortez around and Anya will ask Cortez if he thinks she should send him back to the past, 5-minutes ago and stop Crow with the help of your past self and the past R-110.

Cortez will say yes, and you and yourself, and R-110 will face Crow again.

Use the same strategy.

* * * * *

Sit back, and watch the ending of the game. Congratulations!

+-----+

* * * * * [IV] ARCADE LEAGUE/CHALLENGES * * * * *

+-----+

=====
ARCADE LEAGUE
=====

++++++
Amature League
++++++

ONE GUN FUN

-> Rockets 101 <-

[GAME MODE] DEATHMATCH
[LOCATION] ZEPPELIN

-Platinum-> 1st, 20 Kills
-Gold-> 1st, 18 Kills
-Silver-> 1st, 16 Kills
-Bronze-> 1st Place

You need to be accurate. You must use a rocket launcher to kill any enemy in this level. You have to hit them dead on or very close to kill them, and the AI in this level have skill, and can hit other AI Bots fast. So, you have to be quick and accurate. The trick is to lock on target then blast is. Only use the Secondary Fire Mode of the Rocket Launcher if there are many enemies in a small area, crowded around each other.

++++++

Honorary League
+++++

+++++
Elite League
+++++

=====

CHALLENGES	[CHLL]
------------	--------

=====

+-----+

* * * * * [V] APPENDIX * * * * *

+-----+

=====

WEAPONS	[WEAP]
---------	--------

=====

*If anything is wrong or out of place here, e-mail me about it and I'll fix it:
astroblade@gmail.com

Sc-Fi Handgun

Clip/Max:
Found?: Time To Split, Machine Wars, Something To Crow About
Secondary Fire:

Description: A standard futuristic pistol. It has two modes, one of which allows bullets to bounce all around. I suggest using the regular blue-blast fire mode, because (if you've played Time Splitters 2) you know the bouncing plasma blasts suck. They can reflect back and hit you. This pistol is very powerful, as well. Aim for the heads of enemies and it will get the job done. You can hold up to two at a time.

Plasma Autorifle

Clip/Max: 400/400
Found?: Time To Split, Machine Wars, Something To Crow About
Secondary Fire: N/A

Description: A very powerful futuristic machine gun. This machine gun of the future fires out a series of red/orange plasma bullets at a target. You never have to reload! The drawback? The gun overheats if you fire too much, too fast. Still very strong. Whenever you have to fight Time Splitters, I recommend using this gun. It defeats them in a few shots.

Sci-Fi Sniper

Clip/Max:
Found?: Time To Split, Machine Wars
Secondary Fire:

Description: A future weapon, this time a sniper rifle. What's more, it's very strong! It can kill things quickly, be it up close or from a distant. The scope is very nice, being as it came aim far. In addition, the sound of firing it is also nice. >_> But yeah, a good weapon, that simply fires red/orange blasts of pain.

Plasma Grenades

Clip/Max: N/A, 5 Grenades at a time
Found?: Time To Split, Machine Wars
Secondary Fire: N/A

Description: These are like regular grenades in that after thrown, they blow up and damage what's nearby. The special thing with Plasma Grenades is that you can stick them on to things. This will guarantee you killing some random enemy or whoever you attach one of these too. You only find these in the future type levels, such as Time to Split. ***GRENADES ARE FIRED WITH "Z" OR WHATEVER BUTTON YOU HAVE THEM SET TO; THEY CANNOT BE FIRED WITH THE REGULAR FIRING BUTTON!***

Kruger 9mm

Clip/Max: 8/60
Found?: Scotland the Brave, You Take The Highroad
Secondary Fire: Equips silencer

Description: A pistol of decent strength. Capable of killing an enemy in one hit to the head. Not so useful unless you have two of them, but still a good weapon. This weapon is first seen in Scotland, after Captain Ash gives it to Cortez.

Flare Gun

Clip/Max:
Found?: Scotland The Brave
Secondary Fire: N/A

Description: A weird gun, which is very inaccurate. You fire out a mini rocket, that twirls around or a while before hitting the target you aimed for. Only use this from a distance, and other than that, don't use it at all. If you miss, you wasted time, and if you hit, well, you shouldn't be using it! I recommend playing around with it in Arcade Custom matches if you want to be skilled with this in the Story Mode.

K-SMG

Clip/Max: 32/200, 1/5 (Grenades)
Found?: Scotland The Brave, You Take The Highroad
Secondary Fire: Activate Grenade-Firing Mode

Description: An old machine gun, custom built. It's pretty strong and pretty much the best weapon in all the 1924 levels (Scotland the Brave, You Take the

Highroad, etc). Not much to say about it. It also has a grenade firing mode which is very helpful, especially against a certain Tank boss.

Grenades

Clip/Max:
Found?: Scotland The Brave, You Take The High Road
Secondary Fire:

Description: You'll fire out a tiny grenade and after a few seconds it will explode and damage the surrounding enemies. ***GRENADES ARE FIRED WITH "Z" OR WHATEVER BUTTON YOU HAVE THEM SET TO; THEY CANNOT BE FIRED WITH THE REGULAR FIRING BUTTON!***

Vintage Rifle

Clip/Max:
Found?: Scotland The Brave
Secondary Fire: N/A

Description: Ugh, crappy. This is an old rifle. Its scope sucks, but it's fairly damaging. You will hardly ever need this weapon. There's not much else to say about it.

TNT

Clip/Max:
Found?: Scotland The Brave
Secondary Fire: N/A

Description: TNT are like Grenades. Except, more accurate, and used less. You place the TNT where you want it to blow up, run away, and after a few seconds, it will explode. This weapon is rarely used in the Story Mode.

9mm Pistol

Clip/Max:
Found?: The Russian Connection, The Khallos Express
Secondary Fire: Equip silencer

Description: A regular, single bullet-firing pistol. It deals good damage, and has a silencer and...a scope of mediocre range! It's still very helpful in levels like The Russian Connection and The Khallos Express.

Machine Gun

Clip/Max: 32/356
Found?: The Russian Connection, The Khallos Express
Secondary Fire: N/A

Description: A standard machine gun. Several bullets are fired at once, hurting any enemy they touch. The Machine Gun is great since you can hold two at a time. There's a bit of a "zoom in" mode, that's fairly good. This fast bullet-firing gun is your friend. Or it could be your worst enemy.

Sniper Rifle

Clip/Max:
Found?: The Russian Connection
Secondary Fire:

Description: A sniper rifle. The Sniper Rifle. A nice scope and a nice weapon in general. Very useful to pick off enemies from a distance, but rarely used in the Story Mode. I recommend using this in Arcade Custom matches when facing friends. :)

Soviet Rifle

Clip/Max: 30/200
Found?: The Russian Connection, The Khallos Express
Secondary Fire:

Description: A more powerful machine gun. The Soviet Rifle is slow firing, but is so very strong! Its accuracy is also great! This gun is most used in the Khallos Express train level, and so it should be! Truly a great weapon, and one of my personal favorites.

Tactical 12-Gauge

Clip/Max: 8/40
Found?:
Secondary Fire:

Description: My favorite weapon. A shotgun of sorts. You get 8 shots per clip, and what deadly shots those can be. One shot from a somewhat close distance to an enemy and you'll blow them away. This weapon is one of the strongest there is. The reloading is very slow, but it's well worth it.

Heatseeker

Clip/Max: 1/6
Found?: The Russian Connection
Secondary Fire: N/A?

Description: A rocket launched used once in the Story Mode, but can be great in Arcade. It has a lock on mode. You hold down fire till it locks on to something, and then fire away. It doesn't always hit, if you fire it from 50 million feet away from your target, or at the ground when you're aiming for an enemy on a building, but you get the idea.

Flamethrower

Clip/Max: --/1500

Found?: The Mansion of Madness

Secondary Fire:

Description: This weapon fires out bursts of flames. The flames are very damaging, and wear away at an opponent's health until they die...or it gets put out for one reason or another. This gun is first found in The Mansion of Madness level and quite useful for taking out zombies, albeit slowly. The one drawback IS the fact it takes a while to kill the enemies.

Baseball Bat

Clip/Max: N/A

Found?: The Mansion of Madness

Secondary Fire: N/A

Description: Hell yeah! A regular baseball bat! Used to beat the living crap out of anything, namely zombies. This will be a good friend to you early on in The Mansion of Madness level. You can strike a zombies head off quite simply with it.

Shotgun

Clip/Max: 2/40

Found?: The Mansion of Madness, What Lies Below

Secondary Fire: N/A

Description: A regular shotgun. Nothing like the Tactical 12-Gauge, but still strong. The thing is you can only fire two shots before having to reload. It's slow firing, and you have to reload way too often for it to be good. This weapon is useful for shooting zombies.

Revolver

Clip/Max: 6/72

Found?: The Mansion of Madness

Secondary Fire: N/A

Description: A strong pistol type weapon. You fire out a very strong, single bullet, dealing great damage. Again, a great weapon for taking out zombies. You just need to be accurate with the single shot, and aim for the heads of your many targets for it to be effective to its full extent.

Ghost Gun

Clip/Max:

Found?: What Lies Below

Secondary Fire:

Description: This weapon is mainly for...taking out ghosts. Your screen gets all

weird when you use it, and frankly, I don't like it. It fires out a red beam that waves around until binding to its target. It deals pretty good damage. I rarely, if ever - use this gun in Arcade, so I'm not sure how effective it is there.

Harpoon Gun

Clip/Max: 12/48

Found?: What Lies Below, You Take The Highroad

Secondary Fire: N/A

Description: Hehe. With the Harpoon Gun, a dart is fired out. A dart that moves fairly slow but can deal pretty good damage if you assault the enemies at hand with it. You can also pick up the darts that you miss your targets with. This is good in terms of ammo.

Mag-Charger

Clip/Max: 12/40

Found?: Breaking and Entering

Secondary Fire:

Description: The Mag-Charger fires out a blue beam that can disable electrical fields as well as damage enemies. It can also fire through walls, using the blue "screen" mode used by the Secondary Fire button. Never use this in face to face combat. Your opponent will win.

LX-18

Clip/Max: 18/60

Found?: Breaking and Entering, U Genius, U Genix

Secondary Fire: Equip scope

Description: Holy cow! What a huge clip! 18 shots. This gun fires moderately fast and deals great damage. Even if it didn't, 18 bullets or one round of fire are sure to get the job done! This is another one of my favorite weapons. Two can be held at a time, also! That means 36 shots before reloading once. A great weapon found in the future levels.

SBP500

Clip/Max:

Found?: Breaking and Entering, U Genius, U Genix

Secondary Fire: N/A

Description: If you played Time Splitters 2, you knew that the SBP90 Machine Guns were probably the best or second best weapon in the game. The SBP500 is much better, but kind of isn't. Let me explain. It fires slightly slower and you can only hold one at a time, but it deals good enough damage to clear a full room of enemies. The reload rate of this weapon is also fairly long. So use it to its potential. It's not the best, but it rocks.

Time Disrupter Grenades

Clip/Max: N/A, 5 Grenades at a time
Found?: Breaking and Entering, U Genius, U Genix
Secondary Fire: N/A

Description: Cool grenades. When fired, the enemies around you will slow down in an eruption of sorts. If an enemy is close enough, he'll go flying into the air! The coolest thing to do is get an enemy to fly into the air and then blast them, while in the air. Sadly, these are not available in Arcade.

Dispersion Gun

Clip/Max: --/40
Found?: Breaking and Entering
Secondary Fire: N/A

Description: A weapon that fires charged blue blasts. You must charge this weapon for it to...well, work. Once fully charged you can kill enemies in a single hit with one blast. It's not too accurate, but one fully charged blast can help you out greatly.

The Injector

Clip/Max: 8/48
Found?: U Genius, U Genix
Secondary Fire: N/A

Description: A dart firing weapon. But much cooler. You simply fire a dart at an enemy. The thing is, they will eventually get larger and larger until they explode into a bloody mess. You need these in U Genius, U Genix to kill off a certain enemy. These are great fun in Arcade. You can also pick up your darts.

Minigun

Clip/Max: 400/400
Found?: Machine Wars/Something To Crow About
Secondary Fire: Rotates Minigun Barrel

Description: The best weapon in the game. And very overpowerul. While using the Secondary Fire Mode, you can go around blasting all 400 bullets. Each fast firing bullet is extremely powerful. The one drawback is this gun can overheat, and if you don't use the Secondary Fire Mode, you'll have to wait for the barrel to speed up and start spinning before firing.

Electro Tool

Clip/Max: --/1800
Found?: Something To Crow About
Secondary Fire: Electric Blast Mode

Description: The Electro Tool fires out a beam of electricity, or in Secondary Fire Mode fires out blasts of electricity. When used against robots, you halt their movements and can kill them. This weapon can also blast apart electric force fields in addition to activating them.

Rocket Launcher

Clip/Max: 6/12
Found?: Machine War/Something to Crow About
Secondary Fire: Fire your entire clip of rockets at once

Description: The true rocket launched. Simply fire out a fast paced rocket. The rockets fired aren't the most accurate, but they're still pretty good. By using the Secondary Fire Mode, you can fire all 6 rockets at once! That can deal a large amount of damage.

Timed Mines

Clip/Max: N/A, 10 Mines held at a time
Found?: --
Secondary Fire:

Description: Place a mine, back away, it blows up in time. Seriously, nothing to it but to do it.

Remote Mines

Clip/Max: N/A, 10 Mines held at a time
Found?: --
Secondary Fire:

Description: Place down a mine and detonate it at will.

Proximity Mines

Clip/Max: N/A, 10 Mines held at a time
Found?: --
Secondary Fire:

Description: When you place this, you're creating a field of damage. Whoever gets close to it will trigger the detonation of the mine, and it will blow up in their face. Place these too close to each other, and they will all detonate at once.

Monkey Gun

Clip/Max:
Found?: --
Secondary Fire:

BEAT THE ELECTRO CHIMP DISCOMATIC CHALLENGE TO UNLOCK THIS WEAPON

Description: The best yet worst gun in the game. You fire out all 64 bullets, the max amount of bullets in a clip, at once in a second or so. You can kill any enemy very quickly, but it goes fast.

+-----+

* * * * * [VI] CREDITS AND CLOSING * * * * *

+-----+

=====

LEGAL INFORMATION [LGLI]

=====

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This guide may only appear on:

- www.gamefaqs.com
- www.ign.com

=====

CONTACT INFORMATION [CNTI]

=====

E-Mail

astroblade [at] gmail [dot] com

Replace the [at] with the "@" symbol and replace the [dot] with the "."

You may e-mail me -

- Contributions
- A Critque
- A Question (THAT IS NOT ANSWERED IN THE GUIDE!)
- Praise (Yeah, right.)

You may not e-mail me -

- Spam
- Porn
- Hate Mail
- Insults (Goes along with hate mail)

And finally, e-mails must be written in cohereant English.

=====

CREDITS/CLOSING [CNTC]

=====

- Rich "Gbness" Beast

- A good, sexy friend

(c) Astro Blade

This document is copyright Astro Blade and hosted by VGM with permission.