

# G.I. Joe: The Atlantis Factor FAQ/Walkthrough

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FAQ #10

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## THE ATLANTIS FACTOR

This is the guide to G.I. Joe 2, here, you'll find out the usual, which, as with the first one, is the only one on the internet. I personally enjoy this better than #1, but that's just me. However, the password feature is too big, and it'll take forever to write, so no password section this time.

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### Guide's first release

#### 1. Controls

A- Jump  
B- Attack  
Start- Pause  
Select- Switch Weapons  
Down A- Drop through platform  
Up & Select- Switch between radios and mine shield  
Down and Select- Use radio/mine sheilds

#### 2. Team members

For the playable charaters, I explain what the character can do, as well as the stamina (health) they start with, where they can be found, and how high they jump. For the ones who aren't playable, I just list how they can help you out.

#### Playable characters

General Hawk

He looks a lot more better than in G.I. Joe 1 IMO. While he no longer has that awesome jetpack in the prequel, he looks slightly better with a nice set of sunglasses. Here he's the normal character, one which you'll want to take with you on almost the entire island in case you lose someone. He has no special abilities.

Stamina: 7 bars

Jumping: Normal

Found: You have him from the start.

#### Wet Suit

The first soldier you find on the island is this guy. He can dive underwater in certain areas. To do this, go into the water and press Down and A, the same way you'd drop through a platform. There are underwater enemies, though, so stay alert. You can also switch jobs while underwater, as well. Keep in mind, though, that unlike Wet Suit they don't have time to slap on a scuba outfit, so for every 5 seconds you're underwater with anyone other than Wet Suit, you lose a bar of health.

Stamina: 4 bars

Jumping: Low

Found: After completing Route 1.

#### Storm Shadow

Shouldn't he be on Cobra's side? Anyway, he has a sword, allowing him to fight differently (See Weapons for more info) from the other Joes. No other info, I'm afraid.

Stamina: 3 bars

Jumping: High

Found: After completing Area B.

#### Road Block

He can crawl underground through narrow passageways. Press Down, then press left or right and he'll do it. But keep in mind that he must not have a weapon equipped at the time. If so, change so that he doesn't have a gun in hand. To stand up, hit Up on the control pad.

Stamina: 6 bars

Jumping: Low

Found: After completing Area C.

#### Duke

Another returning soldier from the prequel, he can fire in four directions (As you've noticed, you can no longer do that.). However, they've changed the way the machine gun is handled when firing up or down.

Stamina: 4 bars

Jumping: Medium

Found: After completing route 12.

#### Snake Eyes

Our personal favorite has also returned as well, fighting similar to Storm Shadow. Not much else to say here.

Stamina: 2 bars  
Jumping: High  
Found After completing Area E.

#### Stalker

Your informant who has to say on what you're up against, and has the nice little task of leveling the island with an ion cannon after you beat the game. He can't be contacted by radio, he just tells you info throughout the game before each each and (Usually) after you beat an area.

#### Big Bear

He bring back a wounded Joe back into battle through means of healing (I don't know how, though). You must have a team of 2 or 3 though. You can use him after you clear area A.

#### Spirit

Uses spritual powers to heal any joe that hasn't been wounded (Out of battle). Can be found after you beat either route 6 or route 7.

#### Gung-Ho (I think it's Gun-Ho however)

He can give you 100 rounds of ammo if you're running low. Found after you beat either route 7, route 9, or route 12.

### 3. Items and Powerups

Pow Icon- Same as before, but it levels up the weapons you currently have equipped. You can level up unarmed, as well.

Recovery item- Seen as a K like in the first, they recover two bars of health.

Bullet- Adds 10 bullets to your ammo.

Life up- Just like in the prequel, it adds two bars for more life. It recovers your entire health also!

Mine Shield- I think you can have a maximum of 4, but who cares? Hit up and Select to use it, and a mine will surround you, hitting anything it touches. It'll go away after a few hits.

Radio- when you got either Big Bear, Spirit, or Gung Ho, you can contact them at any time with this.

There's also an icon with a letter B on it, but I have no idea what it does, other than to ad points.

### 4. Weapons

What's a good game without weapons? G.I. Joe had every character use a different weapon, but here, you have more than a machine gun and unarmed combat. All joes have the same weapons and they all do the same damage.

Punches- With the execption of Snake Eyes and Storm Shadow, everyone attacks like this. They are the following:

Level 1: A few punches.

Level 2: Same as before, but an uppercut follows.

Level 3: Jump Kick (Jump, then hit B in midair) and a Front Kick (left or right and B, can jump while doing it).

Level 4: Uh...

Sword Attacks- The move list for Snake Eyes and Storm Shadow are as follows:

Level 1: Some sword swings.

Level 2: Fires a projectile from your sword, a la Zelda.

Level 3: Slide attack (Press left or right twice), hit B during slide to swing sword wildly. You're invincible until you stop.

Level 4: Downward sword thrust (Down and B in midair)

Machine Gun- You have this from the start. When fully leveled up, it fires a huge spread of bullets. It does moderate damage. It takes one bullet per shot.

Pulse Rifle- You get it after completing Area B. This weapon stinks. Even when maxed out at full power, (Which makes it bigger by the way) it's damage doesn't do this weapon justice, that's for sure. Especially since bosses can stand up to it's power. I can assure you that this weapon is a waste of time. Use this on the weaklings only. It takes two bullets per shot.

Lazer Rifle- You get this after completing Area A. Heck yeah! This is my favorite weapon, and by far the most useful and helpful you'll ever find. When maxed out at full power (Two lasers, but they're very dangerous and they go quickly), it does insane damage. A must one for bosses. It takes three bullets per shot.

Rocket Launcher- You get this after completing Area D. As with the Pulse Rifle, it doesn't do much damage on the bosses, but it is nice to see some nasty enemies literally blown away by it. When maxed out, it fires four rockets instead of one. If it hits a wall, it'll create a shockwave (You can get hit by though). It takes four bullets per shot.

## 5. Route Walkthroughs

Because I refuse to put these two together, they get their own separate walkthroughs. First off, there are 16 routes and 6 areas. Routes go by a number, the Areas by a letter. It is not necessary to go around the entire island, you just need to get to Cobra's Base. The only reason you would want to do that is to "fully" complete the game.

As for picking joes, they'll be listed in certain areas due to their abilities. To choose between them, hit "A" where the cursor is over SELECT. To choose, pick DECIDE. Hit CANCEL to change your mind. Remember, only three soldiers can go at either an Area or a Route.

Keep in mind that once an Area or route is completed, it's like that for good. You can travel back and forth through the routes and areas, also. Last, when listing how the routes/areas are connected, I assume you go from left to right. Okay? Let's go.

But first, an ASCII Map for navigation:

NOTE: Map is not drawn to Scale!

Map Legend:

S = Start Area



taken care of with a few punches. It's a nice place to level up your hand to hand combat skills. If you got Storm Shadow from Area B, now would be a perfect time to level him up. Get General Hawk to cover him just in case, because he doesn't have much health.

Rewards: None

Route 3

Goes to: Area B

From: Route 1

Team Members: Wet suit

Wet Suit can take care of everyone on the surface with punches, and the guys in scuba suits aren't even hard at all. Along the way, you'll find a life-up icon. Down below, there isn't many powerups, but has a good portion of bullets. Watch it, though, men in scuba suits, spikes (Probably sea urchins clinging to the surface), and underwater mines can make this trip a tad tricky. No mini-boss.

Rewards: None

Route 4

Goes to: Area C

From: Route 1

Team Members: Wet Suit, General Hawk

It's an excellent place for Wet Suit to stock up on powerups underwater while General Hawk (Or any other Joe) can get the rest of the ones on the surface. On top though, men behind turrets take refuge on some of the platforms, so blast first before you jump. Underwater items can be found by breaking the treasure chests. Not too bad, eh? No mini-boss.

Rewards: None

Route 5

Goes to: Route 10

From: Area A

Team Members: Anyone you please

A special route that is accessed after you've talked to spirit. From his info, he'll have told you that there are two statues, one of which he successfully found. This and Route 14 are like a maze of sorts, you have to find the power source before getting the radio. You not only have to find the radio, but the statue to the power source as well. For finding the statue on this particular route, Go up at the beginning, then go all the way down. If you see a huge statue, that's the one. If not, keep going. Touch it and all of the weapons will be fully maxed out. Give this to someone who you're too lazy to level up with, but keep in mind this is only done ONCE. After that, find the radio. No mini-boss.

Also, I'd save this (And route 14) Until you've got all the weapons.

Rewards: None

Route 6

Goes to: Route 11

From: Area A

Team Members: General Hawk and anyone you want to level up (Snake Eyes/Storm Shadow are good choices)

A uphill battle on a snowy mountain...how nice. It's basically just jumping up through the snow while killing soldiers along the way. Snake Eyes and Storm Shadow are good choices because they can help you conserve ammo especially since they'll learn to fire energy blasts from their swords at Level 2. Make sure someone covers them, though. No mini-boss.

Rewards: Spirit's help through radio contact

Route 7

Goes to: Route 11

From: Area B

Team Members: See route 6.

Same thing, but shorter. Both routes house a good number of powerups and bullets. On both routes, a life up can be found halfway through the climb. No mini-boss.

Rewards: See route 6.

Route 8

Goes to: routes 9 and 12

From: Area C

General Hawk, Road Block, Storm Shadow (If you have him)

Insanity comes in this route, with a chopper flying over your head and firing two missiles at you. And it keeps going and going like the energizer bunny. Not only that, but you must take cover in alcoves (Though it can't save you from the missiles) and jump over acid pools (They don't kill instantly, just plain damage you.). Also, in this stage, the clock is messed up. Your main concern is trying to get to the end alive. At the beginning, punch the block below and switch to Road Block. He'll crawl under and get a life-up! Also, you'll sometimes walk across a long platform, drop through where the 3rd crack (Line) is and you'll get several powerups (The ones with a B, I don't know what they do, however.).

Rewards: Gung-Ho's help through radio contact.

Route 9

Goes to: Routes 8 and 12.

From: Area B.

Team members: See route 8.

Same as Route 8, but shorter. Don't worry, the clock works fine now, it's only like that in Route 8. Remember to make good use of Road Block's crawling abilities! You've started to notice that some courses look the same, but with a different change in the background. No mini-boss.

Rewards: See route 9.

Route 10

Goes to: Route 5.

From: Area D

Team Members: Wet suit

Same as route 3, but a little longer, and a nice sunset sky. A lot of bullets, but no powerups. No mini-boss.

Duke is a playable character now.

Route 11:

Goes to: Area D

From: Route 6 or 7

Team Members: Wet suit and anyone you please.

Just like route 4...yawn...but longer...sigh...be sure to look out for the soldiers on hoverbikes also when on the surface. No mini-boss.

Route 12

Goes to: Area E

From: Routes 8 or 9

Team Members: General Hawk and Storm Shadow

Yeah, it's about time we got something different! We're sneaking through the woods at night! Gung-ho told that Cobra soldiers get stonger when shot, and suggests you use your bare hands. I'm not sure if this is the stage, but all that does matter is fending yourself as quickly as possible. Lots of soldiers come out of nowhere here. Also, you have to go through some tricky jumping parts with turrets and Cobra Buzz Boars firing at you! Use Storm Shadow's high jumping to get you through this. No mini-boss.

Route 13

Goes to: Routes 16 and 14

From: Area D

Team Members: Doesn't matter

Same thing as Route 12, minus the tricky jumping parts (Something I'm at least thankful for!). No mini-boss.



## Route 14

Goes to: Routes 13 and 16

From: Area E

Team members: Doesn't matter

Same as Route 5. Stay on the bottom half, as before. The statue is found halfway through the stage. The radio is at the very end.

## Route 15

Goes to: A Dead End. Go back.

From: Area D

Team Members: Doesn't matter

Same as Route 2, but you fight about two or three mini-bosses along the way and you'll have to go down some of the time. Use the platforms to help get back up. Nice music, though...

## Route 16

Goes to: Area F

From: Route 13

Team Members: General Hawk and anyone else who's leveled up real good!

Same as Route 1, but very linear. No mini-bosses, but you'll be hit a lot by oncoming enemies in hoverbikes and turrets. For fun, statues can be blown up by your shots. Get Spirit in case you're low on health.

## 6. Area Walkthroughs

### Area A

NOTE: Because I'm basically lazy on this guide, picking team members is up to you. Pick the ones that you're leveling up or are already leveled up, and you're ready to go.

Objective: Save the hostages at the base they are building.

# of Hostages: 8

Notes: Powerups can be found by breaking the boxes. Search everywhere!

Start off by going forward. You'll eventually see some saying help. That's a hostage right there. Take the elevator up, and jump to the right for the second hostage. Go left until you reach the mini-boss.

This one is weird. It walks for a few seconds, then fires in a crouched position. Keep hitting it until it goes down, and jump over him to get behind him when he fires. This can be kept going until you beat him, but use unarmed combat and save your ammo for the boss.

A better way to do this punch him 5 or 6 times, then get behind him. Notice your punches knock him back, allowing you to get in some good hits.

Afterwards, go to the left, another hostage is there. Take the elevator up, along the way, you'll find hostage #4. Go up, and to the right, you'll see another hostage near the next elevator going down. That should be 5 now. Go right and up again, near the next elevator is (Surprize surprize!) Another hostage. That makes six so far...

Fall down, the the seventh hostage is to your left. Don't go up the elevator leading to the exit yet...go right and you'll find the last one!

Boss: Overkill

All the bosses are too easy. He stops and fires a shot twice, then jumps real high in the air and fires small energy blasts from his hands. Jump to avoid the shots, and get him to a wall when he starts to jump; you can do some damage to him that way.

Rewards: Big Bear's help by radio and the Lazer Rifle.

Area B:

Objective: Storm Shadow has marked areas to stop the missile base attacking Joe H.Q. Set the bombs on the marks.

# of Checkmarks: 8

Kill the soldiers, then the hammer mini-boss (The same one back in route 1). With the lazer rifle at level 4, he's a goner. The first X is found above a platform moving back and forth. Wipe out the mines following you before you go for it. At the end, you'll see another one on a missile in the background...no, wait, two to be precise. One in the middle of the missile, and another at the top. That's three total so far.

Go to the next missile, and search for any checkmarks on it. There should be one in the middle and and one at the top of the it, like the one before. Then for the next one, it should be in the middle. The final missile has a checkmark below it. That should be seven so far.

On the farthest missie to the left (The one with the checkmark below it), go all the way up and hop on the platform, then go down where you see several powerups. Make sure you have 7 out of 8 bombs planted, because there's no way to return!

Aftetwards, go to the right, and you'll see the last checkmark eventually. After killing the mini-boss, use the elevator to get up to the top. Destroy the floating mines on the way up with your gun.

Cesspool

He jumps toward you, throws a grenade at you, and shoots at you three times. Before each attack, he'll warp to where you are. Move out of the way. He's easy enough with the gun, easier with the lazer rifle.

Rewards: Storm Shadow is a playable character and the useless Pulse Rifle is yours.

Area C

Objectives: Help Road Block sabotage the shuttle that's bringing raw materials from the moon and developing a space station.

Too linear, but a pain without the lazer rifle. Blast through the blocks and you'll eventually kill an enemy in a white color; that has the keycard to get onto the shuttle.

This mini boss has a shield which blocks your shots. Jump to get behind him when he fires and fire at him with the lazer rifle. Then go up the elevators to get inside the shuttle.

Firefly

He fires an energy blast, dives at you, and fires his pulse rifle. He's easy if you have the lazer cannon. The best time to shoot him is when he's charging his energy blast.

Rewards: Road Block is a playable character.

Area D

Infiltrate Cobra's Warehouse and kill Destro. It's a maze, so don't get lost!

Every room has you going through a hallway filled with enemies, a majority being those pesky mines. If you've saved up your ammo, use your machine gun. Eventually, you'll get to three doors, which are numbered for you.

1            2

3

I'll tell you which doors to enter.

Room 1: 3

Room 2: 1

Room 3: 2

Room 4: 1

If you don't enter any of the above doors, you'll either be sent back to the previous room or to the beginning!

Destro: He fires his gun, the turns into a sphere and bounces everywhere around the room. The sphere splits into four, then reassembles. The only time he can be shot is when he fires his gun. Again, the Lazer rifle is a perfect choice.

Rewards: Rocket Launcher (oohh..)

Area E

Objective: Save the scientist and Snake Eyes from the Boss.

Like in the Rolling Thunder series, you can hide behind doors, but all except for one doesn't hold anything special. To save time (Like always), work your way to the elevator shaft and go all the way down. Go all the way to the right and enter the door (Press up) on the bottom. Inside should be the captured scientist who'll give you some mind-reviving medicine for Snake Eyes.

Work up back to the middle floor (The one you started on) via the elevator shaft and go all the way to the right. With Road Block, you can crawl under some small floors for power-ups, mainly bullets.

Major Bludd

He mostly crawls along the floor and throws a grenade every once in a while. The lazer rifle will kill him before him you can say hi.

Rewards: Snake Eyes is a playable character.

Area F

Objective: Stop Cobra Commander again.

I'm not explaining this...it's too easy to get through. You bascially work your way through a linear path to Cobra Commander, with the occasional mini-boss to fight (about 4 or 5), but they're easy now. Gung-Ho and Spirit can be brought here, especially since you'll need lots of ammo and health for Cobra Commander (Although he's just as easy as in the prequel).

Cobra Commander

He sits there firing projectiles. Stand on the left or right platform to blast him from there, he'll easily die (With the lazer Rifle of course!)

Rewards: G.I. Joe 2 is beaten!

6. Credits

Myself: I typed up the guide...

CJayC: GameFAQ's webmaster...

Capcom: They made it...

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Until the next guide, everyone...

PEACE!

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- "And that's the end of that chapter!" -

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