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TIMESHIFT™

OFFICIAL GAME GUIDE



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SIERRA

TIMESHIFT

PRIMA OFFICIAL GAME GUIDE JOE GRANT BELL



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INTRODUCTION

In *TimeShift*, you assume the role of a top physicist researching a time-travel suit. You work under the direction of the talented [but corrupt] Dr. Aiden Krone, along with your colleagues Marissa Forster and Nathan Tucker. Your laboratory has produced two working models—the Alpha Suit (Krone's original prototype) and the Beta Suit, an improved model with extra functionality.

Suddenly, things go wrong; unforeseen events are taking shape. An explosion rocks the lab and kills both your colleagues. Meanwhile, Krone has taken the Alpha Suit and hightailed it for an alternate timeline. You have no choice but to grab the Beta Suit and follow him. Your task: to defeat him in his alternate timeline and somehow repair the horrific events in your own.

When the fog clears, you find yourself in an alternate timeline reminiscent of the 1930s. Krone has taken control of the world, styling himself as the fascist Magistrate. In this universe, he commands vast armies, which he has equipped with a strange blend of 1930s technology and futuristic gear of his own invention. A resistance movement called the Occupant Uprising is fighting Krone's rule but failing. You must assist the Occupants in any way possible.

All of this is certainly exciting, but it can also be daunting. Legions of enemies and a host of dangerous traps stand in your way; you must master an arsenal of strange weapons and your Beta Suit's array of special time powers. Only by fully understanding your weapons, powers, and enemies will you have a shot at restoring your own timeline.

This book provides all the information you need to conquer the single-player game and to get a leg up on your multiplayer opponents.

Chapters 1 through 3 provide general information on your controls, weapons, and time powers, and they provide general strategies that will help you progress through the game.

Chapters 4 through 8 walk you through the entire single-player campaign, providing detailed maps and tactical advice. This walkthrough steers you through all the traps, ambushes, and time puzzles you encounter.

Finally, Chapter 9 sets you on the path to multiplayer dominance. Here you'll learn how to translate your single-player prowess into kills on the online battlefield.

The road is difficult, but there are many weapons in your arsenal; this book is one of them. Read on, and prepare yourself for success... because now it's only a matter of time.

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Lex Scheuble

And of course, everyone at Saber Interactive, for making the game itself.



CONTROLS AND HUD

Before getting into the finer points of strategy, you must know the basics. Read on to familiarize yourself with *TimeShift*'s control scheme and interface.

CONTROLS

The following tables provide control info for the PS3 and Xbox 360 versions of *TimeShift*.



PC player: The PC controls are completely customizable; you can use any combination of keyboard and mouse buttons. Just go into the Options menu before you start your first game and configure the controls however you want them.

You've probably played first-person shooters before, so you'll already have a preferred keyboard and mouse layout. With that in mind, just set up *TimeShift* in a similar fashion.

However, you must make sure to place your Time Control buttons in a prime location where they're easy to trigger. You'll be manipulating time a lot!

While the control schemes for PS3 and Xbox 360 are less customizable than those of the PC, they each feature a couple of alternatives. Play around with your control settings if you aren't comfortable with the default.



For the record, we find the default controller settings for both consoles very playable. When in doubt, stick with the defaults.

MOVEMENT AND VIEW CONTROLS



These controls allow you to look around and get from one spot to another.

MOVEMENT AND VIEW CONTROLS		
Control	Xbox 360	PS3
Move/Steer Vehicle	Left Analog Stick	Left Analog Stick
Look	Right Analog Stick	Right Analog Stick
Crouch	Click	Click Left Analog Stick
Minizoom	Click	Click Right Analog Stick
Jump/Boost		

Most of these controls are self-explanatory. Here

are some notes on those that aren't.

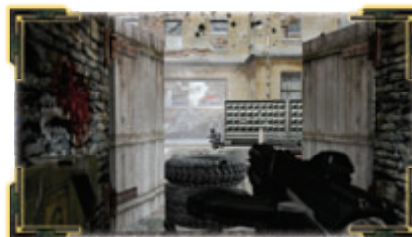
Crouch is a toggle (meaning you don't need to hold



the button down to stay crouched). Crouch to make the most of low cover.

You can use minizoom with most weapons. Click

this button to zoom in just a bit; this slightly reduces your overall field of view but enlarges targets and makes them a bit easier to hit from a distance.



Minizoom is nowhere near as powerful as the big zoom



lenses attached to the echo rifle or thunderbolt. It's just a way of squeezing a little extra accuracy out of weapons that weren't designed for long-range combat. Learn to use it whenever your target is a bit farther off than you'd like.



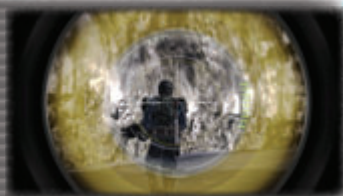
The Jump button becomes a Boost button when you're driving a quad (an all-terrain vehicle that appears on



certain levels). Boost gives the quad a surge of speed and power. It's sometimes necessary to boost in order to clear a difficult jump.



Aside from the minizoom, zoom lens controls aren't listed in this section. Since zoom lenses are only attached to certain weapons, and since they're triggered with the Secondary Attack button, they're listed in the next section ["Combat Controls"].



COMBAT CONTROLS



These controls allow you to fight and to manage your weapons and your Beta Suit's time-control powers.

MOVEMENT AND VIEW CONTROLS

Control	Xbox 360	PS3
Primary Attack/Accelerate	[RT]	[R2]
Secondary Attack/Brake and Reverse	[LT]	[L2]
Melee Attack	[E]	[Circle]
Reload/Hold Button to Use	[X]	[Square]
Default Time Control	[LB]	[L1]
Manual Time Control	Press and hold [LB]	Press and hold [L1]
Throw Grenade	[RB]	[R1]
Previous Weapon	[Left Stick]	[Left Arrow]
Next Weapon	[Right Stick]	[Right Arrow]
Change Grenade Type	[Down Stick]	[Down Arrow]

To manually select time powers on the Xbox 360 or PS3, first press and hold the time control button, and



then press a second button (follow the on-screen prompts) to select the power you want.

The PC version provides individual time-power keys (defaults are [V], [G], and [B] for Slow, Stop, and Reverse, respectively). Unlike the console versions, you don't need to press and hold the time control button while pressing these keys. Just tap them to select the desired time power.

The effect of the Primary Attack and Secondary

Attack buttons depends on your selected weapon. Refer to the next chapter for detailed information on all weapons, including data on the fire modes of each gun.

Your Primary Attack and Secondary Attack buttons convert to accelerate and brake/reverse controls when you're driving a quad.

The Reload button becomes a Use button



whenever you're standing on or near something that you can use or pick up. An onscreen notification will appear, letting you know that pressing and holding the button will use or collect that object. (Example: the notification message appears when you're standing on a weapon that you can pick up or are near a button that you can press.)

The Time Control button activates or deactivates



your time powers. Press once to activate the currently selected time power, and press a second time to

deactivate. Press and hold to see a menu of time powers, and then press a second button to activate the power you want.



If you just tap the Time Control button (and do not hold it) you will activate the default time power. The default power is context-sensitive and determined by S.S.A.M. (your suit's A.I. program). For example, if you're near a hazard that will harm you unless time is stopped, then time stop will be the default power.

INFORMATION CONTROLS



These controls display vital info or access the game menu.

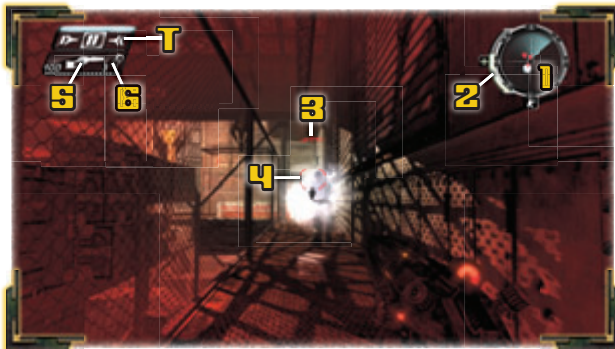
MOVEMENT AND VIEW CONTROLS

Control	Xbox 360	PS3
Objectives/Score		
Show Menu		

The Objectives button displays your current objectives (in single-player) or your score (in multi-player). The Menu button shows the in-game menu, which lets you adjust various game settings.

HUD

TimeShift's HUD (heads-up display) provides a lot of useful information at a glance. Here's a summary of what you can expect to see:



1. **Radar:** Important objects are color coded. Blue = current objective; green = ally; red = enemy; yellow = usable vehicle.
2. **Shield meter:** This is essentially a health meter. If it reaches zero, you're dead. Shields recharge over time.

3. **Damage Location:** Red indicators near the screen's center specify from which direction you're taking damage.
4. **Reticle:** This weapon-targeting aid turns green when an ally is targeted, or red when an enemy is targeted.
5. **Weapons bar:** Shows currently equipped weapon, along with ammo available for both Primary and Secondary Fire modes.
6. **Grenade Display:** Shows type and amount of currently selected grenades.
7. **Time Control meter:** The bar on top shows how much time energy you have left. The Slow, Stop, and Reverse icons light up to indicate which time power S.S.A.M. suggests you use for survival.



Don't assume that your shots will hit the enemy just because the reticle is red. The reticle doesn't account for distance or enemy movement or for your weapon's speed or trajectory.

Use the reticle's color-changing ability to figure out whether a target is friend or foe, and use it as a tool to recognize when you are aiming directly at the target. Make any needed adjustments, taking all the above-mentioned factors (distance, weapon characteristics, and so on) into consideration before firing.

In addition to the basic HUD elements we just covered, there are a few that appear only at specific times:



The Use Prompt pops up whenever you can pick up or use an item. Press and hold the Use button to take or use that item.



The Zeppelin meter appears when you're riding in a zeppelin. The lower the meter, the more damaged the zeppelin. Use this indicator to determine how successful you've been at defending the zeppelin. You die if the Zeppelin meter reaches empty.



The Objectives/Scores display pops up when you press the appropriate button (**△** on the Xbox 360; **SELECT** on PS3). If you're in a single-player game, your current objective(s) are listed. If it's multiplayer, you'll see a scoreboard.



Finally, in multiplayer games, look for a white indicator on the radar's right side. This indicator mirrors your green shield indicator and is the Over Armor display; the more filled it is, the more armor you have collected.



Armor gives an added level of protection. It is available only in multiplayer. Yellow armor artifacts give you +50 armor, while red armor gives +100. Your maximum armor level at any given time is 200.



WEAPONS AND TIMESHIFT ABILITIES

To master *TimeShift*, you must first familiarize yourself with a wide selection of weapons (both guns and grenades) and with your Beta Suit's time-manipulation abilities. Once you've got both weapons and time-shifting under control, you're ready to start tearing through the game.

GUNS

TimeShift's guns run the gamut from a simple point-and-shoot machine pistol (the KM-33) to a wild combination of machine gun and flamethrower (the Hellfire).

Every weapon has a Secondary Fire mode, the effects of which vary greatly between weapons. For example, some weapons' secondary modes simply shoot more bullets, faster, than the primary mode (i.e., the KM-33 pistol). Other secondary modes just enhance or modify the primary mode—for example, the thunderbolt crossbow's Secondary Fire mode is simply a powerful zoom lens.



You can carry three guns at a time; if you've already got three and want a different one, you must drop one to make room. This sometimes forces you to make hard decisions, both in the single-player campaign and in multiplayer battles.

The following pages detail each gun in the game. At this section's end, a table summarizes the important characteristics of each weapon so you can easily make comparisons.

We discuss weapons in roughly the same order you encounter them in the single-player game.

KM2103 KARBINE (ASSAULT RIFLE/GRENADE LAUNCHER)



Primary Fire Mode: Full-auto assault rifle

Secondary Fire Mode: Grenade launcher

Primary Ammo Type and Capacity: Rifle bullets; 240 maximum—30 in the weapon and 210 in reserve

Secondary Ammo Type and Capacity: Grenades; 4 maximum—2 in the chamber and 2 in reserve

The Karbine is an assault rifle with an under-mounted grenade launcher.

The Karbine is effective at a variety of ranges. It deals good damage to up-close targets due to its high rate of fire, and

it can take on targets at medium range thanks to its respectable accuracy. In a pinch, you can even snipe at long-range enemies (particularly in the single-player campaign); however, this is not its primary role and is not recommended in multiplayer battles.



extremely viable weapon. Without it, the Karbine has a hard time competing with, say, the EMF cannon at short range. With it, you can quickly obliterate a crowd of enemies or instantly destroy a single tough opponent.



The Karbine uses rifle grenades that are different from the hand-thrown grenades covered later in this chapter. In other words, you cannot throw Karbine grenades, and you cannot fire thrown grenades (such as the clutch grenade) from the Karbine.



Hold down the Secondary Fire button to put a delay on the Karbine's grenades. This allows you to bounce them around corners or around cover and can turn the weapon into a subtler—and deadlier—tool.

When to Use

In the single-player campaign, you can carry the Karbine at all times; it is never useless. However, by the time you reach the later levels, you will probably abandon the Karbine in favor of more specialized weapons—the EMF cannon for short-range work, the thunderbolt for long-range attacks, and so forth. But again, the Karbine is versatile, so you cannot go wrong by having it.

In multiplayer games, you probably won't carry the Karbine for its assault rifle, though you can certainly score kills with that feature. Rather, you'll carry it for its quick-shooting grenades, which allow you to mow down opponents.

Though the Karbine is versatile, multiplayer games typically feature more challenging opponents than the single-player game, so use the Karbine only at the range it's best at—medium. At this range, the weapon's accuracy is better than that of, say, the Hellfire, and the secondary launcher's grenades are very accurate and deadly. There are better weapons for both short and long range.

Final Thoughts



The combination of high ammo capacity and versatility allow you to carry the Karbine through most of the single-player campaign. There is no situation in which you cannot use it. However, in the game's later levels, abandon it for more specialized weapons that deal more damage at very specific ranges.

In multiplayer battles, carry the Karbine as a midrange stopper. Put it away if your style emphasizes extremely close combat or long-range sniping.



KM-33 (PISTOL)



Primary Fire Mode: Single-shot pistol

Secondary Fire Mode: Four-shot burst

Primary Ammo Type and Capacity: Pistol bullets; 128 maximum—16 in the weapon and 112 in reserve

Secondary Ammo Type and Capacity: —

In its primary state, the KM-33 is a single-shot pistol with high ammo capacity. Its Secondary Fire mode fires a four-shot burst, trading extra damage for a modest decrease in accuracy.

The single-shot mode deals modest damage but you can use it to good effect if you are an accurate shooter, while you can use the Secondary Fire mode to fell enemies quicker at close range.

When to Use



You'll probably carry the KM-33 a fair amount through the first few levels of the single-player game, where you'll find it

more effective than the Karbine against distant enemies. Later, however, you will find more potent weapons, and you won't find many opponents wielding the KM-33, which makes finding ammo a bit challenging. Therefore, move on to something else when the opportunity arises.

The KM-33 can be a



respectable weapon in multiplayer, provided that you're a very skilled shot with it and are good at scoring headshots. Your opponents will usually have a different weapon, and that weapon is likely to be easier to use. Therefore, unless you take a real shine to the pistol's accuracy and are a superb close-range marksman, go with a different weapon in multiplayer.

SHATTERGUN (SHOTGUN)



Primary Fire Mode: Single shotgun blast

Secondary Fire Mode: Double shotgun blast (2 shots fired simultaneously)

Primary Ammo Type and Capacity: Shotgun shells; 120 maximum—8 in the chamber and 112 in reserve

Secondary Ammo Type and Capacity: —

The shattergun is essentially a combat shotgun. Its Primary Fire mode shoots a single shell, while its Secondary Fire mode shoots two shells simultaneously, trading reload speed for higher instant damage.



The shattergun is dominant close up. In fact, there is no weapon quite as satisfying when you're facing an enemy at point-blank range. For that reason alone we can recommend it.

Of course, the shattergun's effectiveness tapers off very quickly with range, so put it away if you're facing a mid- to long-range confrontation.

Final Thoughts

Feel free to use the KM-33 whenever it's available and when no other weapon strikes you as a better choice. Most players score kills more easily with other weapons, but a few will find that this gun's midrange precision suits their personal style.

When to Use

The shattergun appears early in the single-player game, and it is so potent up close that it never becomes



obsolete. The only two reasons to abandon it in later levels are: one, you might find other weapons you want to play with, and two, fewer enemies have it later on, so ammo can sometimes be a little scarce. But again, the weapon's close-range power is unquestioned.

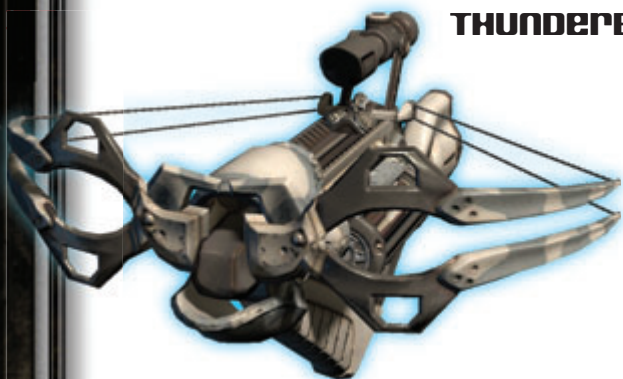
In multiplayer, the shattergun is the short-range player's preferred weapon. Once the battle moves to longer range, you must use a different weapon. However, if you plan to fight up close, it's difficult to touch the shattergun's damage and ease of use.

Final Thoughts

This is one of the most satisfying weapons in the game. The Primary Fire mode works well for most single-player situations. However, get in the habit of using the Secondary Fire mode, especially in multiplayer, to maximize the gun's best quality: its ability to instantly deal massive damage.



THUNDERBOLT (EXPLOSIVE-FIRING CROSSBOW)



Primary Fire Mode: Crossbow firing explosive arrows

Secondary Fire Mode: Variable zoom lens

Primary Ammo Type and Capacity: Crossbow bolts; 40—10 in the weapon and 30 in reserve

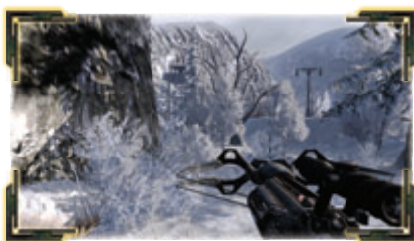
Secondary Ammo Type and Capacity: —

The thunderbolt is a crossbow that fires explosive arrows. Its secondary mode is a powerful zoom lens comparable to that of the echo rifle (which is the game's primary sniping weapon).

Thunderbolt missiles are potent enough to kill most enemies in a single shot. Only the very toughest opponents, such as Storm Guards, can withstand more than one of these explosive projectiles.



Thunderbolt missiles stick in the target for a moment before exploding. The initial shock of the missile stuns the enemy, so don't worry about them shooting back in the moment between the missile strike and the explosion.



The thunderbolt's powerful zoom lens makes it a great sniping weapon, but it has drawbacks. First, you can only fire at a slow

rate—so, unlike with an echo rifle, you cannot rapidly fire multiple shots at a super-tough target. Second, the thunderbolt's explosive missiles take a while to reach a distant target. This means that, unlike with the echo rifle, you need to lead a moving target quite a bit.



Minimize your target's movements by slowing or freezing time. This allows greater thunderbolt accuracy, as you don't have to lead a moving target as much (or at all, if time is paused).

These drawbacks do not make the thunderbolt an inferior weapon. Thanks to its combination of great range, great power, and high ammo supply, we think it's the most useful weapon for the single-player campaign.

When to Use

Carry the thunderbolt as much as possible in the single-player game. It can serve as your primary sniping



weapon rather than the echo rifle, if you don't like that weapon. In addition, it is quite useful at medium and even short range, if you get used to firing it from the hip (in other words, without engaging the secondary zoom).



You *can* damage yourself with the thunderbolt missile's explosion if you are right next to the target when the crossbow bolt explodes. However, this is usually very minor damage (especially compared to what the target sustains!) and should not dissuade you from firing at close-range enemies.

Without the thunderbolt or echo rifle, you'll be at the mercy of snipers and be unable to pick away at big groups of enemies from a safe distance. With one of these weapons, you are much more versatile. As we suggested earlier, if forced to pick just one of these weapons, we would carry the thunderbolt. With its higher ammo reserve and ability to one-shot kill most opponents, you can really make the thunderbolt's ammo last.

The thunderbolt is a skilled player's weapon in multiplayer. Since human players are more erratic and unpredictable (and generally better at dodging) than AI foes, you'll have a harder time landing thunderbolt shots on moving human targets. But try it; if you're good at it, you've got an extremely deadly weapon.

Final Thoughts

The thunderbolt is truly one of the single-player campaign's mainstay weapons. Grab one and carry it as long as possible; it will make everything you do that much easier.



ECHO RIFLE (SNIPER RIFLE)



Primary Fire Mode: Sniper rifle

Secondary Fire Mode: Variable zoom lens

Primary Ammo Type and Capacity: Sniper rifle bullets; 24 maximum—4 in the weapon and 20 in reserve

Secondary Ammo Type and Capacity: —

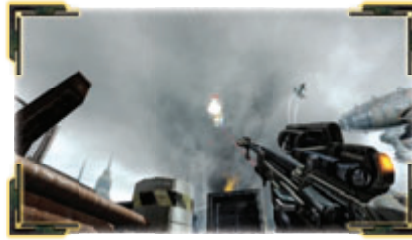
The echo rifle is the purest sniping weapon in the game. In its [seldom-useful] primary mode, you shoot it without the scope; the Secondary Fire mode engages the scope that you'll want to use almost all the time.

While the thunderbolt has a better ammo supply and is more versatile, the echo rifle deals damage faster at extreme range. Neither weapon is necessarily superior; the echo rifle is simply a more specialized weapon. It does one thing only, but it is very good at that one thing.

While the echo rifle's rate of fire is not stellar, you *can* empty its four-chambered rounds into a target with reasonable speed. That translates to a massive amount of damage. The thunderbolt can't unload crossbow bolts quite as fast, and the bolts take longer to reach its target. This means you can dispatch enemies quicker, on average, with the echo rifle.

Speed of kills increases still further if you score headshots. The thunderbolt's slower projectiles make headshots difficult unless time is slowed; with the echo rifle firing nearly instant bullets, super-damaging headshots become very possible.

When to Use



Whenever you have a long-range target, the echo rifle is your best choice. The thunderbolt is a very good

alternative, especially if you have the energy available to slow time and make the shot easier (or if the target isn't moving). But if your target requires multiple shots, or if you don't have time energy to spare, the echo rifle is the preferred choice.

The same applies in multiplayer situations, but even more so: A player with an echo rifle will have an easier time sniping fast-moving enemies than one with a thunderbolt. And in a long-range, multiplayer showdown between two snipers, one with a thunderbolt and one with an echo rifle, the echo-rifle player has a distinct advantage, as he can more easily avoid the enemy's crossbow bolts simply by moving from side to side.

Put this weapon away whenever you're within medium range (or less) of the target. Looking through the scope gets clumsy at shorter ranges, and at close range many weapons can deal more damage, more easily, than this one.

Final Thoughts



Limited ammunition aside, those with a taste for sniping will love the echo rifle. Whenever you have a clear shot at long range with this weapon, you are in the driver's seat.

Consider this weapon a must in a multiplayer battle with long-range opportunities. In single-player games, always balance your desire to snipe against the availability of ammo and the type of terrain you're facing; always keep the echo rifle when you're outdoors or in giant indoor spaces, but consider dropping it for something else if you're in a more confined area.



BLOODHOUND (ROCKET/MISSILE LAUNCHER)



Primary Fire Mode: Dumb-fire rocket launcher (no guidance)

Secondary Fire Mode: Turns rockets into guided missiles

Primary Ammo Type and Capacity: Missiles; 16 maximum—4 in the weapon and 12 in reserve

Secondary Ammo Type and Capacity: —

The Bloodhound's primary firing mode shoots straight-flying rockets that detonate upon impact, damaging targets within a wide radius.

The Secondary Fire mode deploys a targeting screen and turns the rockets into guided missiles. By centering the targeting screen's cursor on the desired target, you can steer the missile in flight.



"Rocket" is the proper term for an unguided, self-propelled projectile, while "missile" denotes a guided, self-propelled projectile. Technically, the Bloodhound is both a rocket and a missile launcher; the type of weapon you get depends on the firing mode you use.

Just for consistency, we generally refer to the Bloodhound as a missile launcher.

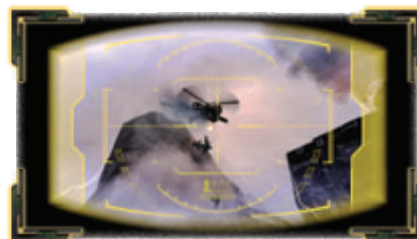


The Bloodhound is the ideal weapon for destroying strongly armored targets, such as vehicles or extra-tough foes such as Storm Guards. It may be overkill when you're dealing with standard enemies, though a well-placed missile can be very useful for clearing out dense packs.

Standard practice when firing rockets [with the Primary Fire mode] is to aim at enemies' feet. That way, even if you miss, the rocket will hit the ground near the enemy and deal splash damage. Obviously, this rule doesn't apply if you're firing at a helicopter or some other armored vehicle.

When to Use

The Bloodhound is a difficult weapon to carry for long periods of time in the single-player game. It runs out of ammo very quickly, rendering it useless. Also, its extreme power isn't truly needed against the majority of your opponents.



Nonetheless, you will face dense packs of enemies, where the Bloodhound will be quite useful. Furthermore, you'll also face special opponents that you can destroy *only* with the Bloodhound.

The Bloodhound is more versatile in a multiplayer game. The ability to shoot four extremely potent rockets, each with a big explosive blast radius, opens the door to multiple kills. And if you aim at opponents' feet, you don't need much precision—a selling point for those without super-precise aiming skills.



You can easily kill yourself if you shoot the Bloodhound at point-blank range. Be sure that your target is a reasonable distance away before firing.

There won't be many occasions in a multiplayer game when you get the chance to stand still and guide a missile—but when those opportunities do arise, you can easily decimate long-range opponents by engaging the Secondary Fire mode and steering the missiles straight into the target.

Final Thoughts

A big, powerful weapon, the Bloodhound is limited in the single-player campaign by its modest ammo supply. But there are times in the game when you *must* have it.

In multiplayer games, the Bloodhound makes a disturbingly effective medium-range killer. Get in the habit of aiming at walls or spots on the ground rather than directly at opponents, and use the splash damage to rack up easy kills.



EMF Cannon (magnesium-projectile Rifle)

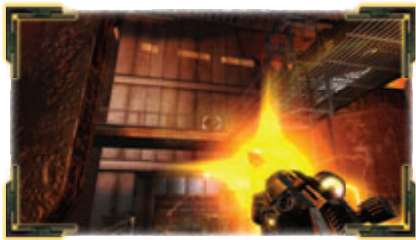


Primary Fire Mode: Magnesium-projectile launcher

Secondary Fire Mode: Charged-up magnesium-projectile launcher

Primary Ammo Type and Capacity: Magnesium; 120 units maximum—20 in the weapon and 100 in reserve

Secondary Ammo Type and Capacity: —



The EMF cannon's Primary Fire mode shoots glowing magnesium projectiles. (Tap the trigger to

fire just one, or hold down the trigger for a steady stream.) These magnesium shots have a downward trajectory, so when firing at distant targets, you must aim higher.



It is extremely difficult to hit a target at medium-long range with the EMF cannon's Primary Fire mode, because you must judge how high to aim. Switch to the Secondary Fire mode (or a different weapon) when the target is far away.

The EMF cannon's primary-mode shots explode in a small blast radius when they hit something. However, the damage is not so wide that you should exclusively try to kill targets with splash damage; direct fire is still the way to go.

The Secondary Fire mode

shoots a bigger, more damaging projectile that moves a lot faster, goes farther, and

travels much straighter than the primary mode's shots. When it strikes the target, there is a large, damaging blast radius.



Hold down the trigger to charge up the Secondary Fire mode. The longer you hold the trigger, the more ammo is consumed (and the more damage done) when you eventually let go.



The only real downsides of the Secondary Fire mode are that it eats ammo quickly, and it takes somewhat longer between shots than the primary mode (even if you're just tapping the Secondary Fire button).

There is, however, a risk. Once the Secondary Fire mode has fully charged, you start taking damage. (Look for the red visual cues on your screen to figure out when, exactly, you start to get hurt.) Assuming that you started at full health (and nothing is damaging you in the meantime), you have a little under 10 seconds to discharge the weapon after it first starts hurting you. Take longer than that, and you'll die.



Fully charging the EMF cannon in Secondary Fire mode uses eight units of ammunition. If you don't hold down the trigger long enough to fully charge up, you will consume less ammo.

When to Use



The EMF cannon is an excellent mainstay for close- to medium-range combat in the middle to later stages of the single-player campaign. The Primary Fire mode is damaging enough to kill most opponents quickly, and it doesn't use much ammo, so you'll use this mode the most.

When you are in a sticky situation, you can always switch to Secondary Fire mode, which can quickly take down tougher opponents or kill several weak targets that are bunched together.

In multiplayer situations, this is an excellent choice; in fact, you'll probably go for this weapon over most others. In multiplayer, one of the challenges is to remember the weapon's Secondary Fire mode. Yes, you must charge it up, and yes, you can damage yourself if you hold the charge too long. But the projectile is so damaging and fast that it's worth those trade-offs. If you, say, round a corner with this weapon fully charged and suddenly encounter an opponent, you're at a great advantage and have an excellent chance to score a swift kill.

Final Thoughts

Carry the EMF cannon throughout much of the single-player game, and consider using it as a mainstay weapon in multiplayer games. If you use this weapon in multiplayer, your skill at managing the Secondary Fire mode—figuring out when to start charging it, for example—will go a long way toward deciding your effectiveness with it.

HELLFIRE (COMBINATION SUBMACHINE GUN/FLAMETHROWER)



Primary Fire Mode: SMG [submachine gun] firing incendiary bullets

Secondary Fire Mode: Flamethrower

Primary Ammo Type and Capacity: SMG bullets; 360 maximum—45 in the weapon and 315 in reserve

Secondary Ammo Type and Capacity: Flamethrower fuel; 240 units maximum—20 in the weapon and 220 in reserve

The Hellfire's Primary Fire mode is a submachine gun firing explosive bullets. It can fire at a very high speed, and its bullets deal quite good damage.



The Secondary Fire mode, which uses its own ammo supply, is a flamethrower. The flamethrower deals severe damage to targets at close range, and as an added benefit, the flames obscure the target's vision.



While the submachine-gun mode has better range than the flamethrower, neither mode is particularly suited to long-range fighting. The submachine gun's bullets become somewhat inaccurate at longer distances, and the flamethrower's flames just stop after a short distance.

Therefore, the main appeals of this weapon are its great power and versatility in short- to medium-range combat and its excellent ammo supply.

When to Use



The Hellfire is a very good choice as a close- or midrange weapon in the single-player game. Its power is great for close combat, and its twin ammo reserves (one for each firing mode) will keep you firing for a long time.

On the other hand, there are other good choices for short-range fighting, such as the shattergun and EMF cannon. Each weapon has its own merits and disadvantages, so you decide. [The shattergun is more of an instant killer but is more limited in range than the Hellfire; the EMF cannon can deal with ranged targets, thanks to its Secondary Fire mode, but the Primary Fire mode's shots are a bit slow-moving.] We assure you, though, that you won't go wrong with the Hellfire.

In multiplayer combat, the Hellfire is a stream weapon, meaning you must hold the target for a moment or two rather than simply firing and forgetting. This means someone with, say, a shattergun can take you down quickly, finishing you

off with a single pull of the trigger. But your weapon has more range and versatility than the shattergun, and sometimes it's beneficial to have that stream of firepower, especially when your aim starts out a bit off, but then is quickly corrected.

Final Thoughts

The Hellfire is a very strong short- to midrange performer with big ammo reserves. If you maneuver to keep your opponents about 20 feet away, this is one of the best choices in the game.

SURGE GUN (ELECTRICITY-BASED WEAPON)



Primary Fire Mode: Explosive electricity sphere

Secondary Fire Mode: Continuous electric beam

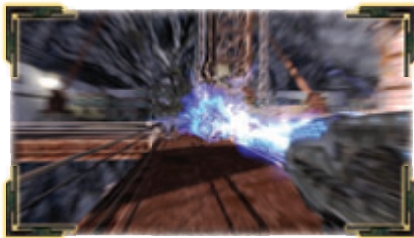
Primary Ammo Type and Capacity: Electrical charge;
6 shots worth of primary fire and about 15
seconds worth of secondary fire

Secondary Ammo Type and Capacity: —

The surge gun's Primary Fire mode shoots a fast-moving, vastly powerful electrical sphere that detonates on



contact. The sphere itself is tremendously lethal, and anyone caught in its blast sustains severe damage.



The Secondary Fire mode shoots a continuous stream of energy that can be lethal within a fraction of a second. This

energy stream travels a moderate distance, making it a good choice for close-range to mid-range battles.

The weapon is a true powerhouse and has but a single weakness: ammo supply. The Primary Fire mode exhausts the weapon's ammo supply in merely six shots; the secondary mode can fire continuously for about 15 seconds—which is actually a lot of killing power, when you consider that a fraction-of-a-second pulse can be lethal. But it's still a very limited amount of ammo when compared to just about any other weapon.

When to Use

The surge gun is a hard gun to hold on to in the single-player game. It chews through ammo very quickly and not many enemies carry it, so if you insist on keeping it, you may spend lots of time with an empty weapon. As a result, we grab these weapons when they're available, use them for a while, and then discard them in favor of something with more ammo capacity.

That said, you'd be hard-pressed to find a better gun for getting you out of a jam. If you can rely on your other two guns most of the time and only pull out the surge gun when things truly get ugly, you can make this weapon pay off in a big way.

Multiplayer games are less about ammo supply than instant killing power, and the surge gun has that in spades. The explosive Primary Fire mode can score quick, easy multikills, while the secondary beam mode is great for zapping single opponents without completely draining your ammo supply. We heartily recommend this weapon for multiplayer games; just have an ammo supply or a backup weapon ready.

Final Thoughts

This weapon would be overwhelmingly powerful and universally recommended if not for its limited ammo. That limitation makes it tough to use as a single-player mainstay, but it can't dim our recommendation for multiplayer. Pick it up and use it whenever possible in multiplayer situations.



This is the only weapon that cannot be replenished by an ammo crate. Once it's empty, it's useless—so throw it away in favor of a different gun.



WEAPON SUMMARY

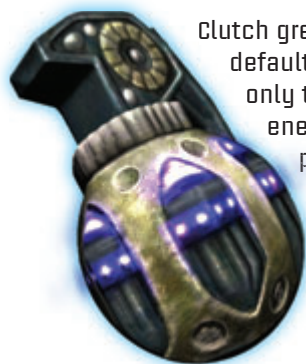
The following table compares each weapon in the game in several key areas. Both Primary and Secondary fire modes are covered.

KM-33 pistol [Primary]	Low	High	Medium	Medium	Average	No
KM-33 pistol [Secondary]	Low	Medium	High	Medium	Average	No
KM2103 Karbine [Primary]	Low	High	Very high	High	Average	No
KM2103 Karbine [Secondary]	High	High	Low	Very low	Average	No
Shattergun [Primary]	High	Very low	Medium	Medium	Near	No
Shattergun [Secondary]	Very High	Very low	Low	Medium	Near	No
Echo rifle [Primary]	High	Very low	Low	Very low	Near	No
Echo rifle [Secondary]	High	Very high	Low	Very low	Very far	Yes
Bloodhound [Primary]	Very high	High	Low	Low	Far	No
Bloodhound [Secondary]	Very high	Very high	Low	Low	Far	Yes
Thunderbolt [Primary]	High	High	Low	Medium	Far	No
Thunderbolt [Secondary]	High	Very high	Low	Medium	Very far	Yes
EMF Cannon [Primary]	Medium	Medium	Medium	High	Average	No
EMF Cannon [Secondary]	Very high	High	Very low	Low	Far	No
Hellfire [Primary]	Medium	Medium	High	High	Average	No
Hellfire [Secondary]	Medium	Medium	Medium	High	Near	No
Surge gun [Primary]	High	Medium	High	High	Far	No
Surge gun [Secondary]	Ultra High	High	Low	Medium	Far	No

GRENADES

There are four grenade-style weapons in the game: the clutch grenade, laser mine, spring mine, and swarm grenade. Each has a distinctive use and behavior.

CLUTCH GRENADE



Clutch grenades are the game's default grenades. They're the only type of grenade that your enemies will use in single-player games, and they're the grenades that you'll use the most in that game mode.



A clutch grenade will stick to a humanoid target. If it doesn't hit a humanoid target, it

bounces and rolls like a regular grenade, detonating a few seconds after being thrown. The blast radius is significant, capable of killing multiple opponents simultaneously.



Clutch grenades never lose their sticking ability—even after they touch the ground. Therefore, don't be afraid to roll a clutch grenade at an opponent rather than lobbing it; the grenade will stick to feet and legs even if it has already bounced a couple times.

There are several ways to use clutch grenades. Throwing them into a group is the more straightforward.



It's usually best to stick the grenade to one of the group members. That way at least one of them will be incapable of escaping. However, even if you just drop the clutch grenade on the ground, it can be very effective. AI opponents aren't great at avoiding these grenades; human players are generally better at it.



The other use for these grenades is to flush opponents out of cover. Lob them over the cover or bounce them around a

corner the opponent is hiding behind. At best, you'll damage or kill the target; at worst, you can make him move, which usually gives you a clean shot with your primary weapon.



If the grenade goes past you, it's often best to run *toward* the enemy that threw it. Make sure you've got a suitable gun equipped and be ready to start shooting as you run.



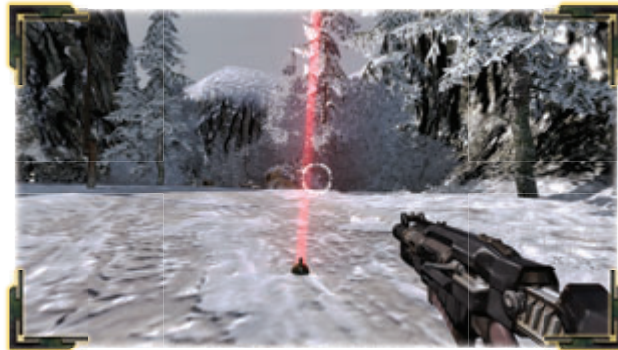
Avoiding incoming clutch grenades is one of the most important skills in the single-player game. Get in the habit of slowing time the instant you see an incoming clutch grenade's distinctive blue glow.

Use clutch grenades frequently in the single-player campaign; don't be miserly with them. Enemies often drop them, so you will get more eventually.

Laser mine



Laser mines are essentially traps. Shortly after you throw them, they emit a red laser beam. The mine explodes when someone walks through the beam (or when the mine itself is heavily damaged by explosions or weapons fire).



If you throw a laser mine onto the floor, the red laser beam shoots straight toward the ceiling. This is usually *not* what you want, since a vertical beam is easy to see and easy to avoid. It's better to throw the laser mine onto a wall, where it sticks and shoots out a horizontal beam that acts as a trip wire.



A laser mine's damage comes from the mine, *not* the laser beam. The beam is simply a detonating mechanism. Therefore, if you see a laser mine with a very long laser beam, it's perfectly safe to cross the beam if you do so far enough from the mine.

When placing laser mines, remember to place them in locations where the beams will be short; otherwise, opponents can simply cross the beam at the farthest point from the mine.



You'll use laser mines both as traps and as insurance in multiplayer games. Lay them down in various spots

as traps for the unwary or use them to guard the approach to your current position. If your back is guarded by laser mines, keep an ear open for explosions; they will alert you to the fact that someone is behind you, and has tripped the mine.



If you're sniping from a place that's accessible only from one direction, consider guarding your back with laser mines so nobody can sneak up on you.

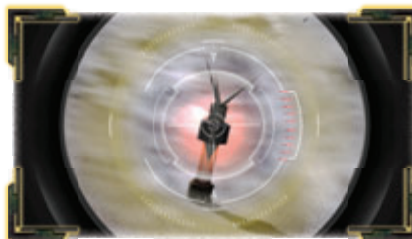
Spring mine



You can plant spring mines only in soft ground—not on metal or concrete floors. When you deploy them, they burrow into the earth and lie in wait for passersby. When someone gets close, they briefly poke out of the ground, and then shoot into the air and detonate.



If you try to throw a spring mine onto hard ground, it remains dormant and can be picked up again.



Spring mines, like laser mines, are made for multiplayer (though you will encounter pre-placed minefields in the single-player game). Use them to set nasty traps in high-traffic areas or to guard your back if you plan to hide somewhere near soft ground.

Remember: as you approach a spring mine its top pokes out of the ground. Watch for these small warning markers as you traverse soft ground. Also, as you familiarize yourself with multiplayer maps, get to know the terrain and not places where spring mines may be placed. Any time you see the top of a spring mine, back up and choose another path. Or, if the mine has already sprung up, freeze time and then get away before it detonates.

Swarm Grenade



Swarm grenades are essentially tiny, robotic gun turrets with wings. When you release one, it flies into the air and looks for enemies. It then repeatedly shoots those enemies with a small laser.

If you release a swarm grenade and it sees no enemies, it drops back to the ground after a moment or two. You may then reclaim it.



Swarm grenades are great tools of distraction. While they're definitely capable of scoring kills on their own, it's best to send them up and then follow them in with weapons fire. The combination of firepower plus the distracting effect of the swarm grenade hovering over the opponent will give you a decided advantage in any fight.

TIME POWERS

While not a weapon per se, your Beta Suit's time powers are an integral part of your *TimeShift* arsenal. Manipulating time correctly can give you a big advantage in any fight; on the flip side, squandering your suit's time energy can leave you in a terrible situation.

Here's a look at your time powers. We'll discuss when you can use them, when you *should* use them, and how to get the most out of them.

THE BETA SUIT AND TIME ENERGY

Your time suit has a limited supply of time energy. Any use of the Time Control button will immediately start draining that energy. When the energy runs out, time resumes its normal flow.



Instead of letting your time powers run until the energy depletes, press the Time Control button a second time to deactivate the power and conserve energy.

Time energy starts to regenerate after several seconds of inactivity. The energy regenerates very slowly at first, and then picks up speed until you're back to full power.



Time energy regenerates faster if you allow it to recharge without interruption. Therefore, it's best to let it *fully* recharge instead of continually using it after recovering just a portion of the energy.

Managing time energy is one of the most important techniques in the game. Specifically, you want to have full time energy before you attempt any difficult feat or time-based puzzle. And you want to have some time energy in reserve whenever you get ambushed (or otherwise get into hot water). Being able to slow or stop time makes any situation easier, so keep that ability available as often as possible.



Pressing the Time Control button activates the default time power; if you want a power other than the default, you'll have to manually select it (see Chapter One for details). The default time power changes based on the situation. Usually it is time-slow, but when facing specific obstacles or enemies it may become time-stop or time-reverse.

S.S.A.M.

S.S.A.M. is a computer assistant that helps you use the advanced functions of your beta time suit. S.S.A.M. is also one of your key advantages over Krone: his alpha suit does not have this advanced computer.

Whenever you get a hint about what time power to use in a specific situation, S.S.A.M. is the one providing it. Ditto for default time powers: S.S.A.M. is in charge of deciding which time power is active by default. As you proceed through the game you'll notice that S.S.A.M. changes default powers based on the situation. For example, when fighting Storm Guards your suit will usually default to time-stop, allowing you to effectively pierce their temporal shields. And when you enter a situation that demands time-reverse, that will typically become the default power.

Finally, S.S.A.M. is capable of assimilating and recording a vast amount of data from its surroundings. This ability figures prominently in the storyline (but we won't say any more about it; you'll just have to play the game to find out)!

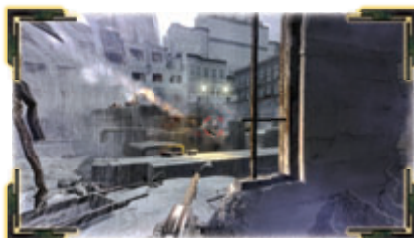
Time-SLOW



When you press the Time Control button, you usually slow time by default. When this happens, you continue to move and act at normal speed, but everyone and everything around you is slowed. Enemies move and fire more slowly; elevators rise and fall more slowly; even bullets in midair travel at a greatly reduced speed, so you can avoid many types of projectiles.

Slowing time consumes the least amount of energy of any time suit function, so you can keep time slowed for several seconds at a time.

Because time-slow gives you a good advantage in combat, and the effect lasts for quite a while, it should be your most frequently used time power. Use it to improve your shot accuracy or to deal with any difficult situation. [See the time power tips in Chapter 3 for more suggestions on how to use time-slow.]



Time-Stop

Time-stop (also referred to as “pausing” or “freezing” time in this book) causes everything around you to halt, including enemies, bullets, fire, and electricity.

With time frozen, you can safely cross through obstacles (usually electricity or fire) that would otherwise be lethal. And you can get perfect shots at completely motionless enemies.



Time-stop is obviously more effective than time-slow in combat situations, because your enemies won't hurt you at all while time is frozen, nor will they move, so you can shoot them with perfect accuracy. But you can engage time-stop for only a few seconds at a time, so in most cases it's better to use time-slow. Only engage time-stop when facing an enemy or obstacle that truly demands you freeze time.

Time-Reverse

Time-reverse causes time to flow backward. A few situations, such as certain time puzzles, specifically demand this power. At those times, your Beta Suit automatically sets the default action of your Time Control button to time-reverse, so you just have to tap that button to reverse time.



Time-reverse is often used for navigating through otherwise-impassable spots. For example, if you need to reach a higher level but the elevator is dropping instead of rising, you can get on the elevator and reverse time; this makes the elevator reverse and rise back to the top.



A form of time-reverse appears in multiplayer games, thanks to time grenades. Refer to Chapter 9, “Multiplayer Tips,” for information on time grenades and that specific form of time-reverse.

Refer to the walkthrough chapters [4 through 8] for specific instructions on using time-reverse to navigate puzzles.



GENERAL STRATEGY

This chapter explains the basics of how to succeed in *TimeShift*. Though you can apply many of the tips in this chapter to both single-player and multiplayer games, the focus here is primarily on single-player. (See Chapter 9 for multiplayer-specific advice.)

This chapter will provide you all the basic tools needed to play through the single-player game. Then you can refer to Chapters 4 through 8 for help with specific parts of the game that are giving you trouble.

MANAGING WEAPONS AND AMMO

You can carry three primary (gun-type) weapons at any given time, plus an array of grenades. The weapons you choose and the amount of ammo you collect will greatly affect the game's difficulty.

HOW TO GET WEAPONS AND AMMO



If you walk across a gun lying in the environment, a few things can happen:

- If you don't already have this type of weapon, and you are not already carrying your full complement of three guns, you automatically pick up the weapon.
- If you don't already have this weapon, but you *do* have three other weapons, you can press the Use button to drop your currently equipped gun and replace it with the new one.
- If you already possess this type of weapon, but you don't have full ammo for it, you automatically obtain ammo from the weapon on the ground.
- If you already possess this type of weapon, and you have full ammo for it, the weapon remains where you found it. You can come back for it later, however, when you *do* need ammo.

Fallen Enemies' Weapons

Fallen enemies' weapons never contain full ammo. However, by continually collecting fallen enemies' guns, you can ensure yourself a steady ammo supply.

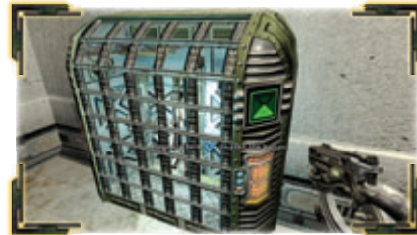
Since fallen enemies are a consistent source of ammunition, it's beneficial to use the same type of guns they do.

Weapons in Containers



Weapons often appear in special glowing chests or in sealed weapon racks. On weapon racks, look for a glowing button on the rack's side. Press the button to open the rack and get the guns. However, if you cannot press the button, the rack is sealed.

Weapons in containers are always fully stocked with ammo. Therefore, they offer a great way to switch to a new weapon without worrying about collecting ammo for it. They're also a great way of topping off ammo if you already possess that weapon.



Weapon-Grabbing

You have the ability to grab enemy weapons while time is paused. Here are the rules for doing this:



- Time must be *paused*. Just slowing it down won't enable weapon-grabbing.
- You must be right next to the enemy and looking at the weapon.
- If you already possess the type of weapon you're trying to grab, you must have space in your ammo reserve. If you're already carrying maximum ammo for that weapon, you can't grab the opponent's weapon.

- Your enemy must be human. Flash Guards, Shock Guards, and Warp Guards, who we'll discuss later in this chapter, are robotic; they grip their weapons too hard for you to steal them.
- Sometimes even humans have tight grips on their weapons, making the guns impossible to grab. The only way to know whether a human enemy is holding a weapon too tightly is to try to snatch it.

If you already possess three weapons, and the weapon you're grabbing is not one of those three types, you'll automatically drop your currently equipped weapon in favor of the weapon you're stealing.



If you don't want the weapon you stole, just drop it and take back the weapon you lost.

It's important to note the ammo restriction on stealing weapons. If you have a full ammo reserve for the weapon type you want to steal, you must make room before you're allowed to grab it. The easiest way is to equip that weapon, fire a shot or two, and then reload. Now you have some empty space in your ammo reserve, and you can steal the weapon.



Reloading is necessary to make room for a grabbed weapon. It's not enough just to have empty space in the weapon; you need space in your backup reserve. Reloading the weapon removes ammo from that reserve, thus clearing the way for the grab.



Weaponless enemies are largely helpless. They tend to stand in place and cower; you can usually ignore them after disarming them. However, if you leave a weapon on the ground nearby, they will sometimes claim it. If they succeed, they are armed again and will resume standard combat behavior.



To prevent weaponless enemies from re-arming, either kill them or immediately pick up any dropped weapons in the vicinity.

Ammo Chests



Ammo chests are scattered throughout most levels. Unlike weapon chests, they do not glow, so pay a bit more attention. Stand next to an ammo chest to slowly gain ammunition for all three of your currently carried weapons. The ammo gain continues until all your weapons are topped off. Ammo chests have an unlimited supply. You can come back to them repeatedly.



Ammo chest will not restock for the surge gun. This is the only gun that cannot benefit from an ammo chest.

The most important thing about ammo chests is that they supply ammo for any weapon you're carrying. This allows you to carry weapons you otherwise couldn't, due to ammo shortages. For example, a particular level might not contain any echo rifles in chests, and it might not have any opponents with echo rifles. That's bad news if you're carrying an echo rifle, because you can't raid a weapon chest or shoot an enemy to collect ammo. But if the level contains a few ammo chests, you can stock up your echo rifle's ammo supply.

WHICH WEAPONS TO CARRY

Now that you know *how* to collect weapons, which ones should you carry? Here are a few suggestions.



Our walkthroughs in Chapters 4–8 give tips on which weapons are best for a particular level or for a particular section of a level.

Take a Variety

You need weapons that can handle opponents at all ranges: short, medium, and long. Therefore, carry a mix of weapons that cover all those ranges.



You can do this in a couple of ways. One way is to take three specialized weapons and quickly shuffle between them, depending on your target. For example, if you have a shattergun, Karbine, and echo rifle, pull out the shattergun for close work, switch to the Karbine for midrange, and use the echo rifle for long-range shooting.

Or, you could take a Hellfire, an EMF cannon, and a thunderbolt. While there are some range differences between these three weapons (i.e., the thunderbolt is better than the others for long-range combat), you could use any of them for most situations. In that case, you'd mainly use the weapon you feel most comfortable with (or that you have the most ammo for).

Either approach works, but you'll probably be a better player if you use specialized weapons. By forcing yourself to switch between specialized weapons, you get into the habit of using the best weapon for a particular situation. This gives you a distinct edge in combat.

Consider Ammunition

Another consideration is ammunition. Some levels have enough ammo chests that you can afford to carry any weapon you choose. Others are a little more sparse with the ammo chests, which can cause problems—especially when you're carrying the Bloodhound (or to a lesser extent, the echo rifle); these weapons chew through ammo very quickly.

There are no situations in which you *can't* take a weapon you like, but think twice about lugging one of the aforementioned weapons through a big chunk of a level, especially when ammo sources are not forthcoming.



Again, our walkthroughs periodically suggest weapons for a given level. Refer to our tips if you're perplexed about what to carry.

Consider Temporary Pick-Ups

When dealing with weapons that quickly eat ammo, a good compromise is to take them briefly, use them, and



discard them when their ammo runs dry.

When doing this, drop a very *common* weapon in exchange for the temporary weapon. That way, when you eventually discard the temporary weapon, you can easily find a replacement for the one you sacrificed earlier.

GENERAL COMBAT TECHNIQUES

The following combat techniques apply to most shooter-style games—but we'll review them briefly, just for the sake of completeness.



Strategies that use your unique time powers are covered in the next section.

FIGHT FROM COVER



Your AI opponents are not great at adjusting their fire to defeat your cover. In other words, if you're standing behind partial cover that hides your legs and part of your chest, several enemy shots will slam into that cover rather than hit you. (A human opponent would immediately switch to headshots.)

This means that partial cover is very beneficial. However, if you are getting hurt, you need to look for cover that hides your entire body.



If you're facing multiple enemies, some may charge in and try to rush behind your cover. Wait for them to appear, then greet them with your best short-range weapon.

MATCH WEAPONS TO SITUATIONS



Always pick a weapon appropriate to the range you're fighting at. Don't get locked into using a single weapon at many ranges. For example, while you can use a thunderbolt at multiple ranges, you should generally put it away when you're facing short-range opponents. Bring out a Hellfire or shattergun instead. These weapons are tailored for short-range battle and will complete the job more quickly and efficiently. Also, this way you won't waste all your thunderbolt ammo and have nothing left in a long-range fight.

MANAGE SHIELDS



Your shields drop when you're hit by weapons fire. Monitor them at all times. When you're seriously hurt, hide behind full cover or retreat to a part of the level that you've already cleared. Wait for your shields to fully regenerate, then get back into the fray.



Like your time suit's energy, your shields eventually regenerate. This happens slowly at first, but the speed of regeneration gradually increases as more time goes by without you getting hit. Because of this, when you're injured, it's best to leave the fight completely; if you get hit by just one stray bullet, you'll interrupt (and greatly slow) your shield regeneration.

CONSIDER GRENADES



You have various types of grenades at your disposal. [See Chapter 2 for a review of grenade types.] They're best

used when facing big groups of enemies or particularly tough enemies, or when you're trying to hit someone who's hidden behind good cover.

Conversely, always look for incoming grenades. Your AI opponents use only clutch grenades, but they make up for this by using them quite a bit. Always watch for the blue flare of an incoming clutch grenade, and start moving sideways (preferably while slowing time to give yourself more margin for error) to avoid it striking you.



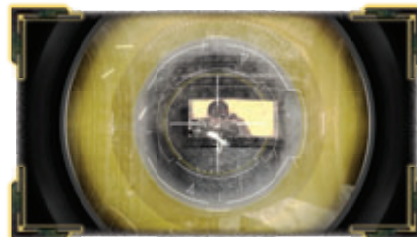
If you get hit with a Clutch Grenade, all is not lost. Quickly press the Time Control button. If you're fast enough, your time powers will (briefly) be set to Reverse, and you can make that grenade pop back off. Xbox 360 players: The first time you do this, you also unlock an Xbox Live Achievement.

MOVE Laterally WHEN NOT BEHIND COVER

If you don't have any cover, move laterally while you fight. Slide left or right, then switch direction; this fakes out your enemies. As you get more experienced, throw jumping into this mix—it's possible to jump over some enemy shots while moving sideways (or at least convert what would have been deadly headshots into less-damaging torso shots).

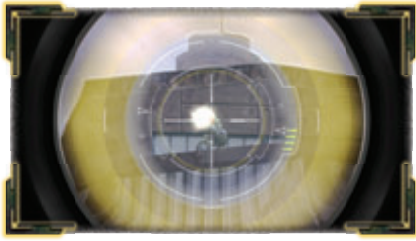
AIM FOR THE HEAD

Since headshots deal substantially more damage than any other type of hit, it pays to aim for the head. Do this, especially, when time is slowed or stopped, and it's easier to aim precisely.



Chapter 2 provided an overview of your time energy and your three time-shifting abilities (slow time, stop time, and rewind time). Here are some more-specific tips for getting the most out of this ability.

SLOW AND SNIPE



When you see enemies at a distance, a common tactic is to slow time and snipe them. Or, if you lack a true sniping

weapon, get just a bit closer and pick away at them with your best midrange weapon.

The benefits of this technique are obvious: With time slowed, your enemies move slower, which makes sniping much easier. This is especially true if they're trying to run, and even more so if you're using the thunderbolt (with its not-so-fast projectiles). Also, with time slowed, you won't take nearly as much incoming fire.

When your time energy runs low, duck behind cover until it regenerates. Then repeat.

SLOW AND MELEE

If you are close to an enemy group, your tactics will change. Instead of sniping, you may slow time and run into the



midst of your opponents. You can move a lot faster than them and cover a lot of ground while they're slowed; this, combined with the fact that your melee strike is very powerful, allows you to beat down several opponents before you run out of time energy.

A variant of this tactic is to slow time, run amidst your enemies, and shoot them with a potent short-range weapon. If you have, say, a shattergun, you can clean up enemies even faster than you would by punching.

When your time energy runs out, be sure to either clear out most of your enemies or be back behind cover. If it runs out while you're still surrounded, you may be in serious trouble.

SLOW AND ESCAPE

This technique should be at the top of your playbook, especially whenever you're uncertain what you'll face. With this technique, you save some time energy in case things get out of control. Maybe you'll be ambushed, or maybe there are just more opponents in a given area than you expected; if you have time energy to spare, you can slow time and escape the mess much easier than you could in real time.

Once you slow time, either shoot the nearest enemies, thus clearing away your biggest threats, or run back to better cover (or both).

PAUSE AND SHOOT



Instead of slowing time and attacking, you can pause time and attack. The disadvantage of this is you can't pause time for as long as you can slow it. That's why you usually slow time instead. However, there are distinct advantages to pausing time. You should pause time whenever these conditions occur:

You're facing superelusive enemies. Some enemies, like jetpack soldiers, are extremely mobile and hard to hit—even when time is slowed. Therefore, pause time and get a perfect shot at them.

You're facing Storm Guards. Storm Guards have energy shields that are neutralized when time is paused. Therefore, pausing time makes them a lot easier to kill.

You want to cross an obstacle that might otherwise kill you. Fire, electricity, and other environmental hazards are rendered temporarily harmless when you pause time. Slowing time confers no such benefit.

REWIND TIME WHEN CALLED FOR

There are only a few obstacles or puzzles that demand time-reverse, and when you reach them, your time suit will

automatically select the rewind power. Therefore, you don't need to worry much about this power.

The only other situation that *demand*s time-reverse is getting stuck by a grenade. If you're stuck by a



clutch grenade that hasn't yet detonated, quickly reversing time is often the only thing that'll save you. Be fast on the Time Control button, and you'll rescue yourself from any number of potentially deadly grenade blasts.

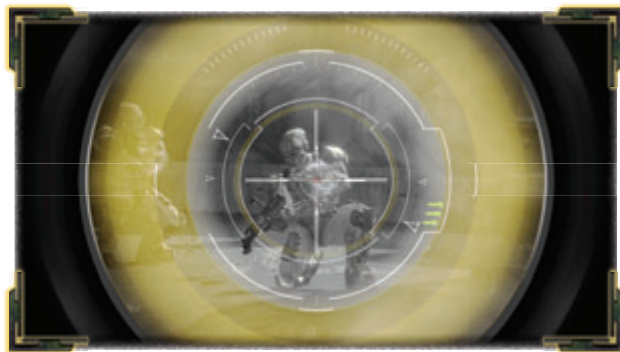


Our walkthrough notes every instance in the game that requires you to rewind time. Check the walkthrough whenever you're unsure when to use this power.

THE OPPOSITION

We'll close out the chapter with some info on the most common enemies of the single-player game. Keep these tips and factoids in mind as you play.

TYPICAL ENEMY BEHAVIOR



The vast majority of your enemies in the single-player game are human soldiers. Despite their differing weapons and various degrees of armor, they tend to act in similar ways:

- They use cover but will also rush to get behind *your* cover. If you're facing a big group, expect at least a few of them to charge your position. Have a short-range weapon trained on the spot where they're likely to appear.



- When they lack cover, they tend to stand and fire, then move around a bit, then stand and fire again. They're easiest to hit when they're standing and firing (or reloading).

- They can punch and generally fight very well at close range. It's best to have some time energy to spare when fighting in close, so you can slow your opponents down and deal with them more easily.



- They throw grenades very accurately and tend to throw only when they have a chance to stick you with one. Once

the grenade appears, move sideways to avoid it.

- Just because you shoot them down doesn't mean they're dead. They can get back up, and they can shoot at you *while they're still lying on the floor*. Watch out for this: If the enemy is falling and his weapon flies from his hand, you've killed him. If not, expect him to fire from the ground or eventually get back up.
- You can shoot weapons from their hands. If you aim at the gun in a soldier's hand, you can disarm him without killing him. You'll know you've done this if the weapon flies away but the soldier remains standing (and looking more than a bit confused). This is a neat trick (and fun when it happens), but tough to accomplish on a regular basis. We don't recommend shooting weapons on purpose, therefore; just enjoy it when it happens.



- Any soldier is capable of manning a turret. Therefore, don't assume that you're done with a turret just because you shot the gunner; if more enemies are in the vicinity, you may be facing another turret gunner shortly.
- While they tend not to use Secondary Fire modes in obvious ways, soldiers with Karbines will occasionally use the Secondary (grenade) mode of that weapon, so beware.

Now we'll discuss the various common enemy types you'll face.

KRONE GUARDS (SOLDIERS)



This big category encompasses most of the bad guys you'll face. In our walkthrough, we refer to

Krone guards as soldiers, troopers, and Magistrate troops.



Generally speaking, if we refer to a generic soldier-type enemy, we mean a Krone guard; all the terms we just mentioned are interchangeable in this book.

Krone guards are generally distinguished by their gear. For example, a Krone guard wearing body armor and a helmet will absorb more punishment than one without armor. Expect to shoot (or punch) these guys a couple extra times before they fall.



We sometimes refer to unarmored Krone guards as "technicians" (or techs), because they're typically found fixing things or operating computers or machinery. The actual front-line troopers usually have more armor and better weapons than technicians. Despite their lack of armor, though, technicians *are* still armed, so don't ignore them.



Weapon type is the other big distinguisher of Krone guards. Most of these guys wield Karbines, but some have heavier-duty gear. A soldier with a Karbine might not be an immediate priority, but a soldier with a Bloodhound missile launcher demands your immediate attention!

Sometimes we mention snipers in the walkthrough. Snipers are just Krone guards with thunderbolts or

echo rifles who have typically positioned themselves up high. Take them out before most other enemies; thanks to their superior weapons, they'll cause you a great deal of anguish if you let them live.



Watch for the red laser beam of an enemy sniper's echo rifle; this is often the best tip-off that a sniper is in the area.

When fighting these guys, fire from behind cover if possible. Snipe them with long-range weapons when you can; usually you are a better shot than they are.

If you must fight Krone guards up close, slow time to give yourself an advantage. Use grenades against big clusters but not against loners; they just aren't tough enough to warrant grenades.



When facing a large group of these soldiers, prioritize your kills by enemy position and weapon type. First, take down anyone with a really dangerous weapon (like a Bloodhound or echo rifle) and anyone in a position to cause you serious trouble (right next to you, for example, or up high, where he can see behind your cover). Then take on the rest, starting with the nearest and working your way to the farthest.

JETPACK SOLDIERS



Jetpack soldiers are flying Krone guards. Unfortunately, they're more durable than a typical soldier and often fire EMF cannons.

The real problem with these guys is that they're hard to hit. Their typical modus is to flit to one position, hover there (sometimes they drift a bit even after they reach their desired spot), and shoot at you. After a short while, they zip over to a new spot.



Jetpack soldiers are very difficult to hit when moving from one spot to another, and they can be a little tricky to hit even when they're maintaining position and firing at you.

To fight these guys, slow or pause time

(thus ensuring an easier shot) and then pick them off with a thunderbolt or

echo rifle. At the standard difficulty level, a single thunderbolt shot or two quick echo rifle shots should do the trick.



When you're out of time energy, hide. Try to get behind full cover; remember that these enemies can fly, so it's best to be protected overhead as well as from the side. Reemerge only when you have more time energy.

FLASH GUARDS



Flash Guards are cybernetic foes who can move at superspeed for short periods of time. When they do this, they appear to blur, making them very hard to keep track of.



They are also somewhat more durable than typical soldiers and often carry EMF cannons.

Flash Guards are very dangerous when they're using their superspeed, but not so much when they aren't. Use your time-slowing abilities to negate Flash Guards' powers.



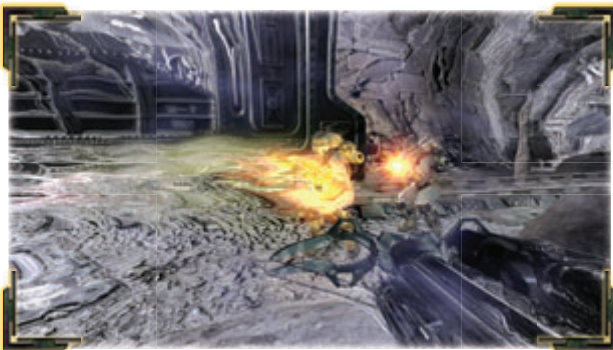
If you slow time when a Flash Guard is using his superspeed, the Flash Guard moves about as fast as a normal enemy does in real time. And if you slow time while the Flash Guard is not using superspeed, he'll be very easy to shoot.



Our best advice: dodge or take cover while the Flash Guard is zipping around. Retreat if necessary to maintain some space between you and him. When the Flash Guard takes cover, slow time, charge in, and take him down. He's just as vulnerable as any other soldier if you do this.



You can also snipe Flash Guards. Wait until they get behind cover. When they lean out to shoot at you, gun them down.

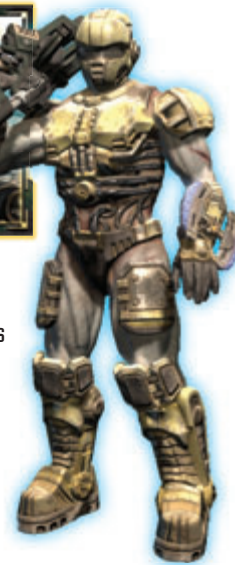


If the Flash Guard gets close and hurts you, either slow or pause time. This ensures that you get off a few quality shots at him, which (if you have the right weapon) should be enough to kill him.

STORM GUARDS



Storm Guards, like Flash Guards, are cybernetic opponents. They are among the toughest enemies in the game.



GENERAL STRATEGY



Storm Guards' defining characteristic is their energy shields, which help make them super durable. This durability is what makes them so hard to handle.

A typical Storm Guard carries a Hellfire, which is an excellent weapon at close to medium range. Storm Guards can also use their shields as weapons if you get close enough; their shield bash inflicts severe damage.

When fighting Storm Guards, the first rule is to keep your distance. If you're close enough to be burned by the Hellfire's flamethrower, you're too close.



The Hellfire's flamethrower is deadly and disorienting, as it's hard to see through the flames. Best to avoid it completely.



The other rule: Pause time whenever you have the suit energy. Storm Guards' shields are rendered

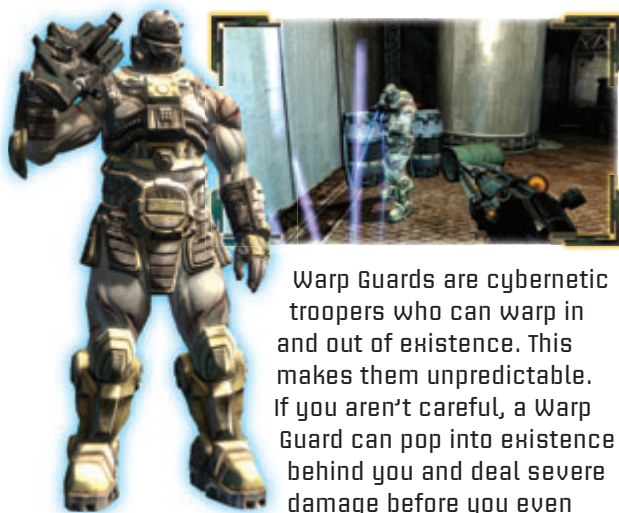
useless when you freeze time; you need to inflict only about half as much damage to kill them as you would with their shields up.



A fully shielded Storm Guard is roughly four times as durable as a well-armored soldier. A Storm Guard with his shield down is only about twice as durable.

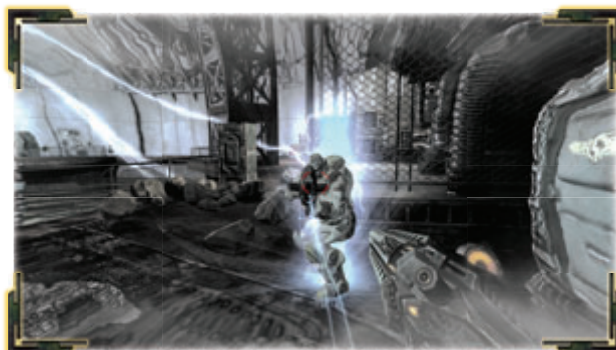
In practice, then, you'll fight retreating battles against Storm Guards: you'll pause time, shoot them from a distance, and then retreat behind cover while your time energy regenerates. Repeat this process until you are victorious.

WARP GUARDS



Warp Guards are cybernetic troopers who can warp in and out of existence. This makes them unpredictable. If you aren't careful, a Warp Guard can pop into existence behind you and deal severe damage before you even know he's there.

Worse, Warp Guards always have superior weapons, including EMF cannons or—even more deadly—the ultrapowerful surge gun.



To handle Warp Guards, freeze time the instant they fully materialize (you could slow time, but that allows them to shoot back and possibly teleport away while you're shooting them). Then light them up from close range with your best short-range weapon. Fire repeatedly; finish off a Warp Guard before time resumes and he disappears.

If the Warp Guard survives and disappears, run for cover. Avoid open spaces; go somewhere cramped. Put your back to a wall so he can't appear behind you. If you're lucky, he won't reappear until you go back out in the open. If not, start running as soon as he starts to flare into existence.



Keep avoiding the Warp Guard until your time energy is full again; don't try to fight before that. When you have the energy, pause time when the Warp Guard is fully visible, and then finish him off.



SINGLE-PLAYER WALKTHROUGH, PART I

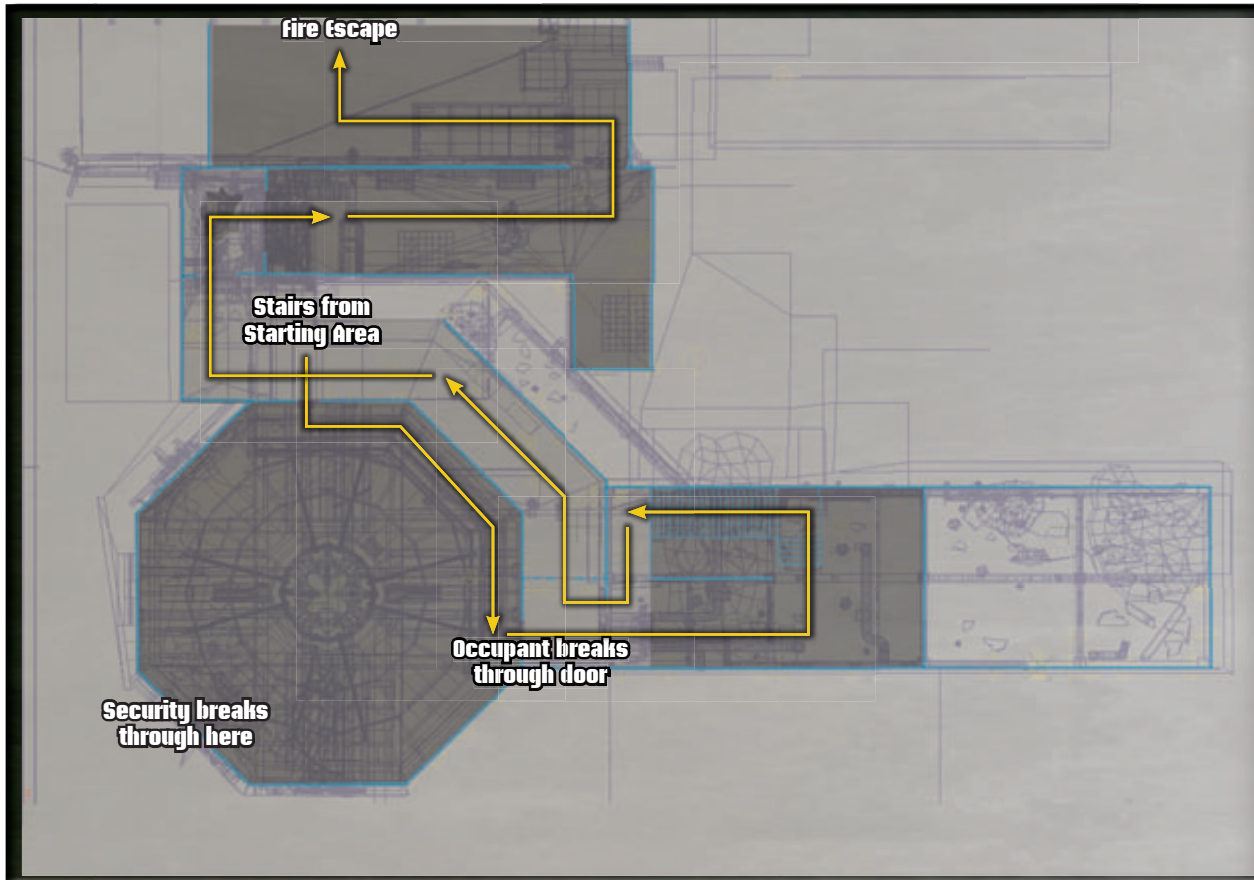
(ARRIVAL THROUGH GROUND FLOOR)

The following walkthrough chapters guide you through *TimeShift*'s single-player campaign. This is where you'll find the detailed instructions that will help you reach the game's end.

These chapters provide tips on how to deal with tough situations and difficult fights—but there are certain basics that you should already know. If you find yourself struggling with mundane encounters, we recommend going back to the first three chapters, which give a thorough primer on the controls, weapons, and general tactics needed to survive in this game. A complete understanding of those basics goes a long way toward success.

ARRIVAL THROUGH
GROUND FLOOR

ARRIVAL



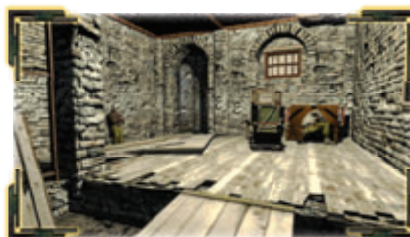
Objective

- Locate fugitive scientist Dr. Aiden Krone in alternate time stream
- Follow the Occupant to the meeting room

LEGEND



You awaken in a cell-like room. Go through the door directly ahead.



The Occupant resistance fighter who woke you up has moved ahead, and expects you to follow him. [This

is one of your two current objectives; the other is to locate Dr. Aiden Krone.]



Follow the only available path until you reach stairs that lead both up and down. You meet up with the Occupant

here. He leads you up a couple flights of stairs, then pauses at a locked door. Eventually you are both let through.

Objective

- Rendezvous with Commander Cooke at edge of Alpha District

You emerge in a fortified bunker held by resistance fighters, and are told that you should rendezvous with



the rebels' Commander Cooke. But you can't stick around here for long—soon after you get in here, a Sentry (one of the Magistrate's giant, mechanized war machines) bursts through the wall. Nope, that's not good at all.



Your guide does the sensible thing: He pries the boards off a side door and flees. Follow him quickly, or be shot by the Sentry.

Follow at a distance as your guide runs ahead and vaults a low wall. Suddenly, the ceiling collapses on him.



Instead of joining the dead guide amidst the rubble, look left. A slab of concrete has fallen, forming a ramp. Take it upstairs.



This path leads you back into the chamber where the Sentry is poking its head in. Don't worry about it; just turn right, hop over some debris, and go through a door.



Follow the hall, duck to crawl through a break in the wall, and then drop through a hole in the floor.

Take the hall past another resistance fighter. Go left at the end and keep moving until a door leads you outside, into an alley.



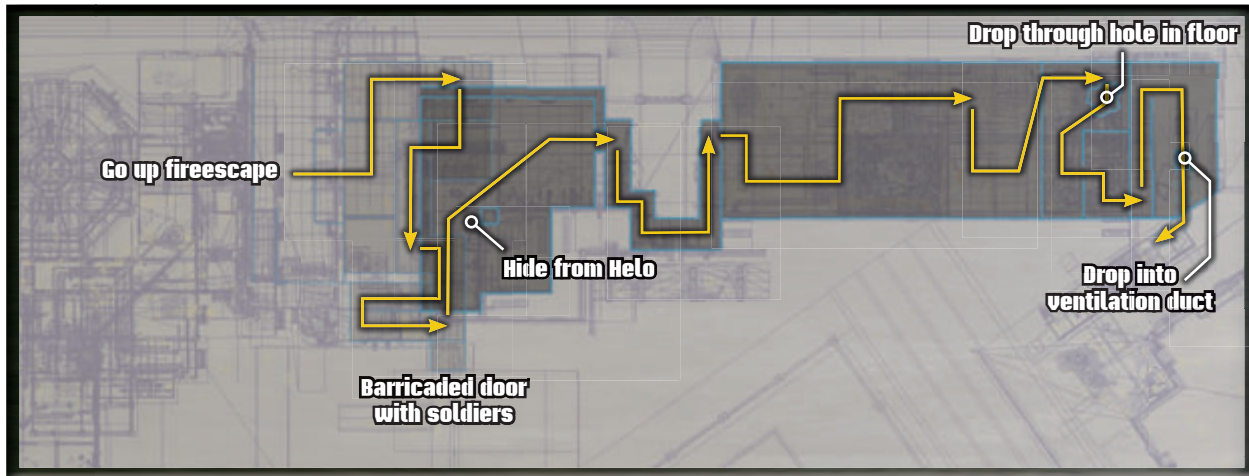
Another resistance fighter crouches in the alley. Wait while he hides from a Sentry and a platoon of marching soldiers out on the street.



When the patrol passes, the fighter pulls down the fire-escape ladder of a nearby building. Climb the ladder.



ARRIVAL THROUGH
GROUND FLOOR



Another resistance fighter at the top of the fire escape notices your sad, weaponless state and hands you a Karbine assault rifle. Finally, some firepower!



Go inside the building and weave through the apartment, veering first to the left, and then to the right. You come upon some resistance fighters watching a barricaded door.



Magistrate soldiers breach the door from the other side, killing the resistance fighters. You can shoot through the flaming door and kill them, or not. Regardless, you can't go through the door. You must turn right and run up the stairs. Take the door at the top.



You don't have access to any of your time suit's powers as you play this first level. You'll get them soon.



You emerge on a rooftop, where a helo [a Magistrate military helicopter] is assaulting resistance fighters. You don't have anything suitable to bring down a helo right now, so just hide behind some big ducts until it leaves. Then gun down a soldier on the rooftop's other side.

Grab a KM-33 pistol from the fallen enemy; then go through a gap in the wall, onto another fire escape. A few more Krone soldiers are out here; hang back and exchange fire until you down them. Follow the fire escape up.



There's a KM-33 pistol on the stairs.



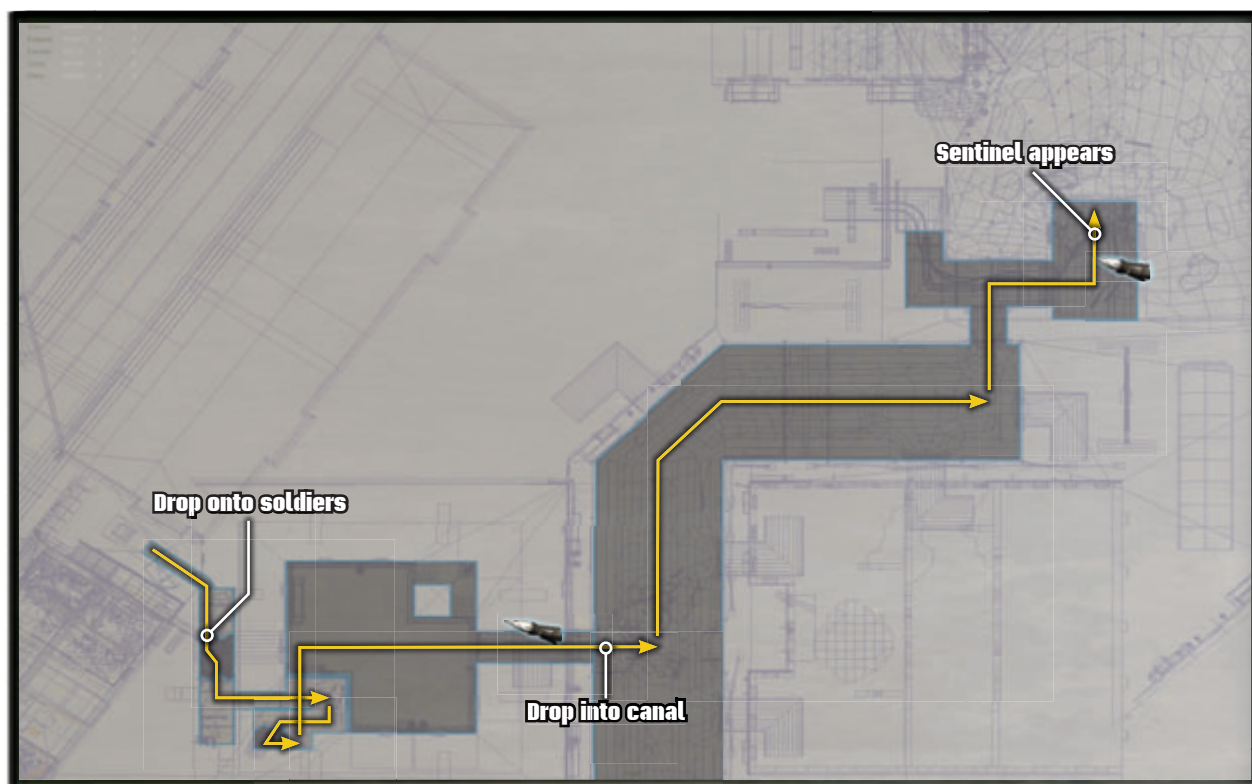
Walk over every fallen body; this is a good way to pick up grenades. You will periodically collect clutch grenades as you progress through the game's levels. Toss these grenades any time you're in a difficult situation.

Upstairs, go inside. You're now in an attic area. Another Occupant resistance fighter is on the grate's other side—like the others, he soon falls to gunfire from outside. [You appear to be bad luck for those around you....]



Veer right and head to the attic's other end. Go as far as you can before dropping through a hole in the floor—don't drop through the first one you see.

LEGEND



Follow the downstairs path until you reach a door. Take the door to another rooftop. Pause here and notice the giant Sentinel [a walking, mechanized fortress] lumbering in the distance. Dr. Krone is safe inside that beast; looks like getting to him isn't going to be as easy as you thought. Look for a ventilation duct in the floor. Drop into the duct.



Follow the duct to a place where you can look down on a pair of soldiers. Gun them down from up here, then jump down and follow the hall.





Open a door and enter an apartment. Through a break in the wall, you see a pair of Krone's men gunning down a resistance fighter in a courtyard below. Open up with your Karbine from here; shoot the red explosive barrels to deal additional damage. Several more soldiers appear in the courtyard; mow them down as they show up. Toss a clutch grenade if you like.



After you eliminate them all, look for a hole in the floor that leads to the courtyard.



Enter the courtyard cautiously. There's a soldier holed up in an apartment to the right, and he snipes down at you as you enter the clearing. Peek out and take him down. This is a good place to practice using your weapon's minizoom.

Keep moving forward until you reach the brink of an empty drainage canal. Hang back here. First gun down a pair



of soldiers on the other side; then creep forward and look all around, noting a few more soldiers stationed up high. Take them all out from the relative safety of your position. Use the nearby ammo crate to keep yourself flush with bullets, and don't advance until it's completely clear.



Remember that you can mini-zoom with both the Karbine and the pistol; this will help you fire more accurately at distant targets.



Just stand near an ammo crate to slowly accumulate ammo for all your weapons. The ammo crate will never run dry.



As you drop into the empty canal, look around and neutralize anyone that you failed to notice before.



Follow the canal. When a pair of soldiers run toward you, blast them. Then turn your attention up, where several

enemies patrol the canal side and a bridge overhead. Hang back and take them down with controlled bursts of the Karbine, or with pistol shots. Stand under the bridge itself and use it for cover.



Jump over some debris and follow the canal to the end. Several more soldiers appear up above as you get near the end. You can either retreat back under the bridge for cover and fight from there or simply hurry along and ignore them. Regardless, when you reach the canal's end, jump into the big circular opening on the left.



There's a red barrel up high; shoot it to take down a couple of enemies very easily.

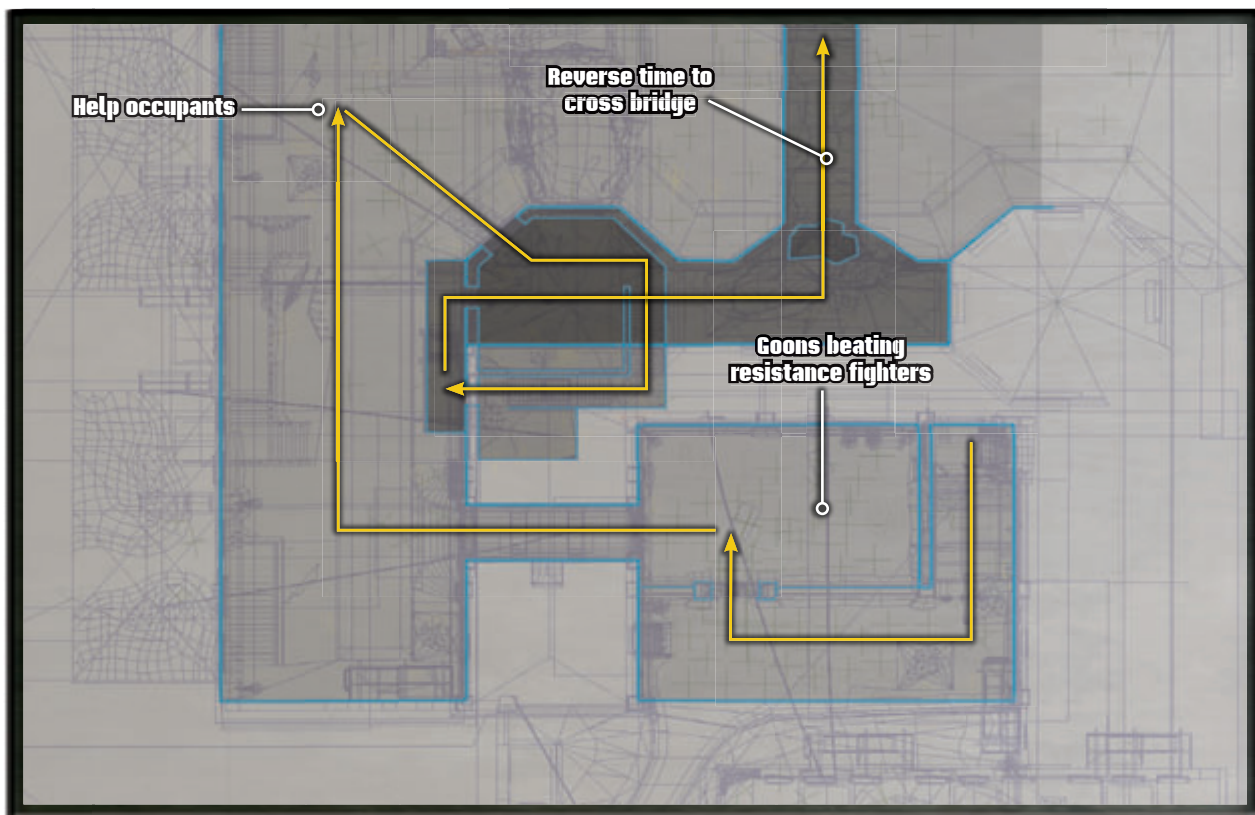


defending against the onslaught of a Krone's Sentinel which has reappeared dead ahead.

Veer right, through another circular opening. Now you're amongst a bunch of resistance fighters

You can shoot at the Sentinel if you want, but right now you don't have any weapons that will even scratch it. Just hang back and watch the show. In a few moments you're caught up in a time jump, which takes you on to the next level.

BACK AGAIN



LEGEND



Turret



Weapon



Ammo

Objective

- Assist Occupant uprising and re-locate Dr. Aiden Krone

Your time jump didn't go quite as planned; you're still in the alternate 1939 and still faced with hordes of Krone's minions. There's no choice but to press onward.



You pop up in an alley. Nearby, a few of Krone's goons are roughing up resistance fighters. Run around the corner and show the goons who's boss.

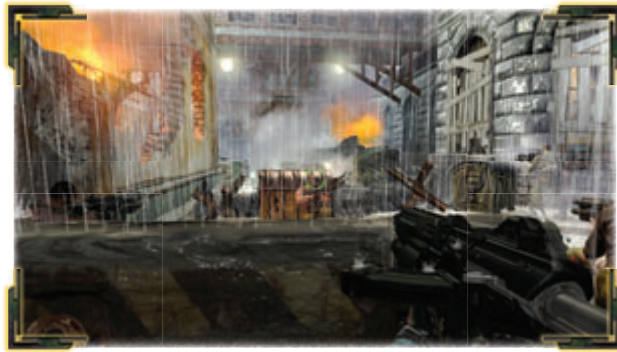


You have no weapons when you first appear, but there is a fully loaded pistol on the ground nearby. You can also now use your time suit's powers.



This is a good time to learn how your suit assists with close-range combat. There are a couple of obvious techniques that take advantage of your suit's powers at close range: the weapon grab and the punch. To grab a weapon, run up while time is paused, and press the Use button. Just be aware: If you already possess that weapon *and* you already have the maximum amount of ammo, you can't grab the weapon. If necessary, you can fire the weapon and then reload, thus creating space in your inventory for a grabbed weapon.

In some cases the enemy holds the weapon too tightly to grab; in these cases you receive a message to that effect, and are prevented from taking the weapon. If that's the case, just punch until the enemy falls. It usually takes only a couple of punches to drop an opponent.



Run up to the resistance fighters. Take cover among them, and help them by firing at enemies. Take the opportunity to practice using cover and using the mini-zoom to get good shots at the enemy.

After gunning down several carloads of Magistrate men, a mechanized Sentry appears at the street's end and starts blasting away. Take cover. (Notice that some of the Sentry's shots destroyed a nearby building.) Shortly, you receive new objectives.



Objective

- Rendezvous with Occupant resistance at construction site



After you deal with the three thugs, the liberated resistance fighters take some time to recover before urging you to follow them. They break down a nearby fence and go through an alley.

As you emerge from the alley's end, turn right to see a battle: the resistance is entrenched at one end of the street, fighting Krone's men.



Objective

- Defend Occupant position



Run into the building the Sentry just shot open, and take the stairs up. Climb out a window onto a fire escape, and climb the ladder. Repeatedly punch the window up here to break it, then get inside.

Follow the hall and drop through a hole. You're now looking at a covered bridge that goes across the street. The Sentry starts to blow up this bridge.



ARRIVAL THROUGH
GROUND FLOOR

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As the Sentry starts destroying the bridge, press the Time Control button. Don't worry about selecting a specific time power. You're automatically set to rewind, because this situation demands it. As you rewind time, you restore the bridge to its intact state. Quickly run across the bridge before you run out of time energy and the bridge gets destroyed again.

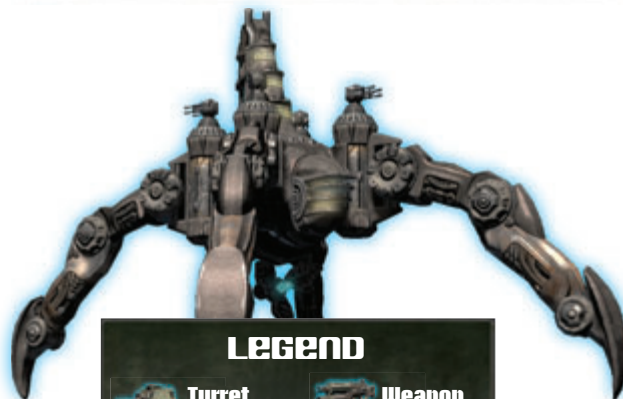


Your suit generally selects the right time power for the situation, so you just have to press the button at the right time.

If there is no particular situation that demands a specific power, the suit defaults to either slow or stop (it picks the mode it thinks is best). You can manually override this mode at any time; refer to Chapter One for details on how to adjust modes.



If you fail to start rewinding time quickly enough, you'll lose your chance to restore the bridge and get across and will have to reload.



Legend



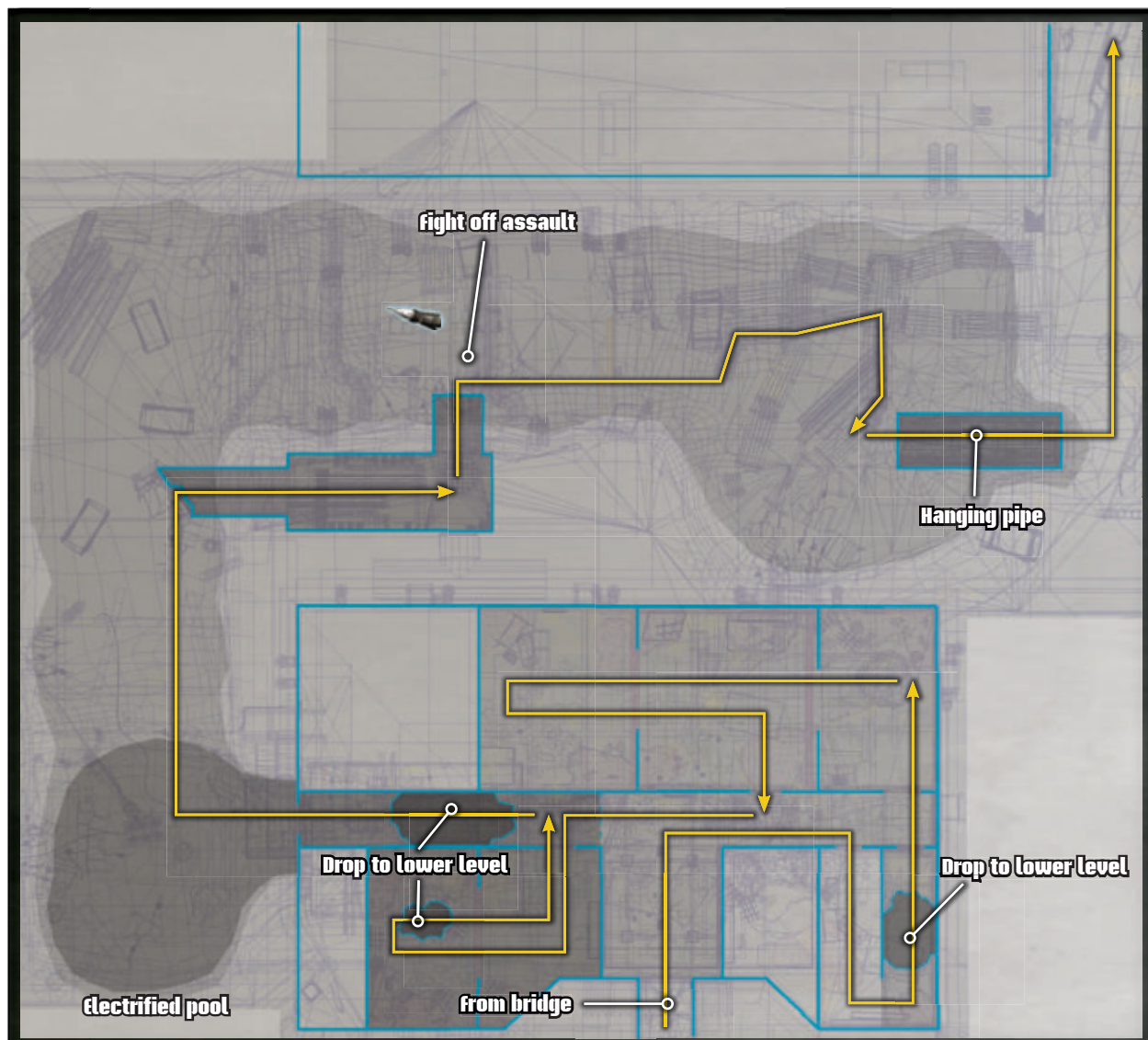
Turret



Weapon



Ammo





Near the destroyed bridge, grab a shattergun from a fallen Occupant, then proceed down the hall and take a door on the right.



Objective

- Eliminate enemy forces in building complex

You approach a hole in the floor and see a Magistrate soldier execute an Occupant. Stay up here and open fire on the Magistrate troopers: there are a few of them down there.



After you clear the troopers, drop down—but beware. There are more Magistrate soldiers down

here, behind a crumbling wall with a hole in it. Practice using your radar to see where they are, then fire from cover. Use clutch grenades to pop them out of cover if you want. Also, never forget your time powers.



You can use your time powers to slow things down, thus making it easier to aim and get off some nice accurate shots from cover. Or, use them to rush right into the fray and eliminate enemies with punches, point-blank shots, or weapon grabs, all before they have a chance to really react. Both techniques are viable.

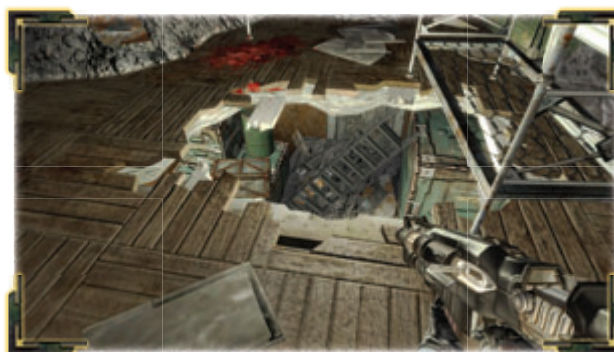
Press forward through this area, killing all of Krone's soldiers. After you clear them all, a door bursts open and a couple more emerge. Greet them with shattergun blasts, then go through the door from which they emerged.



Go through and turn right. A couple more troopers approach from up ahead. Have some time power ready so you can slow things down and blast them as they approach.



Make sure you have time energy before you advance into a new area so you can slow things down and maintain control whenever you're ambushed.



Keep pushing forward, into the area where the troopers are coming from. Gun down a couple more of them as they appear, then look for a big hole in the floor.



After making sure you have time energy to spare, drop through the hole. Be ready to immediately slow time, as three soldiers ambush you. Run among them and steal weapons or punch them while time is slowed, thus clearing the ambush.



Open a door and look for a hole in the floor. Drop down and approach a pool of dangerous, electrified water. Approach the pool, then stop time. As time is stopped, run across the pool, veering right.



Crossing the pool without first stopping time will likely be fatal. You will encounter many such obstacles where you need to stop time to neutralize the effects of fire, steam, or electricity before you may cross.



Cross a rubble-filled clearing, and enter a giant pipe to the right. Follow the pipe until you reach another clearing. This one contains Occupant forces that are pinned down fighting a Magistrate assault.

Immediately join the Occupant fighters and get behind cover. Then start returning fire.



A block of concrete near where you entered provides good cover. Just remember to duck when you get hurt, since it won't fully protect you while you're standing. And don't forget to slow time periodically—especially if some of Krone's boys rush you and get behind your cover.



Stay behind your cover and methodically pick off enemies using your Karpine. Take out the ones rushing your position first, then concentrate on targets farther away. Remember to crouch behind cover when you're hurt. Eventually you clear out all the enemies and receive a new objective.

Objective

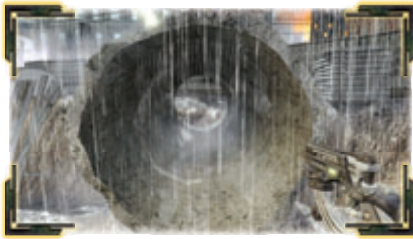
- Advance to Occupant fortification



Before you move along, notice the ammo box in this area. Stand near ammo boxes to slowly gain ammo for every weapon in your arsenal. A message tells you when your ammo is full.

Move to where Krone's men were attacking from. Climb a series of ramps until you reach a hanging pipe.





Stop time, then jump into the pipe. Run all the way through it, and get onto a ledge on the other side.

[By slowing or stopping time as you ran, you prevented the pipe from tipping too fast; this allowed you to reach the high ground on the other side.]

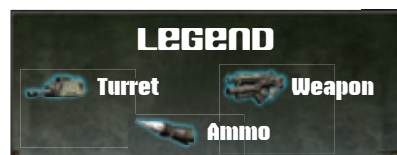
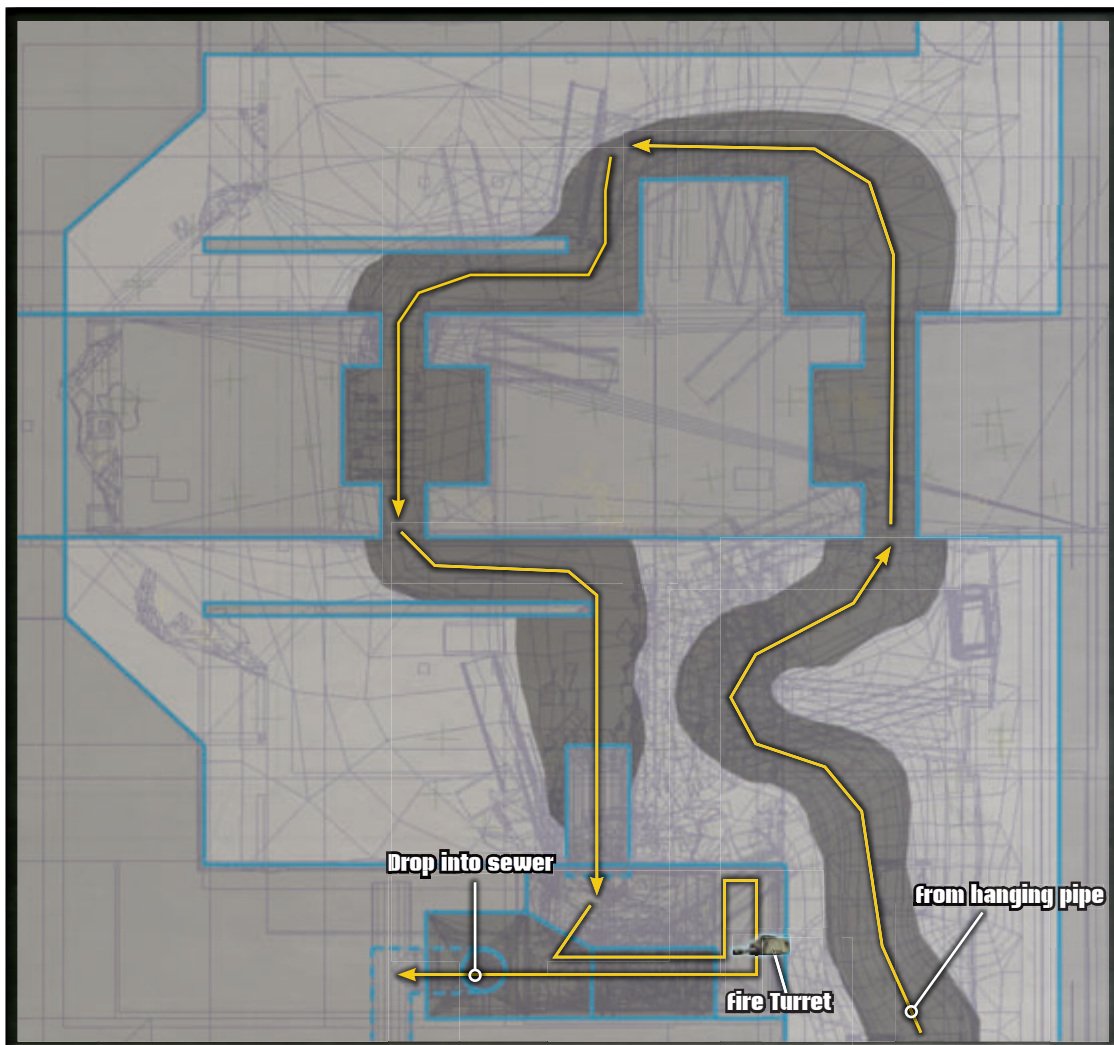


If you got dumped out you're in for a nasty surprise, as there's a pool of electrified water below. Get out of the water before time resumes its normal flow, then try again. Remember: it's best to stop time before you set foot in the pipe.



Don't relax when you reach the high ground! Turn left and notice the guard tower up ahead. There's a sniper in there, armed with an echo rifle. Sink behind cover and use your pistol's or Karbine's mini-zoom to gradually pick him off. This will require many shots, but it can be done; advance to closer cover if you need to get a better look. (Remember, as always, you can slow time to make your shots even easier.)

ARRIVAL THROUGH
GROUND FLOOR



Run toward the guard tower. You find yourself in a debris-lined tunnel. Keep moving ahead but beware:

Soldiers will attack, both from your level and from up above. Be prepared to slow time and deal with them as you advance.



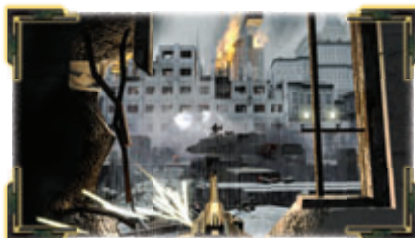
The soldiers get particularly thick as you briefly duck under the cover of a ruined building. [Look for a spare

Karbine inside this building.] Stay back and pick them off, then keep following the debris-lined path. Jump over a pile of crates that block your progress.



The twisting path brings you to an Occupant, who leads you into a huge round sewer tunnel. Enter it, then climb a ramp of fallen concrete.

You join several Occupant fighters up here; outside, a bunch of Krone's troops are attacking. Notice the empty gun turret in front of the window. That's your ticket to slaughtering the troopers outside.



Approach the gun turret and press the Use button to man it. Start gunning down the bad guys. Some important things to keep in mind while manning the turret:



Remember to slow time: You don't lose your time powers when you're manning a turret. Slowing time makes things a lot more manageable.

Take out the closest enemies first: They will do the most damage if you let them hang around.

These small turrets don't overheat: There's nothing preventing you from just holding down the trigger indefinitely, so take advantage.

You can leave the turret at any time and take cover: Abandon the gun if you're critically wounded; get behind the concrete wall to regain your shields before getting back on the turret.

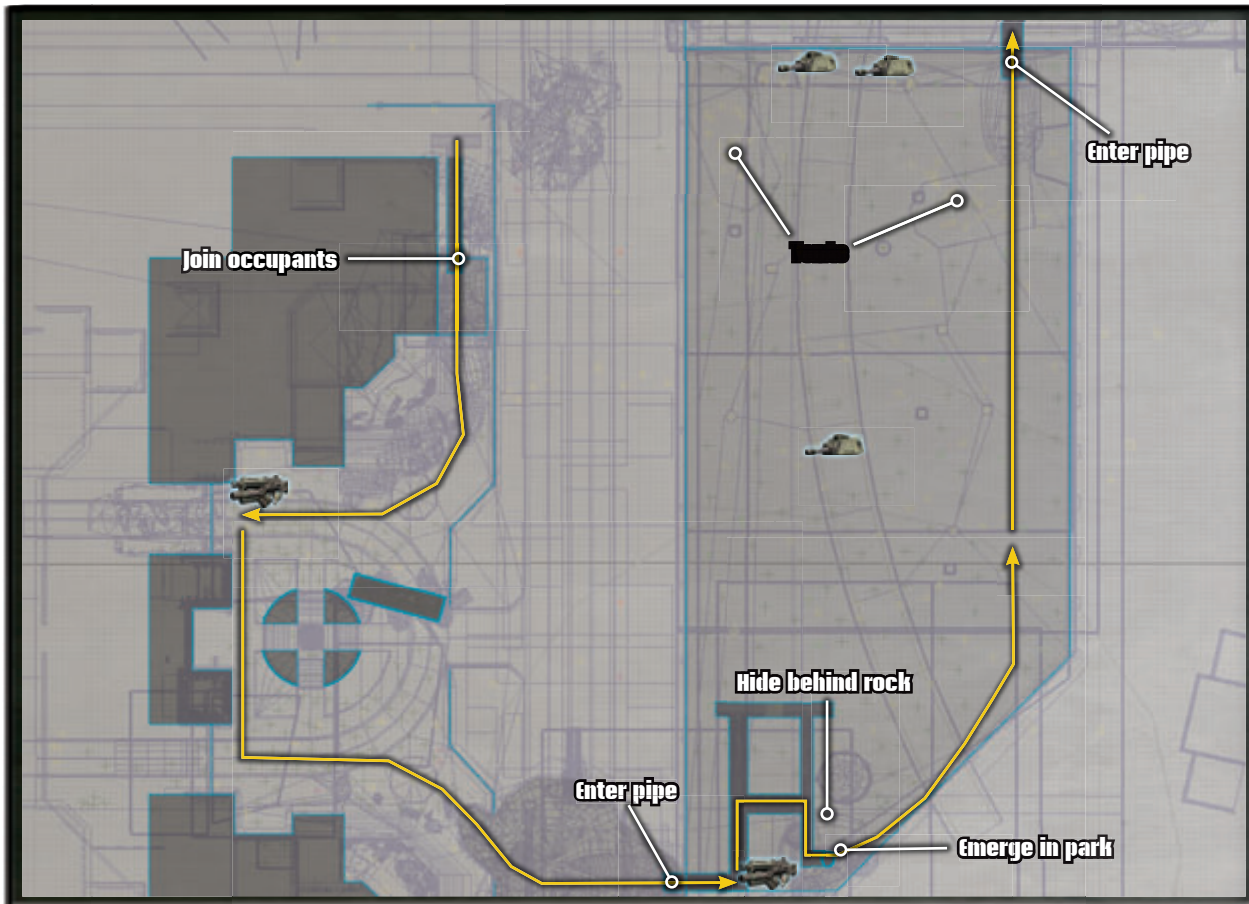


Most of these tips hold true any time you're controlling a turret.



After you destroy all the troopers, a mechanized Scout shows up and shoots your windows shut. Leave the turret and go back downstairs. Your Occupant friends pry the lid off a sewer grate. Take the ladder that's revealed.





After a brief dialogue, your rebel friends run up a slope and into a courtyard. Follow them. Get behind cover and start taking down several of Krone's men scattered across the courtyard. Watch for a few inside windows as well.



Veer right to find a Karbine in a weapon case.



You emerge at a broken sewer exit, along with three resistance fighters. You have a new objective.

Objective

- Advance through subway tunnels to Krone's Military Administration Building

Keep advancing with your friends. As you approach the courtyard's other side, another group of Magistrate troops appears up ahead. Fight them from cover.





Eventually the fighters tell you to go ahead while they hold off the enemy; you get a new objective.

Objective

- Proceed to the lower fortified park via drainage system

Run up a few steps to a covered porch, then veer left and down into a rubble field with a big sewer pipe at the end. Run into the sewer pipe.



Follow the pipe until you find a gate with a valve wheel next to it. Press and hold the Use button to turn the valve

wheel and lift the gate. When the gate is fully up, simultaneously release the Use button and hit the Time Control button. Then run beneath the gate as it falls. (Without slowing time, the gate would fall too quickly for you to get past it.)



At the end of the sewer line, climb a short ladder. Now you're in a big park that's filled with Magistrate troops—and a lot of them are shooting at you.



locate the nearest pair of troops and slow time while they're still startled. Run up and smack them down. Now, turn around and run back into the park's corner. There's a weapon case with a shattergun back here; grab it for ammo.



Now things get tricky. There are lots of troops in this park, and they're likely to come from multiple angles. You can approach this in several ways, but see the tip for our recommended method.



Look for a big, grassy rock near the sewer entrance you climbed out of. Crouch behind it and continually scan for enemies coming from each side. (Use the radar to make this easier.) Several enemies will run up to get behind the rock. As they do, immediately slow or stop time and blow them away with your Karbine or shattergun.

Also watch for grenades. If one falls nearby or if you are severely damaged, consider reversing time, to throw it back at the enemy. If you're overwhelmed or out of time energy, consider dropping back into the sewer tunnel you emerged from.

Eventually the enemy stops rushing your position.

When enemies are no longer rushing you, equip the Karbine and slide out to the left of your cover rock.

There's likely to be an enemy on a vehicle turret near this area's center. Slowly advance from one cover spot to the next, taking down anyone remaining in the area—especially anyone manning that turret.



Always aim for turret gunners' heads. If you aim for the body, the turret is likely to deflect your shot.

If you don't have a sniping weapon (and right now, you don't), you'll have to get relatively close to the turret gunner before you can kill him. Sometimes this means moving from one piece of cover to the next until you're right up near him. Then use mini-zoom to get the best possible shot.



Move toward the parked vehicle. When you get there, hop onto the turret and gun down any enemies up

ahead. (There may or may not be any left.) There are a couple of emplaced turrets at this area's end, so gun down anyone on those first. There are red explosive containers near each turret; shoot those to score easy kills.

When the area is clear, get off the vehicle turret and advance toward a pair of big military tents.



As you do, soldiers pour out of both tents. You have a couple good options now: hide behind a tent and shoot enemies as they come around it, or run back to the vehicle turret and use it to blow everyone away. Either way, slow time to make the job manageable. Slowing time is particularly important if you use the turret, because it allows you to gun down the first few enemies before they get a chance to fire back.



There are spare weapons inside the two military tents, so go in there if you need ammo.

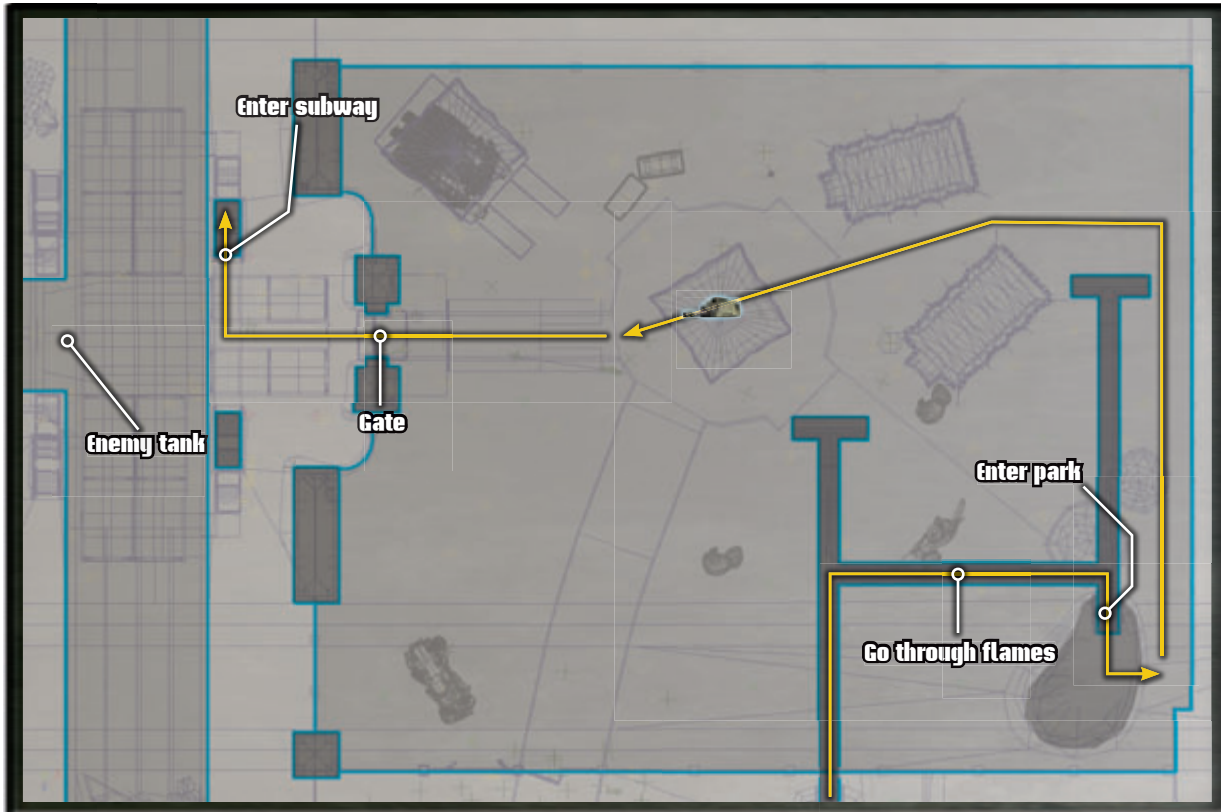
When all is clear again, explore the area near the two tents. Behind one of them is a trench with an exposed sewer pipe. Drop down and follow the pipe.



Two deadly jets of flame block your progress through the sewer. To bypass the first flame jet, pause

time [slowing time won't work; it has to be *paused*] and then quickly run through. Let your time energy replenish and cross the second one in the same fashion.

ARRIVAL THROUGH
GROUND FLOOR



LEGEND



Turret



Weapon



Ammo

Objective

- Secure the upper park



The sewer exits at another park area. Get out and veer left. There are a couple more military tents in this area.

Instead of running right into the center and attacking the soldiers out here, creep around behind the tents, and approach the soldiers by going between them. As the soldiers notice your presence, slow time and wreak havoc; then drop back behind the tents.



Pick away at the remaining enemies from behind the cover of the tents. There's an emplaced turret at this area's center, and it's likely to be manned. We recommend that you first pick off everyone else from cover, and then slow or stop time as you run out from cover, mini-zooming in on the turret gunner's head and taking him down too.



Enemy AI is capable of manning a turret, even if that enemy didn't start out on the turret. In other words: don't be surprised if you shoot a turret gunner only to find that a few seconds later another soldier has hopped into that same turret and started firing at you. You have to stay alert.

**Objective**

- Locate entrance to subway system

After you clear all the enemies from the area, approach a small gate on one side of the park. Eventually it opens, and several more soldiers come through it. You can either deal with them from cover or hop on the big central turret and mow them down. [We recommend avoiding the turret, even though it is very tempting; sitting on the turret exposes you to lots of enemy fire.]

Shortly after you dispatch these enemies, a tank appears behind the gate they came through. This is bad! Get off the turret (if you were on it) and *immediately* move to the side so you aren't in the tank's line of sight.



The tank is too big to enter the gate, so it just sits on the other side waiting. Approach the gate from the side so the tank cannot see you.



When you're very close to the gate, hit the Time Control button to slow everything down. Dash through the

gate, weaving slightly to avoid the slowed-down tank bullets. Stairs lead to the subway on both the left and right. The left entrance is blocked (though you can't see it from up here), so you'll want to take the right one. Get down those stairs quickly—before the time-slowing effect wears off.

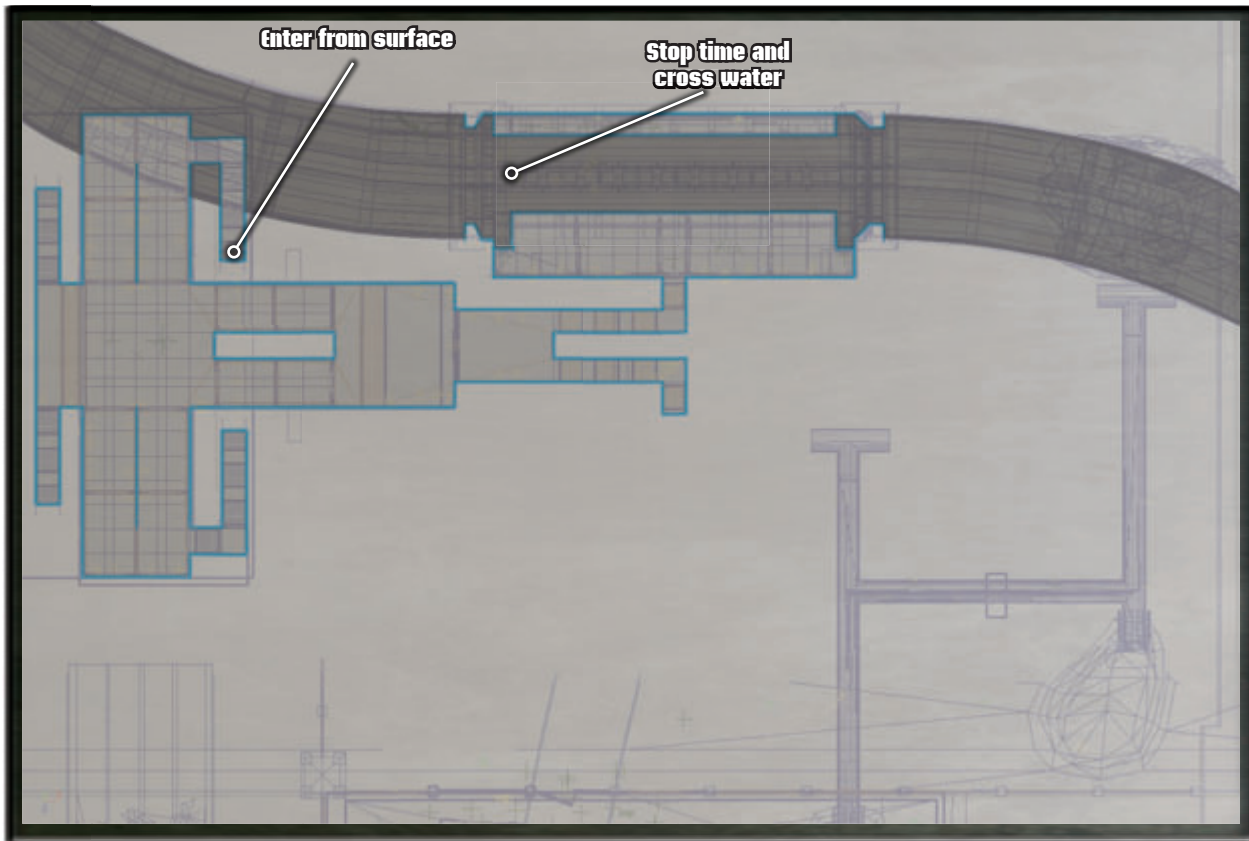


If you run out of time energy while you're still in the tank's sights, you're quite likely dead. Try again, and get down the stairs faster this time!

A trio of Magistrate troopers is chatting downstairs. A clutch grenade (or just some fast gunplay) will deal with them.



ARRIVAL THROUGH
GROUND FLOOR



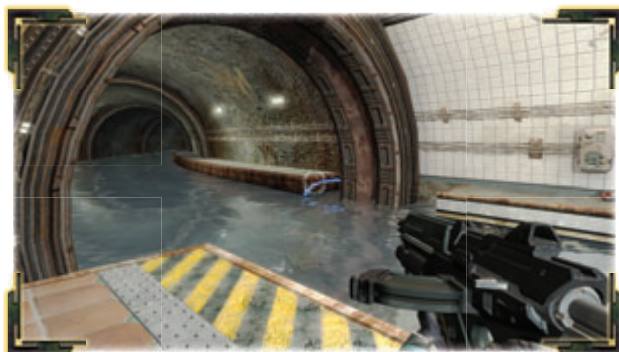
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Look for a series of turnstiles near the middle of this underground area. (Don't go to the other end; there are only stairs leading back up to the enemy tank.) Go through the open turnstile, then bear left and head down some steps to the subway platform.



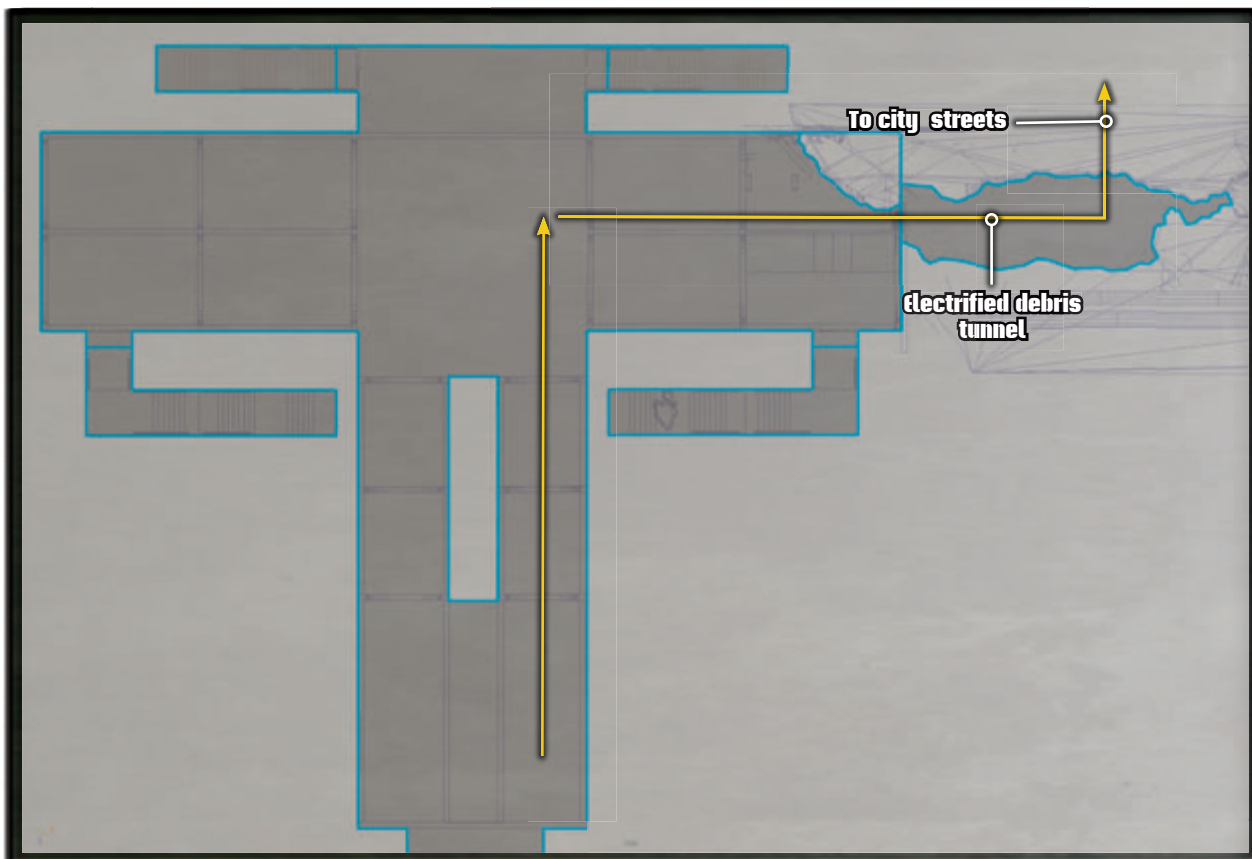
Several Magistrate troopers are guarding the platform. As you come down the stairs, snipe at them with your Karbine; back up if necessary to avoid the initial rush. Then slowly inch forward, destroying anyone in your sights, until the platform is clear and you can walk on it freely.



The subway tracks are flooded with electrically charged water. Go to the platform's left side and look across the water. There's a ledge on the other side, leading deeper into the train tunnel.

To cross the charged water, simply pause time and run across. The water becomes solid while time is frozen, so don't worry about sinking in. Hop onto the ledge when you reach the other side, and a new level loads.

INFILTRATION



LEGEND



Objective

- Infiltrate Krone's Military Administration Building
- Advance through Construction site and find viable access point

Your task is still to proceed to the Military Administration Building, so onward we go.



Move ahead, veering right, and go through a turnstile. Two techs are fixing something, but they'll pull guns as you approach. Do them both in with a surprise attack.



Notice the box that one of the techs was rummaging through. It looks almost exactly like an ammo box, but the contents are slightly different. Boxes like these are useless; you have to get very close, however, before you can tell whether a box contains useful ammo or junk.



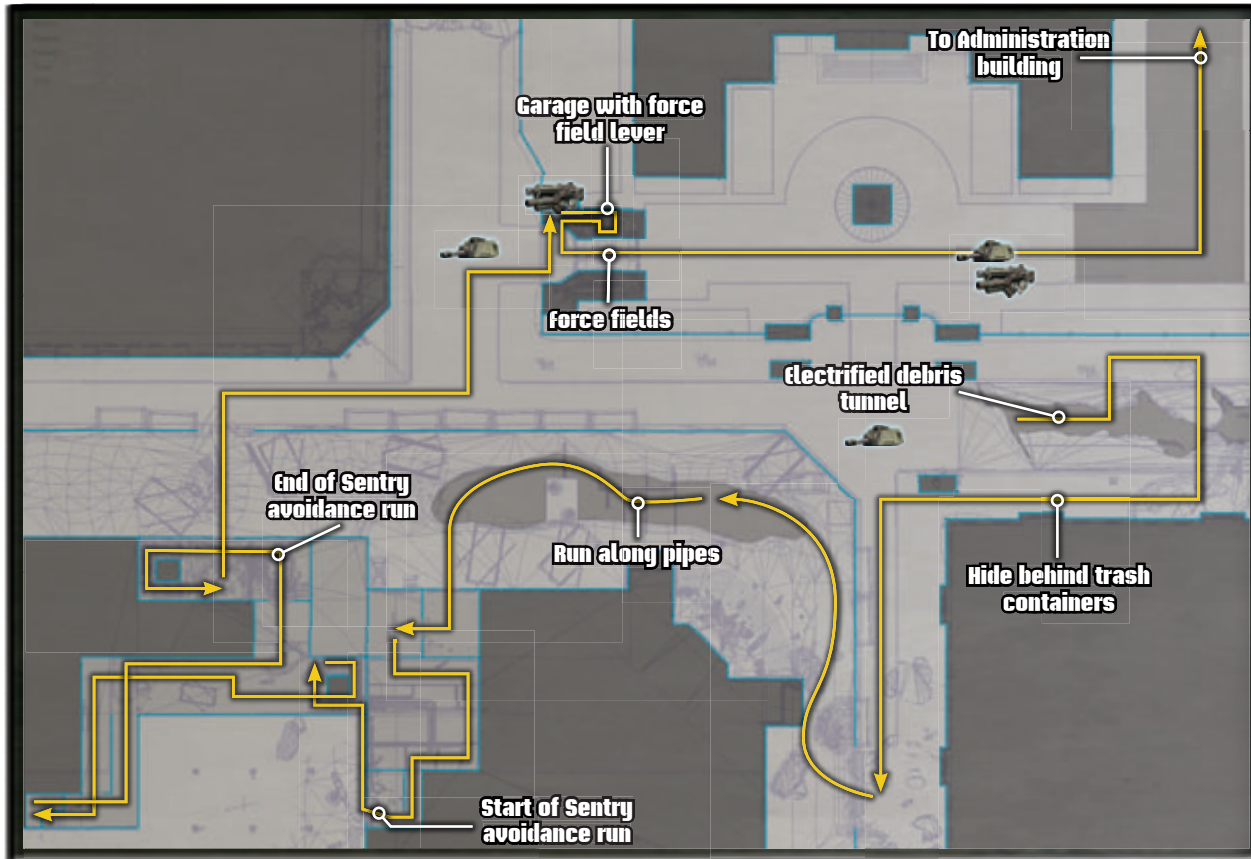
Turn right and approach a debris-filled passage filled with electricity. Pause time before dashing into this passage.



At the passage's end, take a ramp of fallen concrete up to street level. There's only one way you can proceed up here. Circle around the big hole in the ground.



ARRIVAL THROUGH
GROUND FLOOR



LEGEND



Turret



Weapon



Ammo



Take cover behind a big green trash container. Peek around the left side of the container and start

taking down enemies up ahead. Remember to use mini-zoom to make your weapons more accurate at a distance, and stay very close to the trash container. Start with a sniper in the tower to the left, then sink back and blast any soldiers who try to crash your position.



Continue to peek around the trash container and snipe anyone else you can see; sink back and regain health whenever you're hurt. For now, ignore the big emplaced turret up ahead. Go after everyone else.



When everything but the turret is clear, crouch down and sneak around the left side of the trash container. Creep up to a pair of smaller containers up ahead; these will shelter you from the turret gunner.

When you have full time energy, stop time, stand up, and run toward the turret. Run to the side of the turret and gun down (or punch) the gunner while time is still frozen.

Now go down the street to the left. Neutralize a pair of soldiers who appear at the street's end.



When you hit the street's end, turn right and look up. Before advancing, blast a couple would-be snipers out of the windows of a nearby building.



Turn the corner and you face a high-low attack from a soldier up on a cargo container and one on street

level. Back up a little rather than face them both immediately.



After dealing with these two, advance down the street. As it widens out on the left, watch for another high-low

attack: one soldier on the ground, one on slightly raised ground in the distance, and another up on the building to the left.

Take care of these guys, then proceed down and walk across a set of rusty pipes. Keep advancing until you can enter a building on your left.



Go through a door, then another. Drop into a utility room, cross it, and climb up a short ladder on the other side.



Take the door and you emerge near an outdoor area. An Occupant fighter is crouching here. He explains that there's a Sentry outside, and you need to get past it.

Objective

- Evade Sentry



Evading the Sentry is a matter of slowing time as you run to cover, then allowing your time energy to recharge before slowing time again and running to the next bit of cover.



Start by slowing time and running outside. Turn right and run inside the building. Run up the first set of stairs and crouch on the landing.



The Sentry can shoot out sections of concrete wall, but certain parts will not be destroyed. Use these as cover. The wall next to the landing is a good example.

Continue up to the next floor when you have enough energy to slow time again. The next piece of cover is at the top of the stairs.



The next step is to dash down the hall, turn left, and then crouch down at the base of another stairway—all while time is slowed, of course.



Next, run up the stairs, turn left, and hide behind a concrete pillar.



Next, go forward, turn right, then left. This last turn takes you deep enough into the building that the Sentry no longer has a shot at you. Drop through a hole in the floor, deeper into the building.



Drop down a series of ledges until you're reunited with some Occupant resistance fighters. Listen to the dialogue. You get some new objectives.

Objective

- Gain access to courtyard through force field defense system



Follow the resistance fighters as they run off and take cover near a big clearing. Advance to a pile of sandbags, which serve as cover. Open fire on the Magistrate troops in the clearing.

Destroy all the troops you see.

A Magistrate vehicle tears into the clearing and parks.

Target the turret gunner first, then pick away at the other soldiers who emerge from the vehicle—all from cover, of course. (You may need to advance to closer cover before you can hit the turret gunner.)



Advance when your rebel friends do. They tell you to keep moving. While they press forward, slide around the

Magistrate vehicle. Notice the force fields blocking access to the next street. Also notice the garage door to the force field's left. Take the door.



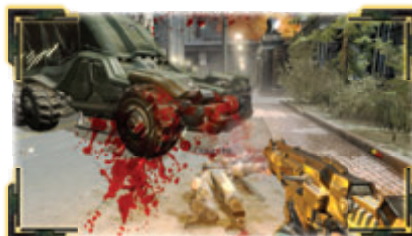
and immediately freeze time. Run back outside and through the first force field, which the lever temporarily dropped.

Inside, press the button on a weapon rack to get a Karbine and a shattergun. Then pull the lever on the wall

To get through the second force field, just pull the lever next to it and run through. No need to freeze time for this one.

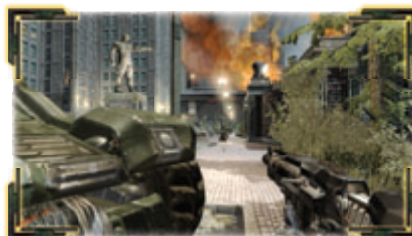
**Objective**

- Break into Administration Building through garage



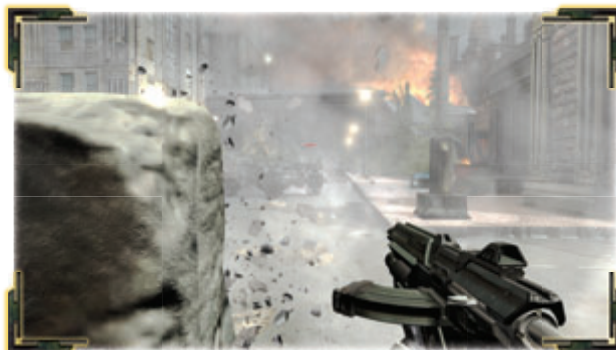
and blasting enemies that try to sneak around the vehicle.

Now you must fight your way along another trooper-infested street. Start by taking cover behind a parked vehicle



anyone approaching your position. Also notice the vehicle turret in the distance, but don't deal with it yet. Sniping the turret gunner is easiest if you hold off until you're behind much closer cover.

Next, start leaning out, freezing time, and sniping at enemies as you hang back near your cover. Your first priority is



Slowly advance from one small concrete barricade to the next, crouching down behind the barricades to maximize cover. Only advance when you're sure there are no surviving troopers close to you—otherwise they'll just run up and get behind your cover.

When you're quite close to the vehicle with the turret, freeze time, pop out, and snipe the gunner.

When you reach the vehicle with the gun turret, hop in, slow time, and mow down several more troopers in the street ahead.

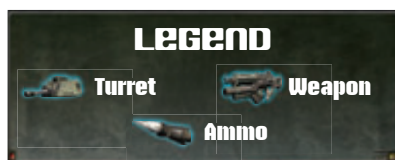
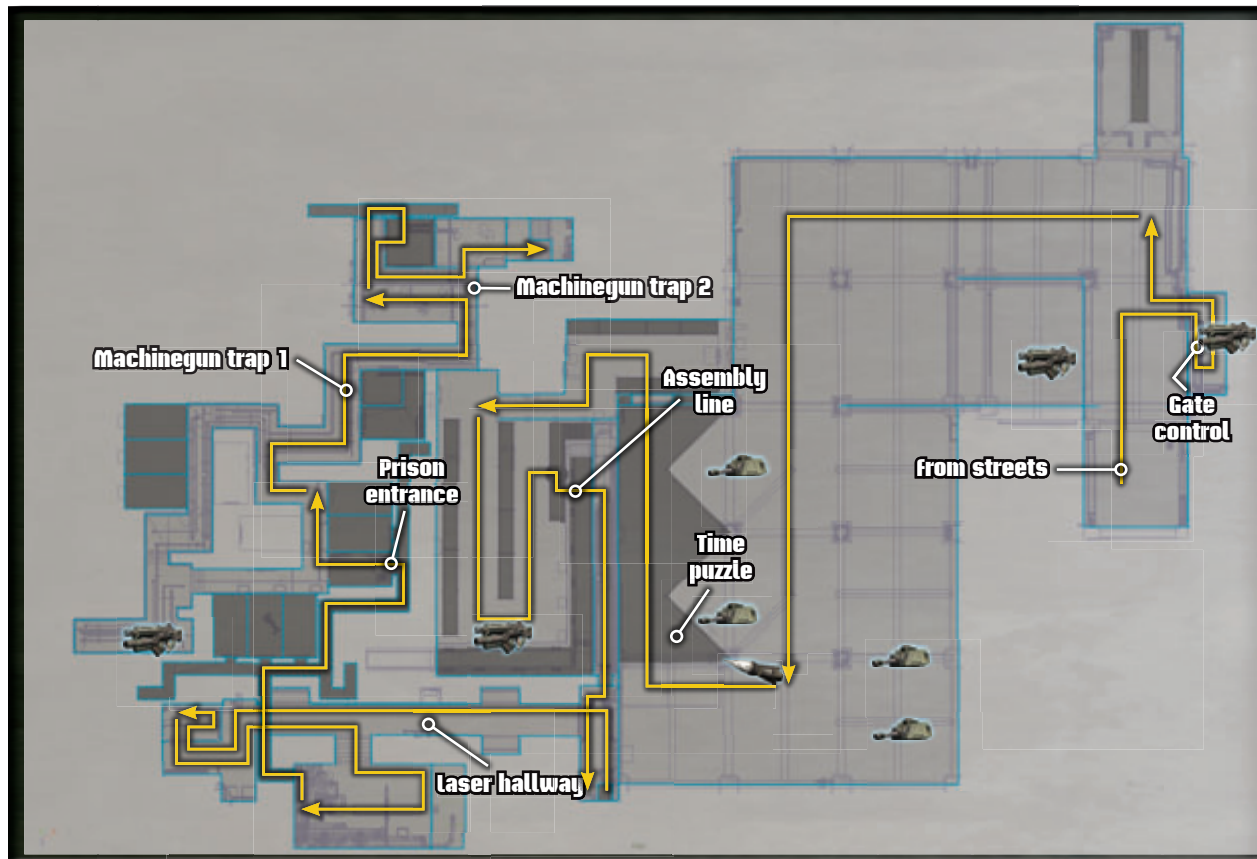


Continue down the street and follow it to the left. Press a button between a pair of garage doors to open the rightmost

one. Go through the open door and keep moving. The next level loads.

ARRIVAL THROUGH
GROUND FLOOR

GROUND FLOOR



You're now inside the Military Administration Building. Your task is to locate that server!

- Objective**
- Proceed to upper floors and locate weapons database server
 - Disable alarm system in security room



There's a button on the left wall. Press it to make a second garage door open in front of you, then go through. An alarm is triggered. Watch for several guards who spill both out from an office on the right. The shattergun is a good choice for gunning them down and from behind cover on the left.



Enter that side office where the troopers emerged. Press a button on the weapon case in there to access

a shattergun and a pistol. Turn around and turn a knob on the desk. This disables the alarm and opens a gate in the main garage.

Objective

- Gain access to loading dock storage area

Walk back out to the garage and turn right. Approach the gate you just opened. A garage door slides open up



ahead, revealing two Krone guards and a vehicle with a gun turret. Slow time as you approach and blast them both. If you don't slow time, you risk letting one of them get in the turret and shooting you.



Keep advancing through the garage. Approach a set of concrete slabs that serve as cover.

Several Krone troops pop up ahead of you; use the slabs and pick away at them. Don't charge too far forward yet.

After you clear out just about everyone from the safety of the slabs, run to the cover of a concrete pillar. More



vehicles are parked farther down the garage, and a soldier probably mans the nearest one on the right. Your best bet is to shoot red explosive barrels from behind cover, thus destroying the vehicle. Optionally, slow or stop time and mini-zoom on the



gunner's head with your pistol, then fire until he's neutralized.

Advance very cautiously from this pillar, keeping left.

One of the parked vehicles comes to life and drives toward you. Slow time if necessary and veer left, out of its path; it crashes behind you. More troops appear up ahead, and at least one is likely to man a turret. It's safest to sink back behind cover, pop out just far enough to pick away at enemies, and then sink back.

When the on-foot enemies are largely gone, either repeat this pop-out-and-snipe process with the turret gunners [aim for their heads, and be sure to slow time as you snipe at the gunners, or those turrets will chew you up] or slow time and rush from one bit of cover to the next, until you can get close enough to shoot them at close range [again, with time slowed, as you never want to be in full view of a turret in real time].



Nearby is a time puzzle. To solve the puzzle, look for a pedestal with a lever on it. Then do the following:

- Pull the lever. This makes a suspended cargo container start moving toward you.
- Jump up on the pile of crates the container is moving toward.
- When the container is near enough, walk onto it and press the Time Control button. It is automatically set to rewind. Time now rewinds, sending the container back across the room.
- At the room's other end, hop off the container, onto a ledge, and enter a duct.

If you fail, go back to the pedestal and use the lever to reset the cargo container to the far wall. Then follow those steps again.

Objective

- Proceed through pipe system to locate security sector



Crawl through the duct. You emerge high in a room lined with tall shelves. Drop down and quickly dispatch a surprised

worker. Start heading through the winding shelves. Expect soldiers to appear ahead of you, at ground level, and up high. Use the shattergun for the closest enemies and use the Karbine for the farther ones.



There's a Karbine in a weapon case as you proceed through this room.

The room terminates at an assembly line with boxes on it. Behind one of the boxes is a hole you must crawl through.



The trick here is to pull a pedestal-mounted lever, then start moving around the railing toward that hole. Quickly freeze time when a box is *not* blocking the hole, then quickly crawl through.

Follow a series of narrow service ducts until you see a grate overhead. Pop it out and then gun down a pair of surprised



techs. Also beware of the door on the right: It leads back to part of the level you already cleared out, but a pair of new soldiers have appeared there and are likely to burst through the door. Be ready for them.

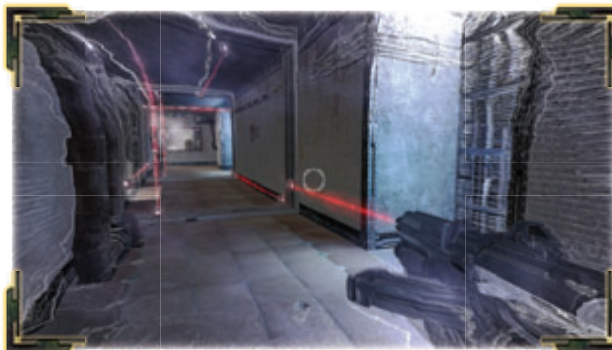


Around the corner is a hall filled with rapidly moving lasers. The lasers are instantly fatal if they touch

you. Before even attempting the hall, gun down any Krone guards at the other end of it. You'll need to concentrate!

Objective

- Deactivate laser security system



Navigating the laser beams is not as hard as it looks, though you will probably die once or twice, especially if you're impatient. There are safe alcoves on both sides of the hall—use them.

Here are some tips on getting through the beams:

- The safest method is to move from one alcove to the next, never attempting to cross more ground than necessary.
- Each time you want to make a move, be sure you have maximum time energy. Then slow down time.
- Once time is slowed, watch for an opening and take it.
- It's easier to safely crouch than jump, as jumping can send you into a higher laser beam.
- The proper sequence is to move from the start to the first alcove on the left, then to an alcove on the right, then to a door on the left, and finally to the end.
- If you're having difficulty despite these tips, save the game as you reach each new safe alcove.



On the laser hall's other end, enter an office and turn a knob. This disables the lasers. Go back into the now-safe laser hall (an armed tech may appear as you go there; gun him down).

ARRIVAL THROUGH
GROUND FLOOR

Objective

- Access prison through boiler room ventilation system



Take a side door leading away from the laser hall. Notice a platform balanced on a central pivot: essentially, it's a teeter-totter.



Get on the teeter-totter's left end (left as you enter the room, that is), then freeze time. Run to the teeter-totter's

other end and leap onto a row of machinery. Freezing time keeps the far end up high, so you can make the jump; failure to freeze time results in the teeter-totter crashing down. From the machinery, climb up to a duct near the room's top and crawl inside.



Follow the duct. At two different points there are rotating gates that sweep in the wrong direction,

pushing you back if you try to get through them. To get through, reverse time when you get close, and sneak through.



You have views down into a prison block at various points in the duct. You'll get down there in just a moment.

Eventually you reach a spot where you can drop out of the duct and into the prison block. Do so, equip your shattergun, and start blasting the guards from your position of relative safety.

**Objective**

- Escape from prison



When most of the enemies are down, run forward and slightly left. At this hall's end, hold up: There are more guards both to the left and right. Cautiously pick away all of them, sinking back into the hall as needed.



At the hall's end, to the left, you can press a button on a weapon case and get a Karbine and a shattergun, if necessary.

Continue through the winding halls until you reach a pair of gates. At the other side of the gates is a slot in the wall

with an automatic machine gun poking out. This is a trap—when you run between the gates, they crash closed, trapping you inside for the gun. Foil the trap by freezing time before you run through. Keep going when you hit the other side.





If you do get caught between the gates, you can still rewind time, thus opening them again so you can escape.

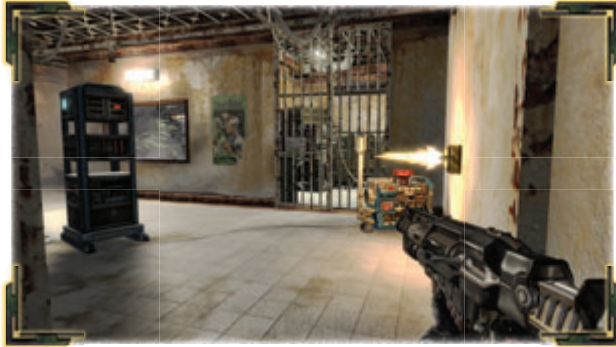


Across the room, notice a vent. Jump up and crawl into it. Follow it a short way to an office. Drop down and kill the office's occupant, then turn a knob on the desk to disable the machine gun and open a gate.



Walk out the office door. Now you're back in the machine-gun room. Go through a gate next to the machine gun (it opened when you turned the knob). Take a door, go up a flight of stairs, and take a second door at the top. The next level loads.

ARRIVAL THROUGH
GROUND FLOOR



Next you emerge in another room with a slotted machine gun guarding it. Again, freeze time before crossing the room, or the machine gun will shred you. Your goal is to reach the opposite corner, diagonally from where you entered.

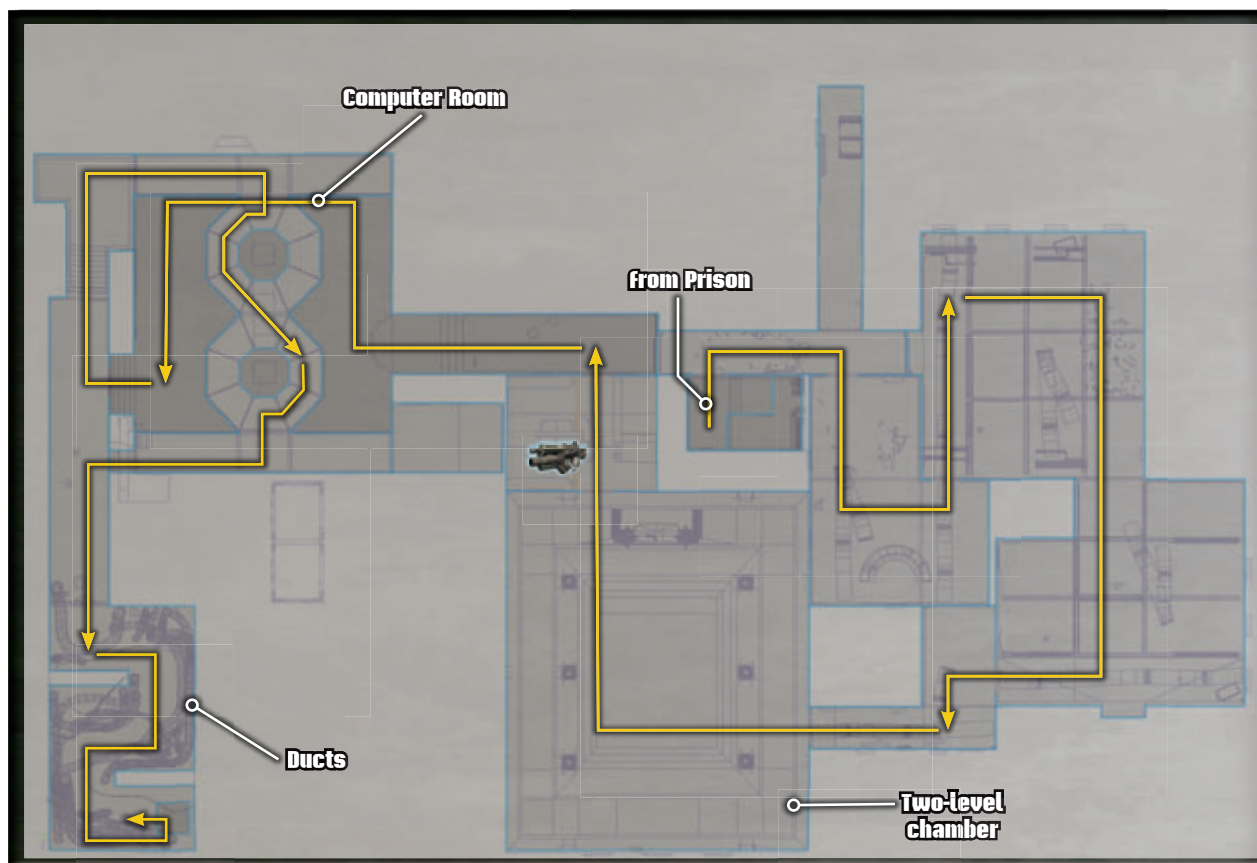


SINGLE-PLAYER WALKTHROUGH, PART II

(HEIST THROUGH POINT OF IMPACT)

These next five levels raise the difficulty level (modestly) from what you've already experienced. Expect more foes, tougher situations, and the introduction of a particularly pesky opponent: the jetpack soldier.

HEIST



LEGEND



You're now inside Krone's Military Administration Building, searching for a remote server that will provide vital information.

OBJECTIVE

- Proceed to remote server room and access weapon database

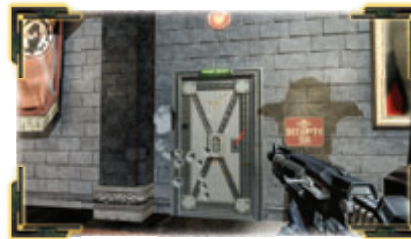


Take the door at the top of the stairs. In the hall beyond, take another door on the right. You're now in a reception area. Ignore or destroy the little cleaning robot on the floor; it's your call.

Hook around to the left and take another door leading out of this area. You emerge in a hall with a Krone guard ahead of you and another behind a glass wall on the right.



Go right and proceed deeper into this area. Several more guards appear behind another glass wall up ahead. This is a good place to throw a clutch grenade.



Once you have taken out all the guards on your level, just ignore the remaining ones upstairs. (There are lots of them, and you're in a very poor position to deal with them.) Take the door on the right (the one those soldiers came through).

The next room is an armory. Open a weapon case to restock your shattergun ammo supply. Then open the next door.

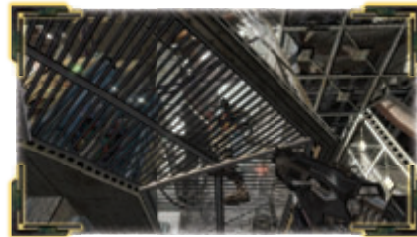


Proceed after eliminating the guards. Take a door on the right, then poke your head through another. You're now looking into a two-level gallery. You're on the bottom floor, unfortunately, and there are several guards overhead. Hang back in the hall and exchange fire, moving farther into the gallery only after felling all visible opposition.



Peek through this door. It leads to a hallway that provides a view of a two-level computer room via a metal gate. The computer room is packed with soldiers, some on the ground floor and some on a metal catwalk. Start sniping them from the hallway as best you can, ducking back through the door to the armory room if you get hurt.

After you down most of the enemies in the computer room, the gate opens. Pick away any remaining enemies you can easily shoot from here, and then slow time and charge in. Blast the remaining soldiers with the shattergun, and use the central computer bank as cover if necessary.



You can use the marble-faced pillars holding up the gallery as cover, but they are destructible—once one is torn to shreds, move to another.



Use cover and carefully keep picking away guards overhead. Glance periodically to your right, because eventually a door opens and several more troopers run into the gallery, this time on your level. When they appear, slow time and mow them down, preferably with the shattergun.

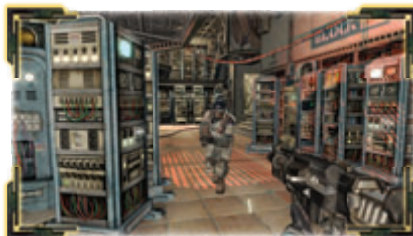


You can shoot through the metal grate that forms the catwalk floor—and so can your foes. Don't expect it to provide cover, but do look for opportunities to shoot through it.



When the room is clear, approach a computer terminal on the right-hand side.

Press the Use button to use the terminal. You now receive a new objective. Also, a couple guards assault the room—one high, one low. Blast them both.



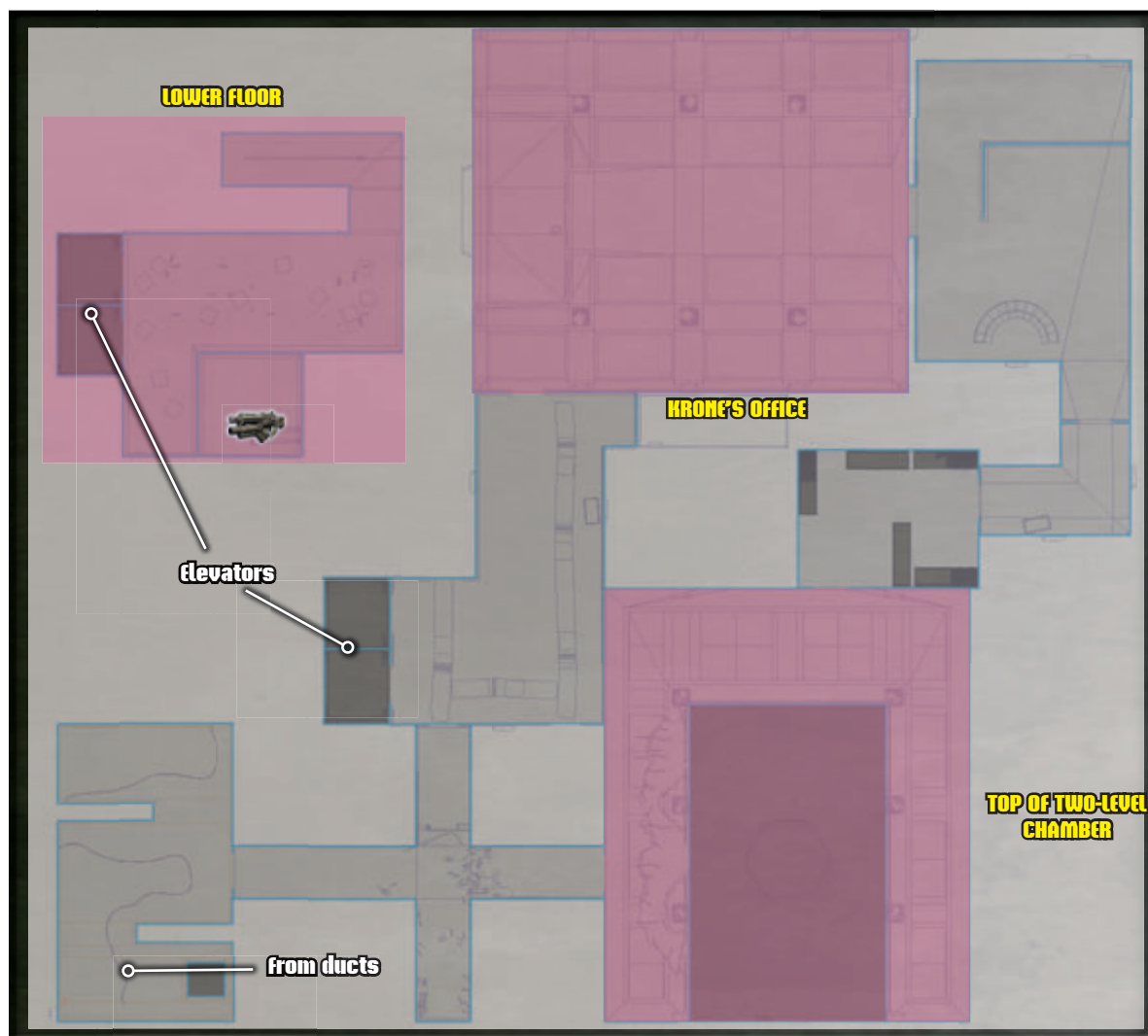
OBJECTIVE

- Access central mainframe in top floor control room [05-012.bmp]



A door on the computer room's side gives access to a short staircase, which leads to the catwalk. Get up there and look for an access hole leading to a duct filled with cables. Crawl in there.

LEGEND



Follow the winding duct to a ladder. Climb the ladder to a small room. Take the door on the right, then follow the hall to another door. Open it. Now you're looking at the two-story gallery you were in earlier, but this time you're upstairs.



Approach a console on the wall, behind the big desk in this office. Turn a knob. This updates your objectives and unlocks a small side door to the left. Turn left and deal with a pair of guards who emerge from that door.



OBJECTIVE

- Proceed to the rooftop for exfiltration

Take that door and follow the short hall beyond to a pair of elevators. Only one elevator is operational—and only partially so; get inside that one.



Peek into the gallery and methodically pick off the Krone guards up here, ducking back into the hall if you're injured.



After you defeat all the guards on your level, move into the gallery. There are more guards below, but as before, you need

only gun them down if you're a perfectionist. When you're done here, take the only unlocked door leading away from here—it's on the left.



Go through a small room filled with cleaner 'bot parts. Enter another reception area, where a pair of

guards are taking cover behind some furniture. Slow time, run up to them, and either take their weapons or bash them into submission.



Peek through the massive doors on this room's left side. You'll see a massive, opulent office with a pack

of guards holed up inside. This is prime grenade territory! Toss one in and watch 'em fly! Pick off the rest from the doorway, sinking back as necessary when hurt.

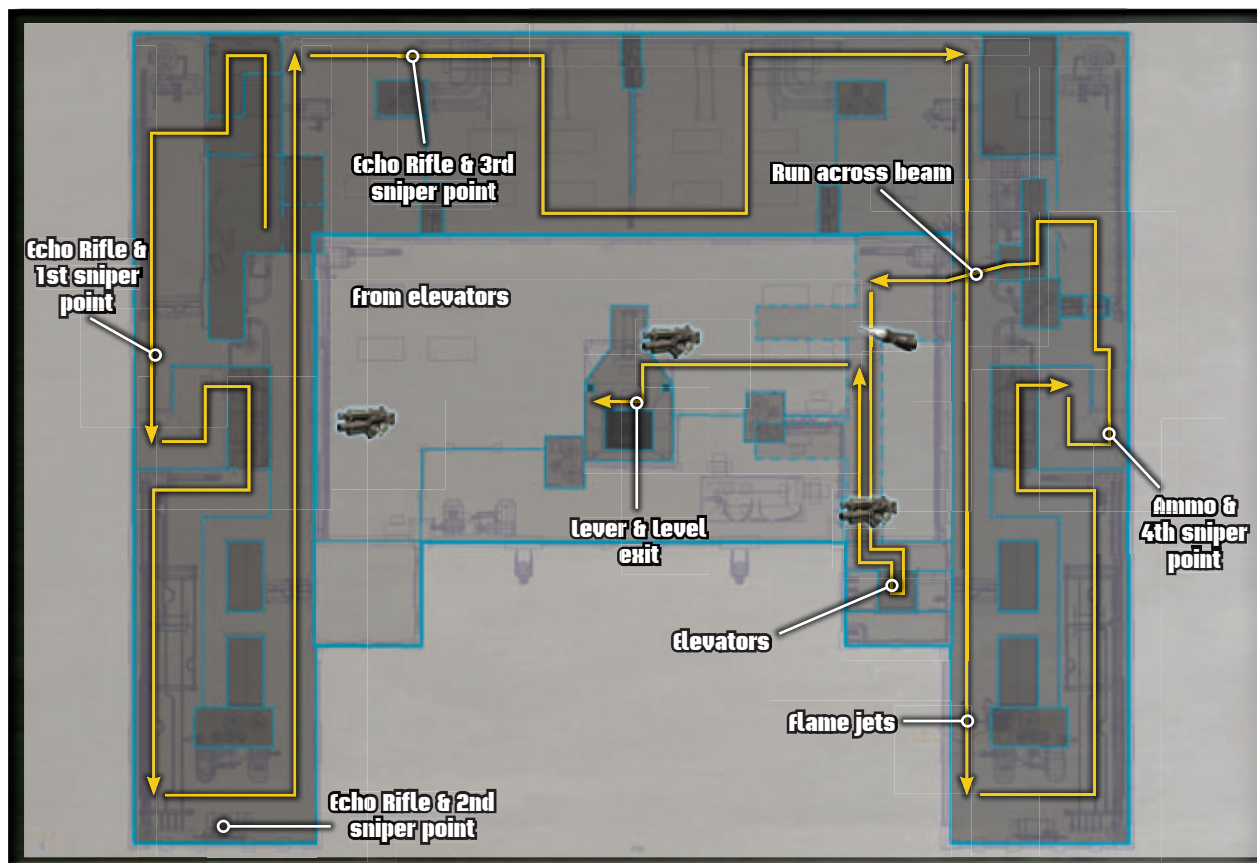


The elevator jerks and lurches, then drops at an alarming rate. It pauses briefly at a lower floor. Slow time when this happens to give yourself a little extra margin for error, and hop out of the elevator. (If you fail to get out here, you'll die as the elevator crashes at the shaft's bottom.)



Whack the single guard here and turn back to face the two elevators. The left one just destroyed itself, but the right one now works. Get in the right one and ride it to the building's top.

GETAWAY



LEGEND



It's time to get out of here. Krone's men are on full alert—so it won't be easy. But you can handle it.

OBJECTIVE

- Reach the exfiltration point



Go left. Duck and crawl through a ventilation duct. On the other side, gun down a pair of soldiers and advance slightly.



Get off the elevator and take the door on the right. Climb a flight of stairs and take another door. Now you're on the rooftop.

Grab the echo rifle leaning against the wall. Then look over the roof's edge and scan the nearby rooftops. In the

distance, a Magistrate trooper sits on a turret, firing at rebel craft in the sky. Your new task is to take down all four of the turret gunners in this area.



OBJECTIVE

- Use the radar to eliminate the four anti-aircraft guns on adjacent rooftops



Zoom in on the turret gunner and kill him, either with a headshot or by shooting the red explosive canisters beside the turret.



Turn from the roof's edge. Another trooper appears through a nearby door. Gun him down, then take that door.

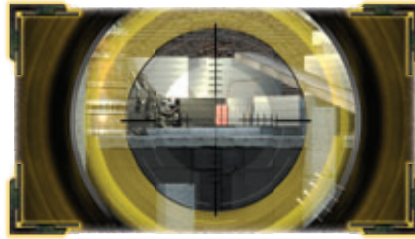


Follow it, taking down two more guards along the way.

Near where the two guards stood is a slightly raised platform with another echo rifle leaning against the wall. Here you have a shot at a turret gunner.



Stand next to the echo rifle and zoom in on a nearby rooftop. Once again, destroy the turret gunner either with a headshot or by detonating red explosives near him. This is the second gunner you've eliminated.



There's an ammo box nearby. Use it when you get the chance.



Just after you shoot that gunner, a helo swoops in and fires at you. Slow time and backtrack to the safety of the last covered hall.

Don't worry—the helo leaves after shooting up your surroundings, opening up a passage for you to take in the process.

After the helo departs, keep moving along the rooftop, following the winding path and gunning down a few stray guards along the way.



When the path opens out into wider space dotted with ventilation ducts, hang back. There are several soldiers up ahead. Consider tossing a grenade or two and use your time-slowing abilities liberally as you pick them off.



Move forward and turn right. There are more soldiers in the immediate area; again, a grenade is a good idea here.



NEIST THROUGH
POINT OF IMPACT

SS

Just ahead is another slightly raised platform with an echo rifle leaning against the wall: a clear sign that you have another shot at a turret gunner. Stand on the platform and look for the gunner.



Follow the now-twisting path to a place where flames block your path. Freeze time to pass them.

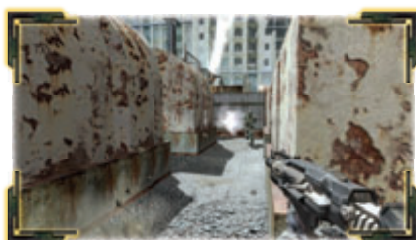


When you see him, finish him with a headshot. There are no explosives near this one. That's three down.



Past the flames, a couple more soldiers ambush you. Gun them down and proceed through a small rooftop shed.

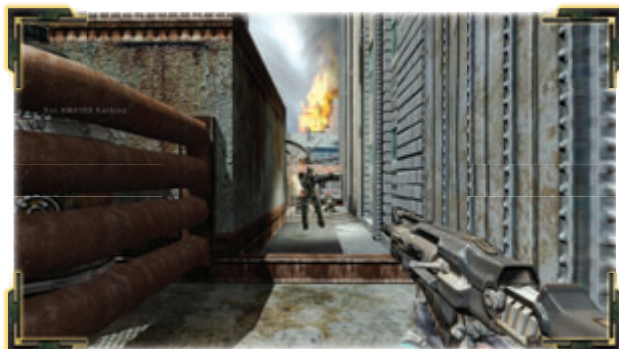
On the shed's other side, look for an ammo box sitting next to a crescent-shaped window. Get ammo and look out the window, to the right, to see the fourth and final rooftop gunner.



Just after you shoot that gunner, a new set of soldiers filters into the forest of ventilation ducts behind you.

There are lots of them. Since the ducts let you get very close to them easily, consider slowing time and running madly between them, blasting each with a shattergun (or punching repeatedly) before fading back as you run out of time energy. A couple of these assaults will clear out the grid of ducts.

Blast the gunner by shooting the explosives near him. You now have dealt with all the gunners, and a new objective appears.



Put down a few last guards as you leave the ventilation duct area. As you enter a long, straight section of this rooftop maze, several guards appear in front of you. Veer left and hide in a recessed area; pick them off from there.

OBJECTIVE

- Proceed to higher position and activate docking beacon



Advance through the opened grate of a rooftop generator. (It is destroyed in an explosion just after you take down the fourth gunner.) From there, take a left, go up a few steps, and look for a horizontal beam. Run across the beam to an interior space and drop inside.



Run through a couple of offices until you locate an elevator. Get inside and ride it upstairs.



Upstairs, exit the elevator and go back to the rooftop. Another echo rifle in a case waits for you—as do a few jetpack

soldiers. Gun down the first one while he's still on the ground, then sink back to the protection of the doorway and prepare for an assault.



Jetpack soldiers fly very quickly and erratically. They like to zip to one spot, hover there, then zip to another place. It's generally best to find cover that protects you above and to the side, build up some time energy, and then pop out and slow or pause time when you have one in your sights. Then unload on him. A couple of echo rifle bullets or a thunderbolt shot works best, though any weapon will do.

The key is to use time energy to either slow or pause time. If you merely slow time, you'll still have a difficult shot while the soldiers flit from one position to the next; it's best to let them settle into one spot before shooting. However, you can solve this problem by pausing time entirely, which gives you a brief opportunity to shoot at a perfectly motionless enemy. You decide which method you like better.

Stay close to the door you just came through. First you'll want to deal with the onslaught of ground troopers, using your



Karbine or shattergun. Then, when no regular troops are attacking, pop out, slow or stop time, and snipe the jetpack soldiers one by one. But beware: there are lots of ground troopers up here, and you'll likely face more of them as you fight the jetpack soldiers.

OBJECTIVE

- Locate and activate switch for docking beacon



When all visible jetpack soldiers are down, advance to a part of the roof dotted with a grid of ventilation ducts. As

you reach this spot, more of Krone's troops rush at you from the roof's far side. A few remaining jetpack soldiers may also be in the mix. Hang back; let them come to you. Use time-slow and the excellent cover of the ducts, popping in and out of enemy view and finishing them quickly with punches or shattergun fire. Be methodical and run back inside if you're injured.



There's an ammo box near the grid of ventilation ducts, and a Karbine and shattergun are in weapon cases scattered across the rooftop.

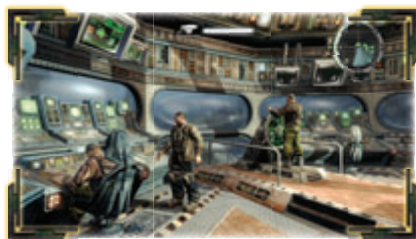
When the roof is entirely clear, approach a sealed elevator. You can't get in the elevator, but the switch you must throw to activate the docking beacon is near it.



Stand in front of the elevator and turn around to see a lever mounted on a post. This can be easy to overlook. Throw the lever to load the next level.

DISPUTED AIRSPACE

The Occupant rebels have extricated you from that sticky situation in Krone's building—but now you have



new problems. After a bit of dialogue, your zeppelin is attacked. You must man a turret and keep the airship from going down.

Since this level simply consists of shooting at targets from your turret gun, we cannot provide a step-by-step walkthrough. However, we *can* give you a heap of tips and techniques for maximizing your effectiveness, and then provide a general sense of what you'll face. First, some basic information:



- Slowing time is just as important here as when you're on foot. Make the best use of this ability, destroying as many targets as possible while time is slowed.
- If you have no nearby targets, turn off your time powers and conserve your time energy. Don't waste it while you're shooting at a really distant target.
- Balloons are bigger targets than the mines they carry, and if the balloon explodes, so does the mine. Therefore, aim for the balloon if the mine is still attached to it. (Shooting balloons after their mines detach is pointless, however.)
- Prioritize near mines over far ones. Take down incoming mines first, then scan the horizon and aim for those in the distance.
- Your turret won't ever stop firing, but it's most effective if you let it cool off a bit between bursts. Don't hold down the trigger, therefore, when you have no target.
- Pressing the Use button makes you get off the turret. But there's no reason to do that in this level. If you accidentally find yourself off the turret, immediately get back on board.
- Your best shots at jetfighters are when they're flying straight toward you, and then for a short time as they fly away. But any time they're close is a good time to shoot.
- Don't forget your minizoom. It's still operational while you're using a turret! Engage it while shooting at distant targets.

OBJECTIVE

- Defend zeppelin
- Destroy mines deployed from bombers



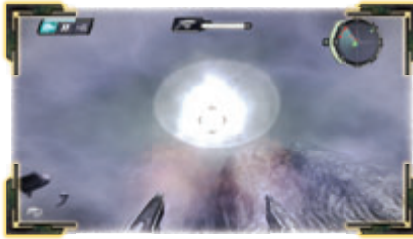
With those tips in mind, settle in and start shooting. The first major wave of foes consists of balloon-

mounted mines, directly ahead. Start gunning those mines as soon as you see them. Aim for balloons if the mines are still attached; otherwise, aim for the mines.

Bombers arrive after a little while, adding more mines to the mix. Just keep targeting and destroying mines.



As some mines get close, slow time and destroy them; then go back to shooting distant mines.



Keep blasting jetfighters and watch the skies. Eventually a bomber cruises by, releasing a long line of mines. Slow time and methodically gun down the line, taking out as many mines as possible.

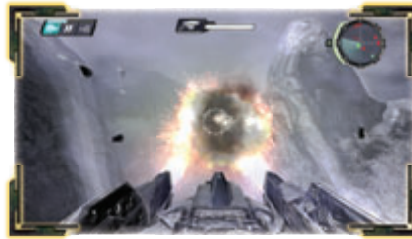


When the mines are largely gone, a wave of jetfighters appears. Again, use time-slow to make it easy to gun them down. It takes a lot of firepower to bring down each fighter, but it's much easier when the jet is close and time is slowed.

After destroying the big line of mines, you must divide your attention between a smattering of balloon mines ahead of your vessel and the remaining jetfighters. A good policy is to shoot all the nearby mines (and any really dense clusters of faraway ones), and then quickly turn to blast a jetfighter when no mines are close.



Don't get locked into looking straight ahead. The jetfighters attack from all angles, so use the full range of your turret to look around.

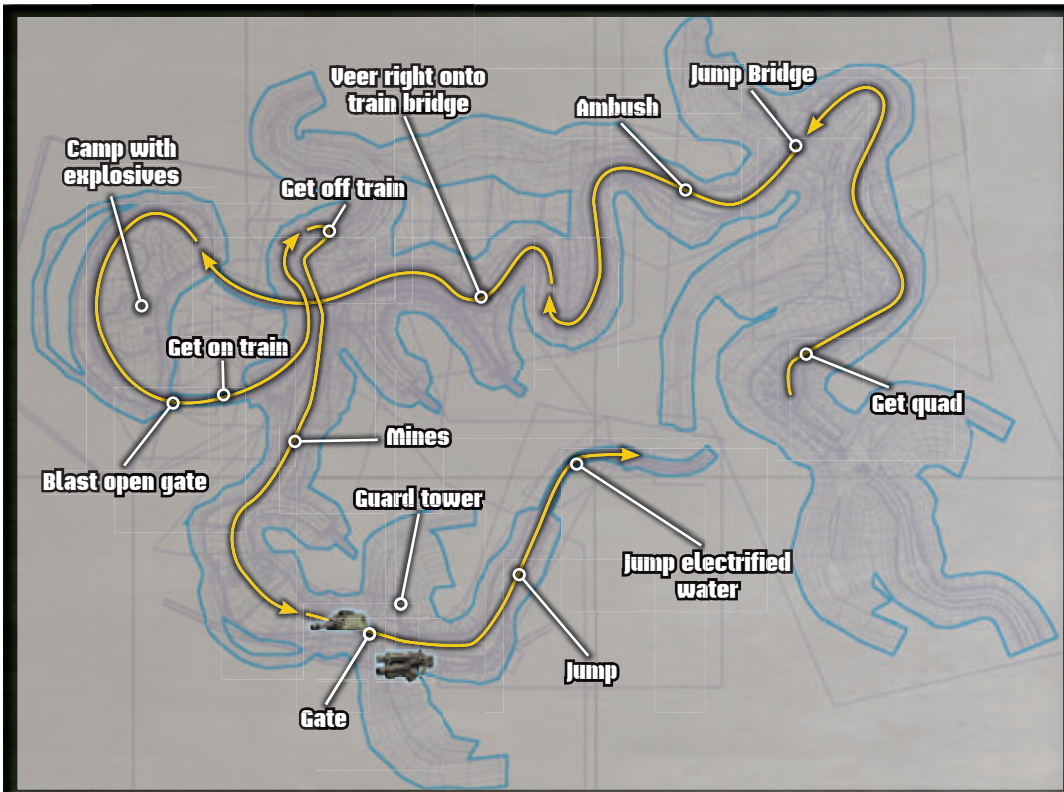


Repeat this process until the airship lands, and you're home-free.

NEST THROUGH
POINT OF IMPACT

59

BETTER LATE...



LEGEND



You've survived your wild airship ride and landed with a couple other Occupant rebels. Your new task is to find the crash site of a previous rebel zeppelin that went down—but there's no time to think about that now: some of Krone's troopers have found you already.

OBJECTIVE

- Locate zeppelin crash site

Two quad bikes and a vehicle with a manned turret roar in from the nearby road. The turret vehicle is on the right.



Start running toward that vehicle, slowing time if you get hit with heavy fire. Blast the gunner out of the turret, taking advantage of slowed time.



Continue to the vehicle's right side, where you're covered from most of the newcomers.

From here, gun

down anyone who's visible, and let a little time energy regenerate. Then, hop onto the turret, slow time again, and finish off the remaining troopers.



When the coast is clear, get on one of the two quad bikes (the four-wheeled all-terrain

vehicles the attackers leave). Practice driving in circles a bit, including in reverse. The button normally reserved for jumping (while on foot) activates a turbo boost.

When you're ready, drive down the road.

Follow the winding road. Pulse the throttle instead of holding it fully down. Driving full-speed is likely to send you off a cliff.



As you approach a covered bridge, simultaneously engage time-slow and use the quad's turbo boost. This



gets you across the bridge. The bridge is unstable and tips as you drive across, so failure to slow time or turbo boost could send you down for a deadly fall.



Keep driving along the road. Soon an ambush appears up ahead, consisting of several Magistrate soldiers, including one manning a vehicle gun turret. You have a couple choices here. If you have an appetite for destruction, you can take on the ambush. If not, just gun your engine and drive through the ambush, veering right to get past the parked vehicle.



If you decide to take on the ambush, drive straight into the vehicle, engaging time-slow when you start to get shot; then quickly dismount and finish off nearby soldiers with close-range attacks. Then get in the turret and destroy a few more soldiers down the road. Be sure to grab the thunderbolt that one of the guards held; drop your shattergun for this.

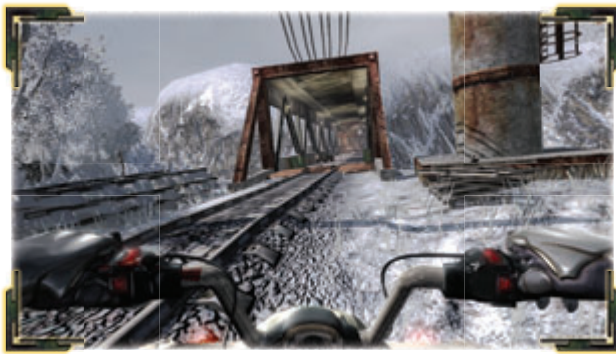


Regardless of whether you fight or flee, keep driving past the ambush site. The road takes you up

a mountainside and into another ambush: A few troopers stand in front of a train, which blocks the road. Take them down.



A good technique is to drive in at full speed, ram one or two troopers with the quad, then dismount and slow time as you clean up any others. Watch out for a soldier or two hiding behind the train!



After you clear the area around the train, get back on your quad and take a right, driving onto a covered train bridge.

Follow the train bridge, which becomes a tunnel. Just outside the tunnel's end is a large open area and a



small ambush of Krone soldiers. We recommend driving into the ambush, running over a soldier or two, and then slowing time and mopping up the others. Or, just hang back in the train tunnel and pick away at the enemy slowly.



At least one of these guys has a thunderbolt crossbow. We find the thunderbolt very useful in these outdoor areas, along with the echo rifle—so have at least one of these weapons at all times. If you're carrying only one or the other, we recommend the thunderbolt, due to its larger ammo capacity. (We tend to hold the echo rifle, thunderbolt, and Karbine for this section of the game.)



Instead, we recommend hugging the left ridge and walking forward. The ground slopes down, and you approach a camp filled with Krone troops. The camp is located on low ground in this area's center.

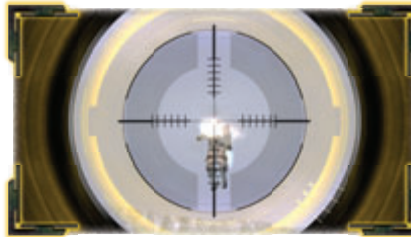
Around this time, you may also receive a new objective, which becomes clearer shortly.

OBJECTIVE

- Locate the explosives in the enemy camp



unwitting enemies, then quickly slow time and pull out a thunderbolt or echo rifle to snipe a few of them.



The pack of enemies includes both normal and jetpack soldiers. The jetpack variety launch immediately, and the regular ones spread out. After your initial attack, we recommend falling back to the cover of a big tree and sniping at enemies. Pick off the ground troops that rush you first, then concentrate on farther enemies and jetpack troopers. Remember to slow or pause time when shooting jetpack troopers out of the sky.

Take your time. When you can no longer see enemies from a particular cover spot, move to another and scope for more. Be methodical and clear everyone out.

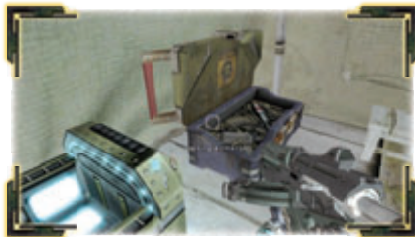


When the clearing is finally empty, approach the camp. Grab weapons from the fallen. Also collect some specialty grenades (laser mines and such) from a table.



NEIST THROUGH
POINT OF IMPACT

Go inside the tent and make sure it's clear; then grab a thunderbolt from a case if you don't already have one. Use an ammo box to max out your ammo levels.



Keep riding, but pay close attention to the track up ahead. When you can see another small barricade, slow time and

jump off. The train is about to smash through the small barrier and off a cliff, and you don't want to be on it when that happens.



Finally, grab an explosive device from the table.

A trio of Krone's troopers is stationed here. Run up to the guardrail and blast the trooper nearest a parked vehicle so he can't get into the turret. Then deal with the other two.



OBJECTIVE

- Destroy the train track gate with the explosives

Exit the tent and hop on one of the quads parked behind it. Drive the bike straight ahead until you reach a huge sealed gate.



After dealing with the three troopers, hop into the turret and look down the ridge. Several more troopers are

running up the slope toward you. Let them all eat turret.



Approach the gate on foot, plant the explosives with the Use button, then slow time and backpedal. Keep moving

away from the door until your time energy runs out. (You don't want to be anywhere near the door when it explodes.) After the door *does* blow, go through it.

Jump off the turret and into a nearby quad. Slowly ride it down the slope, following the road. Hold up when you reach a section of road marked by yellow warning signs. There are mines here!

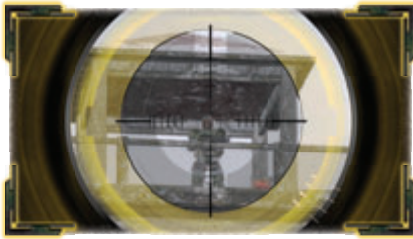


Slow time, then drive straight through the mined section of road. The mines don't have time to detonate while time is slowed.



There are train tracks in here. Climb on a train and throw a lever to start it moving. Ride the train as it breaks through a wooden barricade.





Keep following the road until you see some concrete barriers and a guard tower. Get off the bike

and stand behind one of the barriers. Snipe the guy standing in the guard tower. This tips off the rest of the soldiers—and there are a lot, both in front of and behind a big fence up ahead.



Methodically snipe enemies, starting with the ones nearest you, then moving to those behind the fence.

When all is clear, move toward some big cargo containers to the right. Near the containers is a wide



wooden board balanced on a central pivot: in other words, a teeter-totter. Get on the low end, pause time, and run up the high end. Jump onto the nearest cargo container.

From here, jump to the cargo container that's nearest the fence. Then leap right over the fence.



OBJECTIVE

- Activate gate controls on tower to exit enemy stockade

Explore the camp beyond the fence. Inside one of the tents is a Karbine and a shattergun in a case.



Remember, we recommend having both the echo rifle and the thunderbolt whenever possible for these outdoor areas. The Karbine makes a fine third weapon, but we don't recommend the shattergun for outdoors.



When you're done, climb up the ladder on the tall guard tower. Look for a red lever up here. This

controls the far gate. Pull the lever and *immediately* start crawling back down the ladder—a Magistrate vehicle is about to come crashing into your tower's supports.



Let the vehicle crash into the tower; just be far away when it happens. Gun down a pair of soldiers who

managed to get off the vehicle before it crashed. Then climb aboard a quad and roll through the newly opened gate.

Up ahead is what looks like a partially open drawbridge made of logs. Use your turbo boost to fly over it.

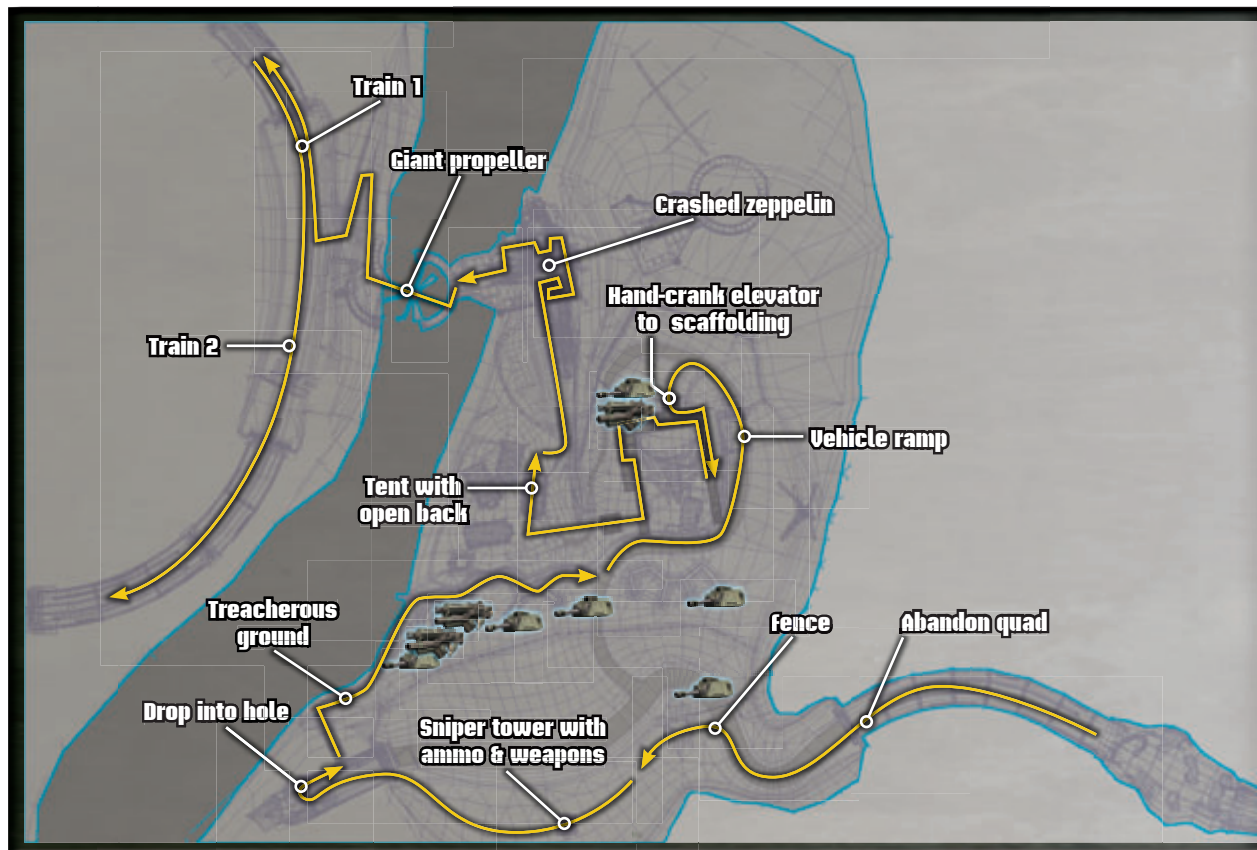


Drive into a tunnel, but be watchful. As you round a bend, a pool of electrified water appears.



Back up the quad, giving yourself some room to gain speed. Rev the engines and drive full speed toward the pool, using turbo boost for added power as you approach the edge. Freeze time just as you fly over the edge. With luck and skill, your quad will clear the pool. If you end up in the pool, immediately bail off the quad and run the last few steps to the other side. The next level loads when you're a short distance past the pool.

POINT OF IMPACT



LEGEND



You've found the spot where the zeppelin crashed. Now your task is to proceed into this area and see if Krone's men are holding any prisoners.

OBJECTIVE

- Infiltrate zeppelin crash site perimeter and proceed to the prison
- Utilize tower vantage point to clear out enemy defenses
- Flank the trenches via tunnel drainage system

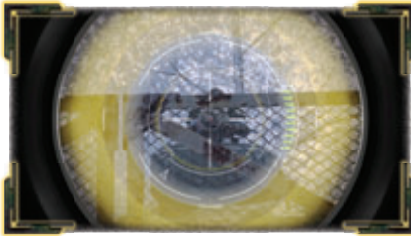


Drive forward until a row of barriers blocks further driving. Get off the quad and sneak up on three Krone guards who haven't noticed you yet. When they do notice you, slow time and run up to beat them down.

Move forward, toward a parked troop transport vehicle. Enemies are swarming here. Also, up ahead is a parked vehicle with a gun turret just behind a fence and a tower with a Bloodhound-equipped sniper in it ahead and to the left. First things first: Run and jump into the back of the transport vehicle. Ambush anyone who runs around back to shoot at you.



When nobody else comes at you around the back of the truck, jump out. There are two major threats still lurking out here: the vehicle turret (on the right as you approached from the level start) and the sniper tower (on the left). We recommend immediately slowing time as you exit the truck. Slide to the right so the tower can't see you. Zoom in on the vehicle turret gunner beyond the gate, and plant a thunderbolt projectile in his head.



Now slide to your cover vehicle's other side and do the same with the Bloodhound-wielding sniper up in the tower.

Also watch for soldiers coming from the vicinity of the tower; a couple are still down there.

When the sniper falls, move to the sniper tower's base, taking out the remaining soldiers in the vicinity as you move. Climb up the sniper tower.



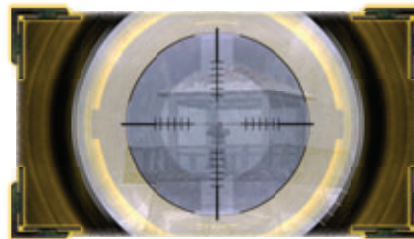
Up here, fully restock your ammo from an ammo box. (Remember, you should have both an echo rifle and a thunderbolt, and there's another echo rifle at the top

of the tower.) Look out across a teeming Magistrate military base. Just think: here you are, with two great sniper weapons and an unlimited ammo supply.



There's also a Bloodhound rocket launcher up here, but don't feel obligated to grab it. The echo rifle and thunderbolt remain our two "must-have" weapons at this point.

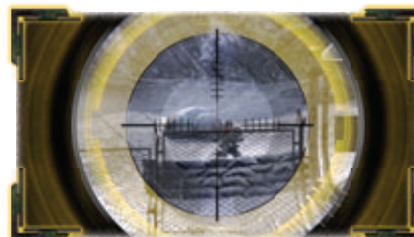
Your task now is to completely depopulate the base. That's not hard, considering the weapons you have. You also have decent cover in the form of boxes. If you're hurt, retreat behind the boxes until your health is restored.



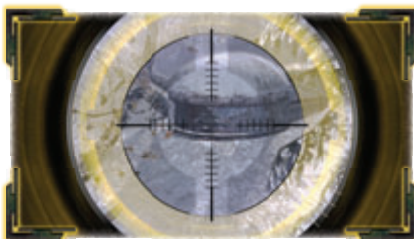
Start by taking out the occupants of the base's two other sniper towers. Those guys have an angle on you, so get rid of them first. Start by picking off the one on the left, as he has a Bloodhound missile launcher. Then snipe the one on the right; he has an echo rifle.



Due to the long distances involved and the fact that even with time slowed your opponents may move around a bit (and thus dodge a crossbow bolt), the echo rifle is our weapon of choice for this.



Now start picking off everyone else. Stay patient, use cover to limit how many enemies can see you at once, and hide behind the larger, immobile boxes when you're seriously hurt.



Some of the toughest enemies are the ones manning turrets in small, enclosed huts. There are two of these: one

straight ahead and one way to the left. Slow time and use precise headshots to clear these enemies.



Then go back down the ladder (look down at it to climb down; a fall will kill you). Then head toward a parked transport vehicle and gun down a few soldiers there.



Go back into the tunnel behind the parked vehicle. Near the back wall is an open grate. Drop through the grate into a smaller steam tunnel.



Follow the tunnel to a valve wheel and a gate. Press and hold the Use button to use the wheel and crank open the gate. Pause time as you release the wheel, then run through the gate. But don't go too far—there's a *very* narrow ledge out there.

When nothing more is stirring in the military base, consider dropping your Karbine in favor of the Bloodhound.

Then go back down the ladder (look down at it to climb down; a fall will kill you). Then head toward a parked transport vehicle and gun down a few soldiers there.

Pause for a moment on the ledge, letting a pair of enemy helos fly by overhead. Turn right. When your time energy

is back, run along the ledge, up toward the military base. Along the way is a patch of ledge that will crumble underfoot. To ensure that you make it across, slow or pause time as you run across that bit.



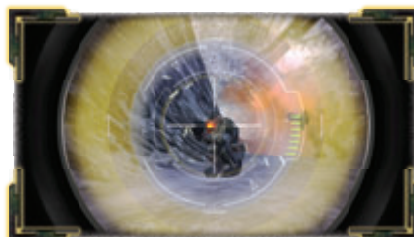
Now you're at a gap looking into the back of the base. There are several more enemies alive in the base (despite your sniper rampage moments ago), so start the process of moving forward a bit, shooting one, and then sinking back into the gap.

There are a few enemies on your right as you creep up the slope. Clear them out early; then you can concentrate on the left, which is where most of them come from. Don't be surprised by their numbers: a truly remarkable stream of soldiers runs in from the left.



When the coast seems clear, move ahead and start collecting weapons, as you've used tons of ammo.

An echo rifle is in a turret hut on the right, and there are many dropped weapons all over. Don't hesitate to drop your Bloodhound for something else once it's empty. As you advance, watch for more soldiers running in from the left: again, there are a surprising number of them.



Keep advancing, using the trenches for cover and gunning down several more soldiers as they appear. Eventually your path veers left; keep moving.



Approach a vehicle ramp. Pull a lever on the right to drop the ramp. Then climb it.



Watch for a cluster of soldiers on the left, including one manning a vehicle turret. Slow time and pick off the turret gunner, then run to the right and take cover near an empty troop carrier. Keep fighting the soldiers in the distance.

As you fight, another troop carrier drives in from *behind* you. Hop into the back of the empty troop carrier



you're using for cover, slow time, and blast the newcomers. Finish off the group you were working on. Watch out for a guy with a thunderbolt in an open elevator on the building under construction to your left. Take him out as soon as possible if he appears.



OBJECTIVE

- Navigate through the scaffolding to reach the enemy encampment

When all is clear, approach the elevator of that unfinished building. There's a wheel mounted on the ground nearby. To use the elevator, press and hold the Use button on the wheel. This makes the elevator rise above your level. Release the wheel and run to the elevator, which starts sinking as soon as you let go of the wheel. When the elevator gets back down to your level, hop inside and immediately rewind time. This reverses the elevator's descent and you rise. Quickly jump off at the top.

You're now on some scaffolding. Climb up a ramp, then jump some crates to a short ladder. Take the ladder and follow the scaffolding to a series of boxes. Jump the boxes and drop to a slightly lower bit of scaffolding.



Keep following the scaffolding, dropping or climbing when needed. All of the chain-link fence makes



things a little confusing, so pay attention or you'll find yourself back where you started. Eliminate a single guard who gets in your way. Eventually you reach a spot where a wide board is hanging by a rope. Shoot the rope to make the board drop, forming a bridge to a guard tower.



Take the bridge to the guard tower, and grab the Bloodhound missile launcher from the case at the top. It's a somewhat clumsy weapon despite its power, but it's worthwhile to take one now and practice using it. We'd drop the Karbine to make room for it, if you still have a Karbine.

Go down the ladder. There are lots of soldiers in the small minibase down here; slow time and immediately

start launching missiles into the midst of them. Pop forward and back, using cover when necessary, and clean out all the soldiers. Switch to precision weapons to get the ones farthest away.



Investigate the military tents in the area. Watch for survivors as you do this. One of the tents has a back door. Take it.



On the tent's other side, veer hard to the right, going down a slope. Ahead is the zepplin you've been looking for. A new objective appears.

OBJECTIVE

- Locate the train tracks on the opposite side of the canyon



Go up a ramp of fallen debris, and get inside the askew zepplin.

Inside the zepplin, go up some stairs, then look for a hole leading back to the exterior. Go through the hole. Walk along more debris ramps. Keep following the path through the zepplin.



Finally you emerge on the other side. Up ahead is a giant, rapidly spinning propeller blade.



Approach the propeller blade, getting as close as you can without falling. Slow time and walk onto the blade as it reaches you. Ride the blade about halfway around its circular path, then drop off onto a ramp on the other side. This is a tricky maneuver, but it *can* be done!



You can't reach the section of ramp that's easily visible from your starting point. It's too far away. The ramp section you want is almost directly on the other side of the propeller from where you started. Your ride on the blade takes you so close to it that you can literally walk onto it (no jumping required).

Follow a switchback ramp up the mountainside, gunning down two of Krone's men along the way. There's an ammo box here: fill up your weapons.



At the ramp's top, a guard tower overlooks a train depot that's swarming with Krone's men. Take down the sniper first, then use the Bloodhound to start blasting away at the men around the train. There are a surprising number of them, so rushing down there is a bad idea. Hang back and fire away at them. Go back to the ammo box to replenish your ammo supply as needed.



The engine surges forward, knocks into a second train, and blows itself up. In the process it clears debris from the tracks.

OBJECTIVE

- Clear the obstruction on the train tracks



After you clear out all these tenacious defenders, drop onto the train tracks. Take a right and follow the tracks into

a short tunnel, where you'll find a small train engine loaded with explosives. Get on board the engine, throw a lever to start it, and immediately drop off.



Now run up to the second train, which was not damaged in the explosion. Get in front and throw the lever. The train chugs forward, taking you to the next level.

HEIST THROUGH
POINT OF IMPACT

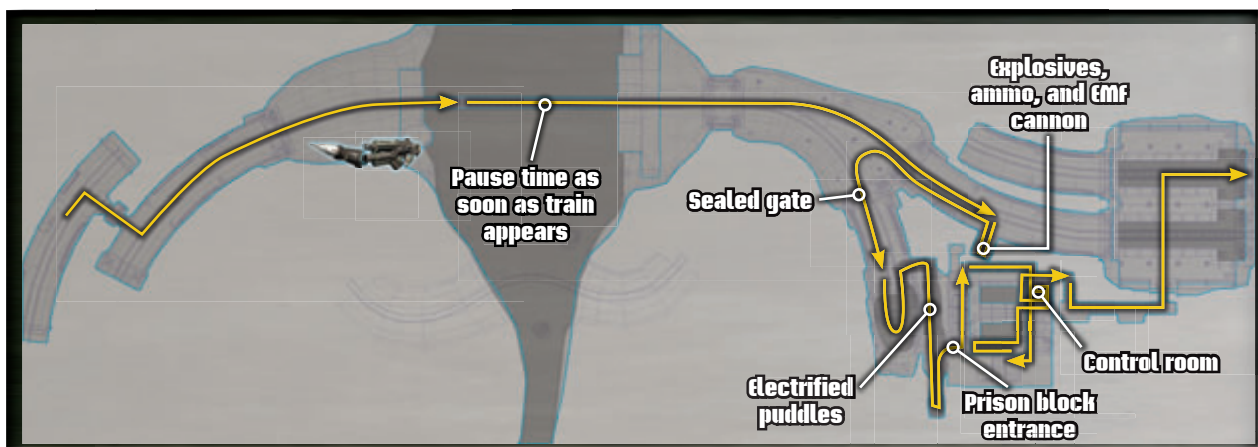


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SINGLE-PLAYER WALKTHROUGH, PART III (LIBERATION THROUGH FACTORY RECALL)

The last two levels ramped up the difficulty level somewhat, pitting you against greater numbers of opponents. Well, good news: The number of enemies you face *won't* go up much from this point forward. In fact, some areas have fewer enemies than you have previously encountered. However, the *quality* of your foes slowly increases, so expect some tough battles ahead.

LIBERATION



LEGEND



You're close to a secret prison where Krone is keeping the captured resistance fighters from the crashed zeppelin. Now it's time to get in there and set them free.

OBJECTIVE

- Infiltrate prison and rescue Occupant captives



Get off the stalled train and go through a small door on the right. Take a second door. You emerge on another set of tracks. Turn left.



Up ahead, the tunnel widens out into a larger cavern. The cavern is packed with Krone's soldiers. Approach the cavern but don't go inside; open fire from back here. There are explosive barrels at a few spots, which you can shoot to good effect.

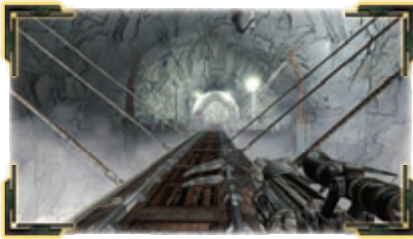
Slowly work your way forward, to more cover, as you clear out the nearest enemies.



Completely clear the cavern. There are a couple opponents across a narrow rail bridge. Don't cross the bridge yet; just snipe them.

After clearing the cavern, look on the right side for an ammo box and a case containing a thunderbolt. Grab it to stock up on ammo.





When you're done here, start running across the narrow rail bridge. As you approach the midpoint, two jetpack soldiers

pop up, one to either side. Slow time and backtrack all the way to cover. Destroy the jetpack soldiers from cover, let your time energy build back up, and then go back onto the bridge.

When you're more than halfway across the bridge, a door opens and a train comes at you full speed. Pause time (to prevent the train from smashing into you) and keep running. When you reach the other side, immediately get off the tracks. When time resumes, the train blasts by.



Enter the tunnel the train came from. There are several Flash Guards in here. These Magistrate troopers are

equipped with time suits, just like you. Consequently, they periodically move around at hyperspeed. This makes them extremely unpredictable.

They're also equipped with EMF cannons, which are potent short- to medium-range magnesium-projectile guns.

OBJECTIVE

- Find the explosives and destroy the gate

Take down the Flash Guards. Dodge and use cover when they're on the move, then slow



time and snipe them with the thunderbolt when they pause to shoot. When you slow time, Flash Guards' hyperspeed becomes more like normal speed. They are as slow as any other enemy whenever they are not using their speed powers.



We recommend grabbing an EMF cannon from a fallen Flash Guard. At this point in the game, we like to carry a thunderbolt, an EMF cannon, and an echo rifle (the rifle is not necessary, but we're suckers for sniping, even indoors). Substitute a different weapon for the echo rifle, if you prefer a different gun.

Flash Guards

Flash Guards are recognizable by their periodic bursts of hyperspeed. A glowing nimbus surrounds them as they jet around, firing magnesium projectiles at you and generally making your life miserable.

The key to dealing with Flash Guards is to have time energy available. If you're low on energy, get behind cover, as far from the Flash Guards as possible.

When you *do* have time energy, wait for a moment when the Flash Guards are not using their hyperspeed. (This opportunity often arises when the Flash Guards have taken cover.) Then slow down time, rush the Flash Guards (going around their cover if necessary), and shoot them as you would any other opponent. They are not especially durable.

Up ahead and to the right, note the barred gate, which requires explosives to open. Then follow the tunnel's left fork.



Take a small door on the right, into a supply room. Grab the explosive device on the table. Grab the EMF cannon from the chest (if you didn't grab one earlier) and use the ammo chest to max out your ammunition.



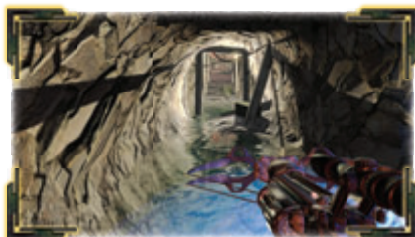
Go back to the gate that needs the explosives. Plant the explosives and slow time; get as far away from the gate as possible before it blows.





Go through the gate, drop down a slope, then turn around and enter a tunnel beneath the ledge you dropped from.

Approach the electrified pool. To cross it, first pause time and run across the first part to a patch of dry ground in the middle. Then, when you have time energy, pause time again and cross the second part.



Climb a ladder and keep moving until you emerge at the top level of Krone's secret prison. You receive new objectives.



OBJECTIVE

- Evacuate Occupant forces from prison
- Eliminate all threats preventing prison evacuation
- Find the control room and free the Occupant prisoners



Circle around the top floor, shooting prison guards below you. You can shoot right through the chain-link fence.

Keep moving around and shooting until you see no guards below.

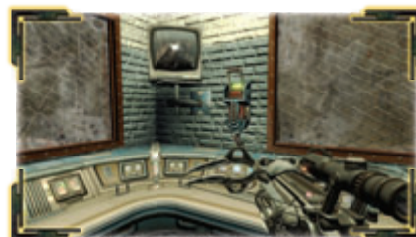


Circle around to the room's other side, and look for a missing section of chain-link fence. Drop through that hole to a lower floor, then go down a flight of stairs.



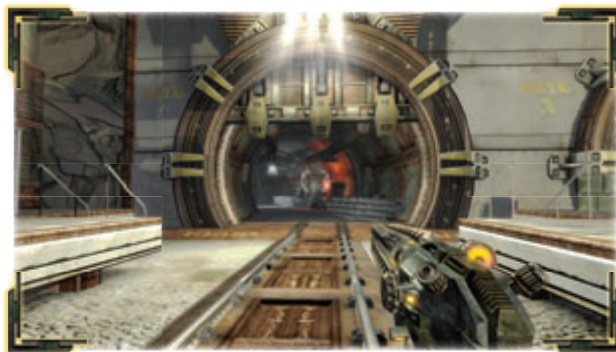
A couple more prison guards emerge through doors on this level. Gun them down. Look for the security room; it has a small red sign by the door that reads "Security."

Go inside the security room and pull a lever located on the wall, just above the console. This frees the prisoners and completes your most recent objective.



Exit the security room, immediately turn right, and take another right when you reach the wall. Go through the now-open gate next to the security room door and follow the corridors beyond.

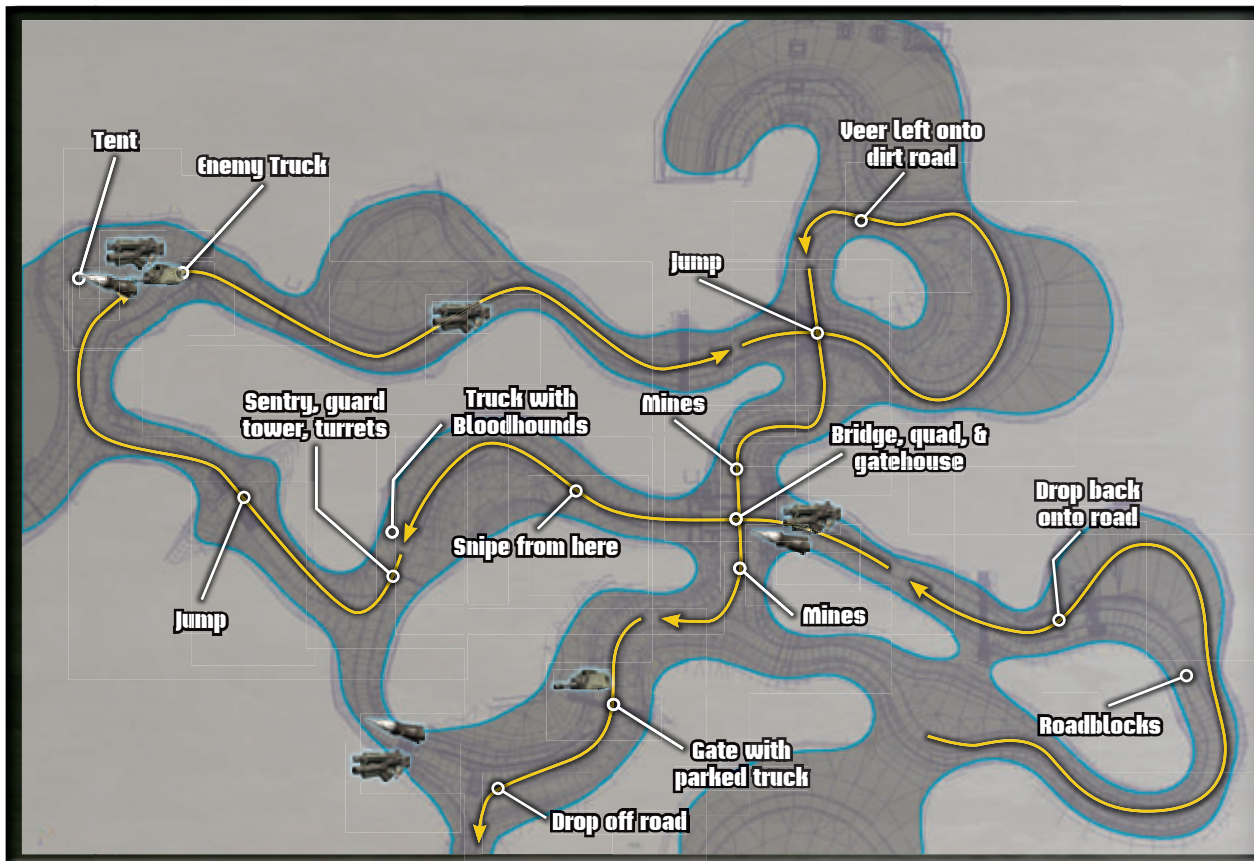
You emerge on a train platform. Three of the four train tunnel entrances leading away from this platform are sealed. Locate the open one, and start running down the tracks.



A short distance down the tracks is a quad. Hop on it and drive into the next level.

ROAD TRIP

LIBERATION THROUGH
FACTORY RECALL



LEGEND



Turret



Weapon



Ammo

OBJECTIVE

- Proceed to Occupant rendezvous point

OBJECTIVE

- Proceed through enemy checkpoints



there's debris blocking the road ahead, and enemies on a ridge to the right can shoot down at you if you drive any farther.

Therefore, get off the quad when you reach the roadblocks, then move up the ridge, bearing to the right as you go.

Drive your quad until you reach some roadblocks. While you can drive around these roadblocks,



them out. When you aren't taking much fire, advance to a boulder in this area's middle. Using it for cover, clean out the remaining enemies.

When all is quiet, advance toward a burned-out tower. Stay to its right. You'll reach a spot where you can jump back down to the road—past the big pile of debris that blocked your path earlier. Drop down here.



Eliminate a pair of soldiers patrolling the road, then run forward. Up ahead is a platform with a bridge running over it. Start sniping at the soldiers on the platform and at a pair of them perched on the overhead bridge.



Slowly advance, sniping any remaining soldiers. On the platform is an ammo chest and a weapon chest containing a thunderbolt. Stock up on ammo.



Walk across a short bridge (ignore the quad parked on the bridge for now) and notice the EMF cannon in the chest by

the gatehouse. Grab it if you don't have this weapon already.



Inside the gatehouse is a lever that controls the bridge (which is actually an unusual form of a drawbridge). Throw the lever, then immediately slow time and run toward the quad parked on the drawbridge. Get on the quad just as your time powers run out. Then wait as the bridge section you're on rises into the air. (Don't worry—unlike a typical drawbridge, this one doesn't tip you off.)

When the bridge is done moving, back the quad up very slightly, then drive full-throttle ahead, using the quad's boost power in addition to the accelerator. You drive right off the bridge's end, and over the gate up ahead.



If you fail to clear the gate, you need to wait. After about a minute, the bridge settles back down to its original position. Park the quad back on the bridge (right where it was before), return to the gatehouse, and then try the whole thing again.

Drive ahead a short distance; get off the quad after you turn a bend and can see a guard tower in the distance.



Staying well back, snipe the soldier in the guard tower, or shoot the explosives at the tower's base, thus

destroying it and him. Then turn your attention to a cluster of soldiers guarding the ground near the tower.



As you shoot the soldiers, a giant mechanized Sentry appears near the guard tower and starts firing at you.

Immediately slow time and retreat back around the bend in the road until the Sentry can't see you anymore.

OBJECTIVE

- Evade the Sentry

At this point, wait for your time energy to return, then slow time and pop out of cover. Snipe any visible soldiers near the Sentry's feet, then drop back behind the bend in the road, again using it for cover. Repeat this process until no more soldiers are visible near the Sentry.



When you can no longer see soldiers, charge up your time energy and run down the road, which leads more or

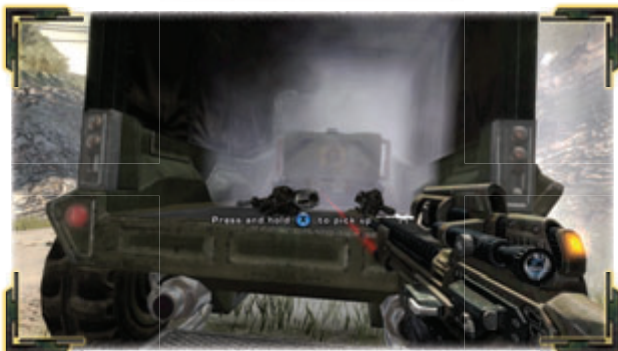
less toward the Sentry. Slow time as the Sentry starts firing at you. Your goal is to get behind a very wide tree before your time energy runs out. When you're safe behind the tree, you can recharge your time energy.



Ignore the smaller pieces of cover along the way. The big tree is the one you want to hide behind.



There may be a few soldiers left up ahead; at least one may be manning a gun turret. Cautiously peek out of cover and snipe anyone who remains, meanwhile avoiding the Sentry's guns.



Charge your time energy, then slow time and advance toward a parked truck that's just to the road's right (and very near the Sentry). Jump right in back of the truck before time resumes its normal flow.



There are Bloodhound missile launchers in the back of the truck, along with a handy ammo box. Grab a Bloodhound and stock up on ammo.



Now you are in business. When you have time energy again, slow time, pop out of cover, and run sideways

while launching four missiles into the Sentry. (Just dumb-fire them; you don't need to use the weapon's Secondary Fire mode.) Then duck back behind the truck.

Repeat this process until you blow up the Sentry. You can easily destroy it before the Bloodhound needs more ammo; however, if you do need ammo, slow time and use the ammo crate near where you got the Bloodhound.



If you wish to, you can drop the Bloodhound right after you destroy the Sentry. We prefer to go with the thunderbolt, echo rifle, and EMF cannon in these big outdoor areas, unless something (in this case, the Sentry) makes us pick a different weapon.



Advance past a line of metal vehicle barricades, then take a right and walk up the slope.



Just for fun: if you haven't already, shoot the explosives at the guard tower's base to make it collapse.





Up ahead, on the road's right side, is a quad. And farther ahead is a log bridge with a gap in it. Get on the quad and jump the bridge, using the quad's turbo boost.



Drive to a T-intersection. Get off the quad and look right. Snipe a pair of soldiers standing in the road, then take cover behind the quad and snipe several more in that general area.



Slowly advance on foot, hugging the road's right side. Advance to a telephone pole and take out all remaining soldiers; be aware that there's a turret up ahead.



Move ahead until you find some rolls of barbed wire blocking the road. Now cross to the road's left side. Here you'll find a full military camp, complete with a tent, some weapon chests, and an ammo chest.



As you walk over here, a transport vehicle bursts through a fence back near the road, parks, and discharges several more of Krone's men. Get behind the military tent for cover and snipe all the newcomers. Then get ammo from the ammo chest.

Walk through the gate the transport vehicle just destroyed. Get on a quad on the other side, and drive forward.



You'll encounter two more soldiers, who you can either run over, shoot, or just drive past. (There's also a truck parked here containing a Karbine, but you don't need a Karbine, so just drive past.)



Keep driving. When you feel and hear a giant thudding sound, don't worry—it's just a giant Magistrate Sentinel walking nearby. It won't attack you; it's going after other targets.

Keep driving until you reach a fork where the paved road continues to the right and a dirt road goes left. Take the dirt road.



A broken log bridge is up ahead. Drive straight for it and use the quad's turbo boost to jump to the other side. Then either get off the quad and quickly gun down two soldiers or just drive past them.

Just past the jump, as the road slopes down, is a big section of road with mines in it. [There are yellow caution signs, but they're hard to see.] Slow time as you approach this section of road, and then put the pedal down. Race along with time slowed until you reach a T-intersection with a paved road. You're safe from mines when you reach the T.

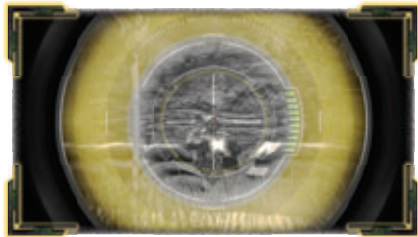


A gate blocks your path—but conveniently, the parked transport is loaded with explosives. To detonate it, lob a clutch grenade into the back of the truck, then slow or pause time and run as far away as possible before it explodes. You can also shoot a thunderbolt into the back of the truck; just be sure to pause time before you fire, and then get away quickly.

Get back on the quad and drive through the newly destroyed gate. Drive forward until flaming debris appears ahead, blocking the road.



Leave the quad and drop off the road's left side. Follow the path until the next level loads.



Turn right and pause to let your time energy recharge. Get off the quad and slowly advance. A couple soldiers

stand near a parked transport vehicle up ahead. Keep advancing and picking off anyone you see; there is a turret beside the vehicle, so be prepared to snipe the gunner as quickly as he appears.



Watch out for a lone soldier on a bridge up above.

FORCED ENTRY



LEGEND

- Turret
- Weapon
- Ammo

You're getting close to Krone's munitions plant, where you'll meet up with some rebels and get to wreak all sorts of havoc—later. For now, you just need to get there. And getting there will not be an easy task.

OBJECTIVE

- Locate the Munitions Plant underground entrance
- Proceed through minefield to reach rendezvous point

Move forward, collecting thunderbolt ammo from a weapon chest nearby. Follow the curve of a mostly dry riverbed. Overhead, notice one of Krone's airships. It almost looks like it's dropping some sort of payload up ahead....



Keep moving cautiously forward. Suddenly, shots start coming from up ahead. Several enemies

dropped by the airship are attacking you. A few of them are regular soldiers, but mixed in are Storm Guards, sometimes known as Quantum Guards. You haven't dealt with them before. Check the sidebar for details on these guys.

Storm Guards

Storm Guards, aka Quantum Guards, carry energy shields and typically wield Hellfires, which are combo submachine guns and flamethrowers. They are at least partially robotic, so they grip their weapons too tightly for you to steal them while time is slowed.

The flamethrower portion of Storm Guards' Hellfire weapon makes them exceptionally dangerous at close range.



Storm Guards (Continued)

Storm Guards are much more durable than regular soldiers, and their energy shields make them even more so. Here's an important tip: Their shields are rendered temporarily useless when you pause time (slowing time won't get it done). Therefore, it's best to stay away (behind cover when possible), build up time energy, and pop out and freeze time. Then unload on them.

While it is possible to kill Storm Guards without pausing time to bypass their shields, their shields make them about twice as resistant to damage as they'd otherwise be. So, for example, two thunderbolt missiles will generally kill a Storm Guard on the Medium game difficulty, *if you pause time*. However, if time is free-flowing, it will often take four bolts to finish him off.

It takes many punches to kill a Storm Guard, so slowing time and running up for punch kills is effective only if you're facing one of them. (You'll have to punch that lone guard at least five or six times to get the kill.) Again: the safest policy is to use cover, stay back, and unload on Storm Guards whenever you have enough energy to pause time.

Finally, don't be shy about using your grenades against these guys. They were made for this sort of tough enemy.

Did you read the sidebar? Good. Now drop back to the cover of a boulder. Start dealing with the soldiers

and Storm Guards in the way we suggested: pop out briefly, pause time, and use powerful weapons (ideally the thunderbolt or echo rifle) to blast a Guard while time is frozen. Then hide and repeat. Use grenades too. Retreat to farther cover if you get swarmed.



It'll take a while, but eventually you'll finish off all the attackers.



Should you collect Hellfires from the Storm Guards? They're cool weapons but are better for indoor situations. Consider holding off for now; later, when you get inside, think about dumping the echo rifle for one of these.



Instead of following the riverbed, climb up the slope to the left. Move forward, staying left. Remain on high ground and circle around the riverbed. Eventually a path appears. Follow it.



There are minefields in this area: a good reason to stick to the path once you find it.

When you reach railroad tracks, get on them, turn right, and walk until you reach a set of barriers and barbed wire that prevent further travel along the tracks.



Slow time and drop off the tracks' *left* side. You *must* slow time before dropping, because there are mines here, and they'll detonate if you approach them in real time. Run straight forward, toward a pond.



You're only safe from mines when you've entered the pond.



Wade directly through the pond. On the other side are several Occupant rebels. Approach them and listen to what they say. It seems they're about to stage an assault on the munitions plant to the right.

When they're done talking, fill your ammo from an ammo chest on the ground. (There's also a thunderbolt and EMF cannon here, but you should already have those.) Turn right and start running up the hill toward the munitions plant.



OBJECTIVE

- Ambush the fortified perimeter with Occupants



Take cover behind a boulder. Settle in, equip your echo rifle or thunderbolt, and start sniping. Tons of Krone's men are on the slope leading to the plant, and the hillside is carved with trenches. Start taking down these guys. Your rebel allies will help.



After killing the majority of the enemies, advance to a fallen log and take cover behind it. Continue to snipe. Eventually a turret near the hilltop starts laying down blistering fire; remain behind cover until your allies order you to take down that turret.

When you have some time energy built up, slow time, then run forward and to the left, advancing up the hill. Drop into the nearest trench.



Keep a lookout for a Bloodhound in a chest on the hillside.

Crouch and advance through the trench, until it starts to turn right. Note that the trench will not always protect you from the turret, so keep moving until you find a spot where you're safe from it. Pause only then.



Move from trench to trench, staying as far left as you can while still benefiting from the trenches.

Advance up the hill [with time slowed] whenever you have time energy, and recover your time energy whenever you're behind cover. Eventually you will emerge in a trench to the left of the turret.



As always, make sure to slow time when you attempt these difficult passages. And to maximize your cover, crouch when you're in the trench.



When you're as close to the turret as the trench will take you, slow time, jump out of the trench, and run for the turret.

[You will have to veer to the right in order to actually reach the turret, as in some places the ground leading up to it is too steep. Look for a slope that you can manage.] When you get there, circle around the side and shoot the gunner. With time slowed, the gunner can't turn fast enough to avoid you.

Immediately after shooting the gunner, drop off the turret's side into a nearby trench. Crouch down. Circle around and look for nearby enemies and any snipers on the munitions plant who are shooting at you. Deal with these enemies but remain crouched.



There's an ammo chest nearby. When you have a free moment, replenish your ammo supply.



Your rebel allies advance to join you by the turret. Move up until you're right beside them; help them to shoot down

enemies. After a short while they urge you to move ahead on your own. When this happens, back up a bit and look right to see a few Storm Guards on the hillside. Pause time and pick off any you can see, along with any conventional soldiers in the trenches to the right.



When the hillside looks clear and your time energy is restored, slow time and run across the hillside toward

a small, rectangular building [it looks like a metal trailer]. Shoot anyone who pops up along the way but keep moving. Run until you're inside the trailer.

Restock from an ammo chest in the trailer. Peek out both sides of the trailer and gun down any foes you see, either nearby or up on the munitions plant.



When things are more or less clear, restock ammo again, then exit the trailer on the opposite side from where you entered.



Slow time and run through a trench, toward the munitions plant. When the trench dead-ends slightly to the plant's right, jump out of it and veer right, *away* from the munitions plant.

There's a square hole in the ground nearby. It's a little hard to see from a distance, so if you miss it and run out of time energy, take cover, let the energy replenish, and then search again. A ladder leads down into the hole. Take it.



Keep following the path. There's only one tricky part, where you must go through a door and then immediately go

through a second door directly to the right. There's a seemingly open corridor that leads left, but it dead-ends; your mistake will be obvious if you make it. Just keep advancing.

Gun down another pair of guards in a corridor, then open a door. You're now looking out on a freight-loading dock. Be careful: There are a couple Storm Guards out here, in addition to regular soldiers. Freeze time, blast one of the Storm Guards, and then back into the hall. Repeat the process until all visible enemies are gone.



At the ladder's base is a pile of explosives. A Storm Guard opens a door ahead. Get behind the corner and wait for him to advance a few steps, nearer to the explosives. Pause time, shoot the explosives, and get back behind the corner. The explosives blast him into oblivion.



You may consider dropping one of your weapons here in favor of a Hellfire. But we also like sniping—so consider keeping the thunderbolt and the echo rifle. It's your call. Just make sure you always have at least the thunderbolt so you don't completely give up your long-range sniping abilities. We keep both the echo rifle and the thunderbolt here and grab the Hellfire to temporarily replace the EMF cannon.



There's only one path to follow inside. Go up some stairs, around a curving hall, and down more stairs.

Open a door to reveal a couple soldiers. Slow time, rush forward, and finish them off.

OBJECTIVE

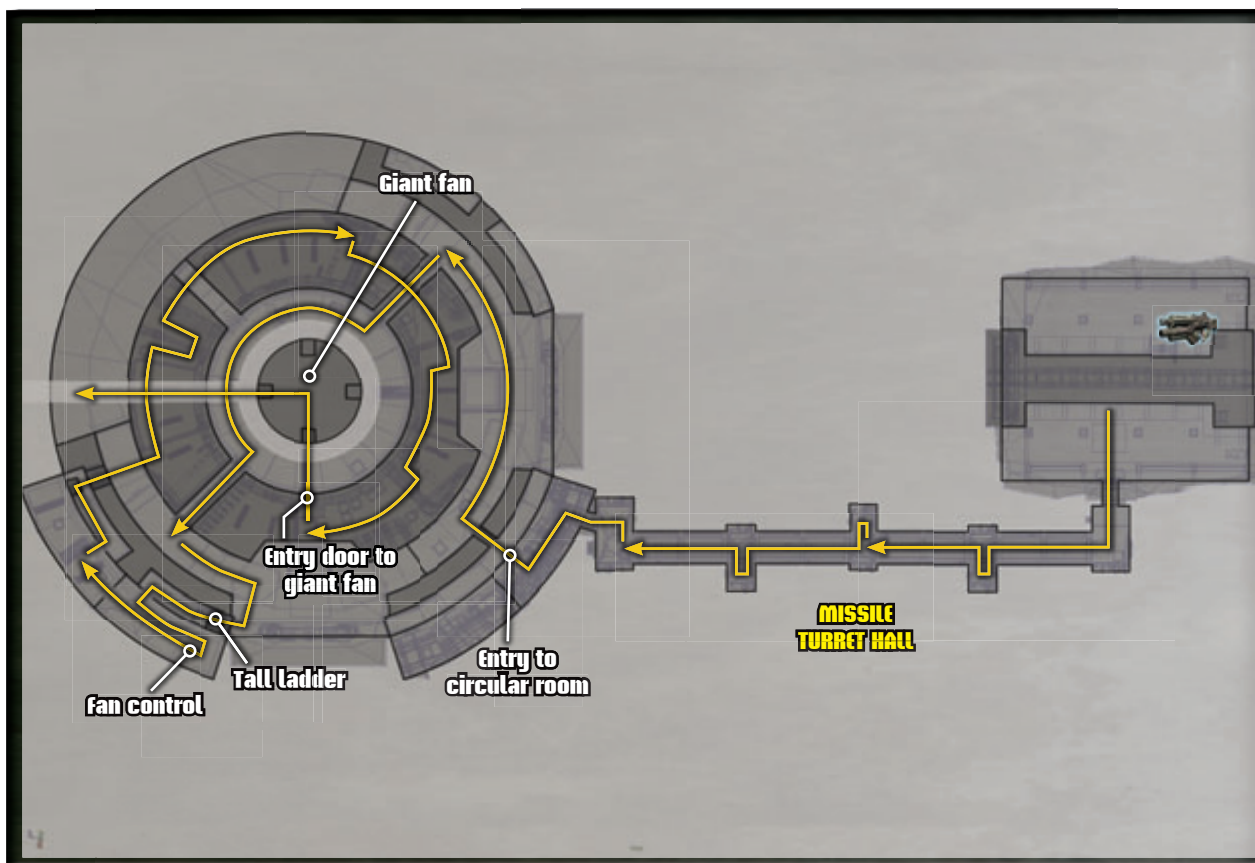
- Find your way deeper into the complex

Now get out on the loading dock and clear the rest of it. There's an ammo chest on the left side; stock up after clearing the loading dock.



Jump onto the train's front car in the middle of the loading dock. Throw the lever. A door up ahead opens, and the train takes you to the next level.

TEST LABS



LEGEND



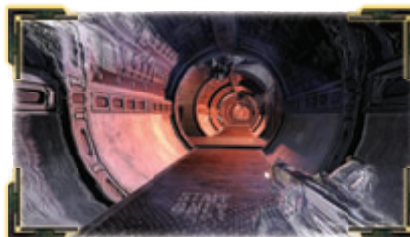
You're now inside the munitions plant. Your task is to dig deeper, into the central core—that's where you can do some *real* damage.

OBJECTIVE

- Find a way to the upper levels of the Munitions Plant



Get off the train. Collect a thunderbolt from a weapon chest on the platform, then take a side door.

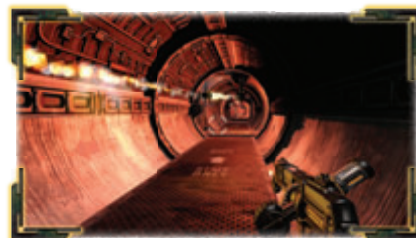


Beyond the door, move ahead until you see a red-tinged hall guarded by multiple gun turrets. Immediately sink back; getting through this hall requires some technique.

OBJECTIVE

- Advance through the rocket defense system

Make sure you have full time energy; then slow time and dash into the turret hall. Dodge from side to side as you advance—even with time slowed, the turrets in the hall shoot missiles that move very fast.

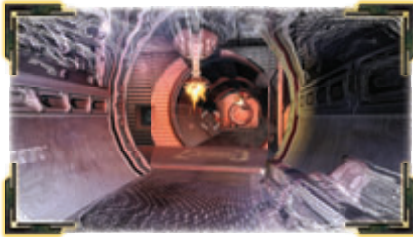


When you reach the first turret, duck into an alcove to the left and press the button you find there. This disables the first turret, making it safe for you to remain here indefinitely.



Let your time energy replenish. Slow time and once again dash into the hall, strafing a bit as you advance to

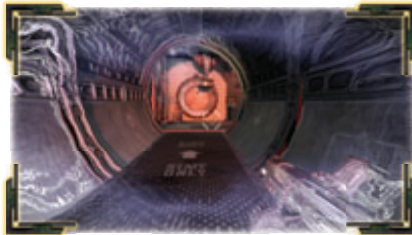
avoid incoming missiles. When you reach the next turret, duck into an alcove to the *right* and press the button to disable this turret.



Wait here until your time energy replenishes. Then slow time and dash toward the third turret. When you

get there, duck into the alcove on the *left*, press the button to disable the turret, and rest here.

When your time energy is back, slow time and rush toward the fourth and final turret, dodging any missiles that



are fired. When you get near the turret, an alcove opens to the right. Go in there, but the button to deactivate this last turret is in the alcove's back wall, not in the front like the last three buttons. Press the button before time resumes its normal pace. The final turret is now deactivated.



A door in front of you opens up, and a pair of soldiers approach. Gun them down and go through the door, into a control room. Go through the control room and open a second door.

OBJECTIVE

- Access the upper control rooms and activate the wind turbine

This door opens on a giant central shaft that leads up through the building. Stay near the door and look for targets. Several soldiers run up close to attack, but there are also a couple echo rifle[EN]wielding snipers on balconies. Clear out everyone in sight before advancing through this door.

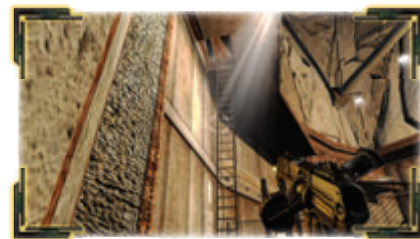


When you can't see anyone else from the door, go down a short stairway to a lower platform. Follow this platform to the right, gunning down a few more soldiers that appear. Take a left, going through a narrow area lined with chain-link fence, toward this room's central hub.

Several more soldiers appear on the right as you approach the central hub. Take care of them and continue on. Go directly to the hub's other side, then move to this room's other side. Take out a trio of soldiers on the right, then turn left.



Look for a very tall ladder. It's close to an inoperative lift-style elevator and a massive door that you can't use. Climb this ladder.



Upstairs, enter a control room and gun down a pair of armed techs. Look for a console in the far corner. Press a button on it. This makes a giant fan nearby start to spin.

OBJECTIVE

- Proceed to the wind tunnel and find a way up to the main level

Another of Krone's techs emerges from a previously locked door behind you. Gun him down and take the door he came through to enter a second control room; take out another tech in there. Open a door that leads back out into the massive chamber with the central shaft.



There's likely an echo rifle from a fallen sniper on the railing past the door. It's up to you whether to grab it. You *are* inside here, but there are lots of big spaces, so having the thunderbolt, the echo rifle, and a Hellfire would be a winning combination.



Peek out through the door into the massive chamber, and snipe anyone you see out there. At

minimum, there will be three soldiers below.

When all is clear, go out onto the railing and turn left. At the railing's end is an ammo chest (stock up!) and a ladder leading back down. Take the ladder.



Go forward, then turn left. You're now in a narrow area filled with pipes. Go through this area, jumping over and moving around pipes as necessary and gunning down soldiers.



When you reach a piece of metal balanced like a teeter-totter, get on it; to ensure that the far end stays up, pause time and run forward. Jump from the far end to a higher ledge.

Drop down on the other side, blasting a soldier as you go. Keep moving ahead, taking out more enemies, until you reach a console on a pedestal.



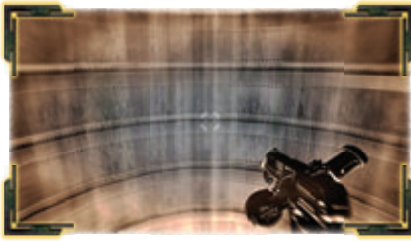
Press the button on the pedestal; it makes the panels on a round door ahead of you spin around—but so quickly that you can't get through it at normal speed.

Press the button again, but now pause time when the panels are not blocking the door. Run forward, crouch, and sneak through the door.

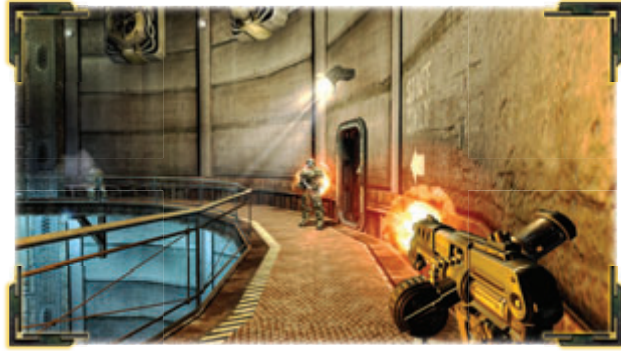


You emerge on a platform. Just ahead is the giant fan that you set to spinning a little while ago. Stand here and let your time energy recharge.

When it's full, walk toward the fan. Just before you walk into it, press the Time Control button: it should be automatically set to rewind.



Now the fan blades are pushing air up instead of sucking it down; when you walk on the fan's top, it blasts you up.



When your time energy runs out, you fall onto the circular walkway at the shaft's top (or die if you failed to get off in time; if that happens, try again). There are several guards on the walkway; gun them down. Take a small door that leads out of here.



As you fly up through the shaft, look up. As you approach the shaft's top, steer yourself toward the edge. You want

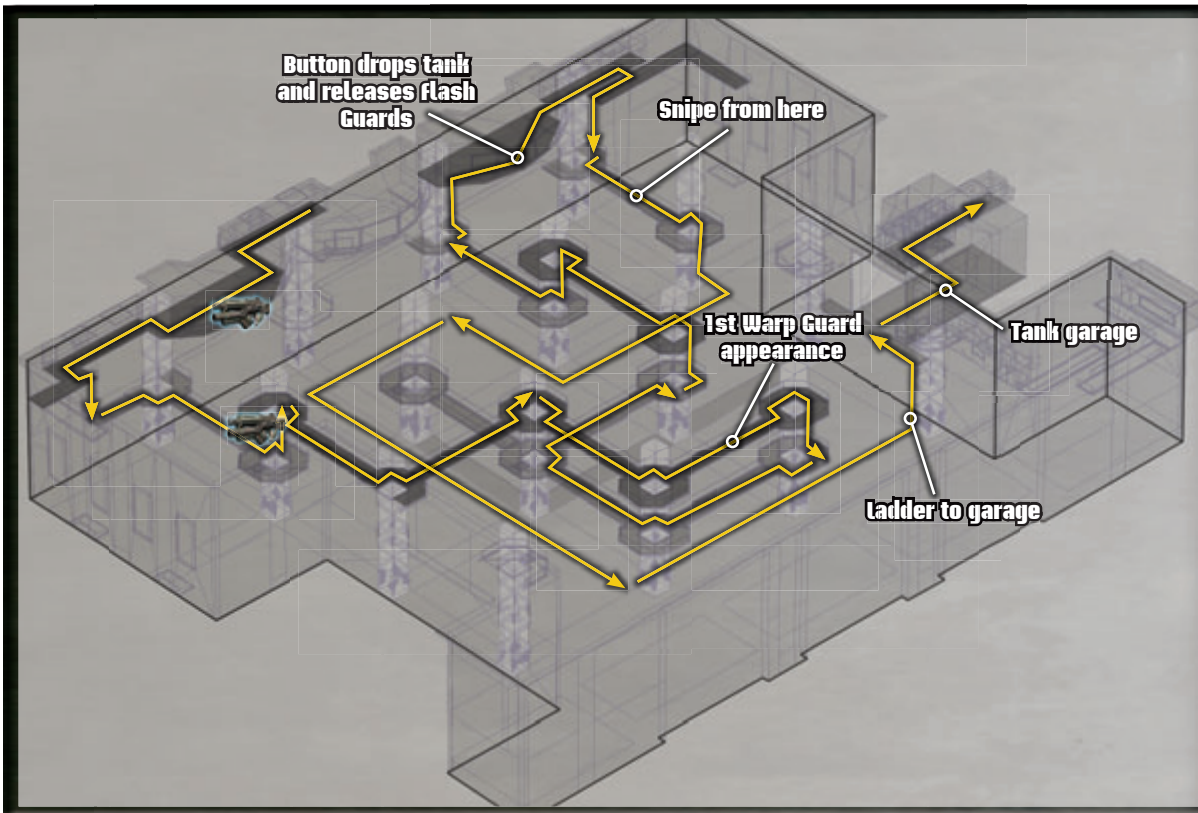
to be over the walkway circling the shaft's top (and not over the shaft's center) when your time energy runs out.



You can't shoot through the shaft's center, because the fan's suction takes your shots right down with the air. Therefore, you must get close to these guards before you can shoot them.

The next level loads as you proceed down the hall, past that door.

FACTORY RECALL



LEGEND



You've made it upstairs, but now you must get through a munitions warehouse. There's a lot of explosive material out here, so be very cautious.



Explosive containers are always bright red. If your path takes you close to them, blow them up from a short distance away. This prevents an enemy's stray shots from detonating them while you're standing too close.

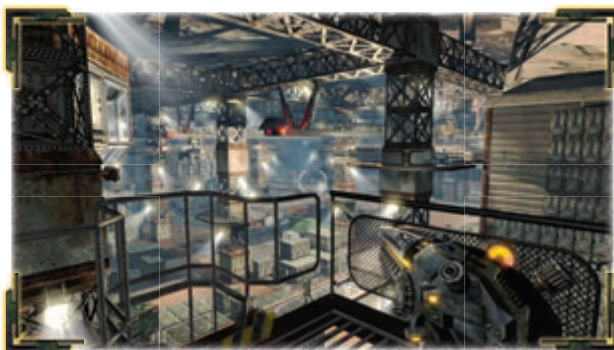
OBJECTIVE

- Secure the warehouse
- Activate the control room switch to open the assembly doors



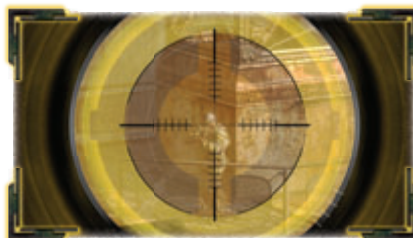
Take the door at the hall's end. Gun down an armed tech in the control room beyond, and collect an EMF cannon in a

weapon chest if you prefer it over some of your other guns.



Proceed out the room's other side, through a hall, and through another door. Now you're on a balcony overlooking the massive munitions warehouse. You'll be traveling through this warehouse for quite a while, so get a good look at it.

Soldiers patrol on several levels of the warehouse. Slow time, snipe a couple of them, and then sink back through the door. When you have additional time energy, enter the door again and snipe some more. Repeat this until no more enemies are visible in the warehouse.



When all is clear, go down a ladder to a walkway. Follow the walkway to another ladder, this one going up. Climb this ladder.



At the ladder's top, shoot a single guard patrolling ahead of you. Then check behind the ladder for a thunderbolt in a weapon chest. Grab it for extra ammo, if necessary. The thunderbolt is an excellent all-around choice for this level.

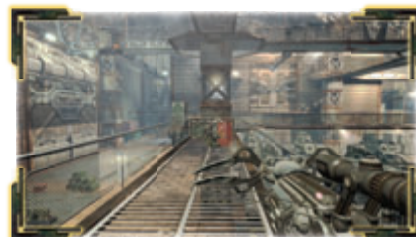


Follow this upper walkway as it twists across the warehouse, gunning down the soldiers on patrol up ahead.



As you approach a certain section of walkway, note a strange electrical disturbance ahead. A Warp Guard [a new type of enemy] briefly appears in the electricity, and then vanishes. For now, just watch, and keep moving when the electricity dies down.

Keep going until you reach a ladder leading down. Go down the ladder. At the base you'll catch another glimpse of the Warp Guard before he disappears.



Warp Guards' special ability is to warp in and out of existence.

For now, the Warp Guard isn't attacking, so turn your attention to some EMF cannon-wielding soldiers up ahead. Gun them down, using some explosive barrels to speed up the process, then start moving along the series of platforms.

When you reach a spot where you can go forward or veer off ninety degrees to the right, veer right—but watch out, because directly ahead, a pair of soldiers is waiting on a higher platform. Snipe them both with the thunderbolt and keep moving.

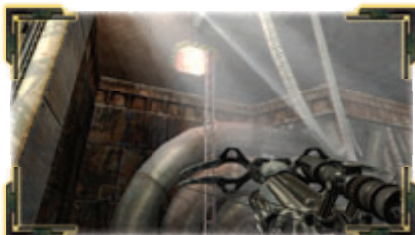
Directly below where those soldiers you just sniped were standing is a ladder leading up. Take it to where they were.



When you reach the ladder's top, look for a trio of snipers with thunderbolts. They're standing across the

warehouse, up high, at the spot where you originally entered. Take them all down, then move along the walkway.

Advance until you find a ladder going down. Take it, then move along the walkway until you reach the warehouse's wall. Go right and look for a ladder leading up. It's in a dark spot by the wall, so look carefully. Climb it.



This ladder leads to a control room overlooking the warehouse. Press a button on a console in here. This

causes a new tank to drop into the warehouse—along with a whole bunch of Flash Guards.

OBJECTIVE

- Proceed through munitions warehouse to the assembly doors



The tank itself isn't important; what *is* important is that your eventual exit from this warehouse lies beyond the assembly doors through which the tank was lowered.

As for the Flash Guards, well, they *are* important because you'll soon need to fight them.

Exit a door at the control room's end. In the hall beyond, you catch another sight of the elusive Warp Guard, along with an electrical disturbance. Stand back until the electricity dissipates, then get moving again.



This path takes you back out onto a ledge overlooking the warehouse. Immediately turn right and climb down a ladder.



Now you're on a lower walkway that leads to another ladder going down. Before taking the next ladder, though, snipe some of the Flash Guards zipping around on the warehouse floor. Sink back to cover by the warehouse wall whenever you're injured.

When you finally climb down to the warehouse floor, a few more Flash Guards pop out of boxes.

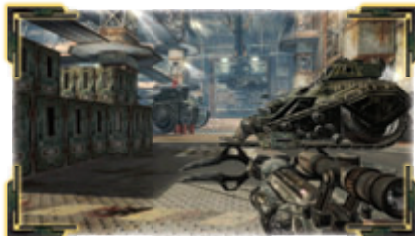
Fight them, using the boxes as cover, hiding when you have no time energy, and slowing time as you attack in order to get good shots.



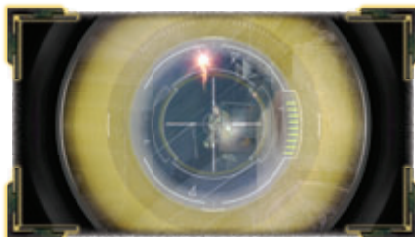


Head across the warehouse. New Flash Guards pop out of boxes as you pass; deal with them as they appear.

When you find a double row of tanks, approach it, but beware—an extra-strong wave of Flash Guards awaits you beyond the tanks. Sink back when they first appear, and fight from a position of cover. When things are under control, advance through the tanks.



Past the tanks, beware a couple of snipers with thunderbolts on a raised platform ahead and to the left. Avoid them until you deal with the Flash Guards, then snipe them.



If you decide to venture into the maze of containers beneath those snipers, you might encounter several normal soldiers in there. But there isn't any reason to go there, and we recommend avoiding it.



To the left of where those snipers were, near a lone tank, look for a very tall ladder leading up. Take it.

Almost immediately, take a second ladder that leads partway back down.



Advance slightly along this platform and turn right. Go into a garage cut into the warehouse wall. Look for a pile of crates. Jump onto the pile, and crawl into a ventilation hole near the ceiling.

As you do this, there's a burst of electrical disturbance and a few soldiers appear right behind you; ignore them and hop through the hole, then down to the room on the other side. Proceed a short distance and the next level loads.



SINGLE-PLAYER WALKTHROUGH, PART IV

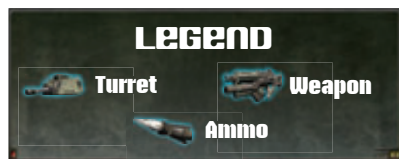
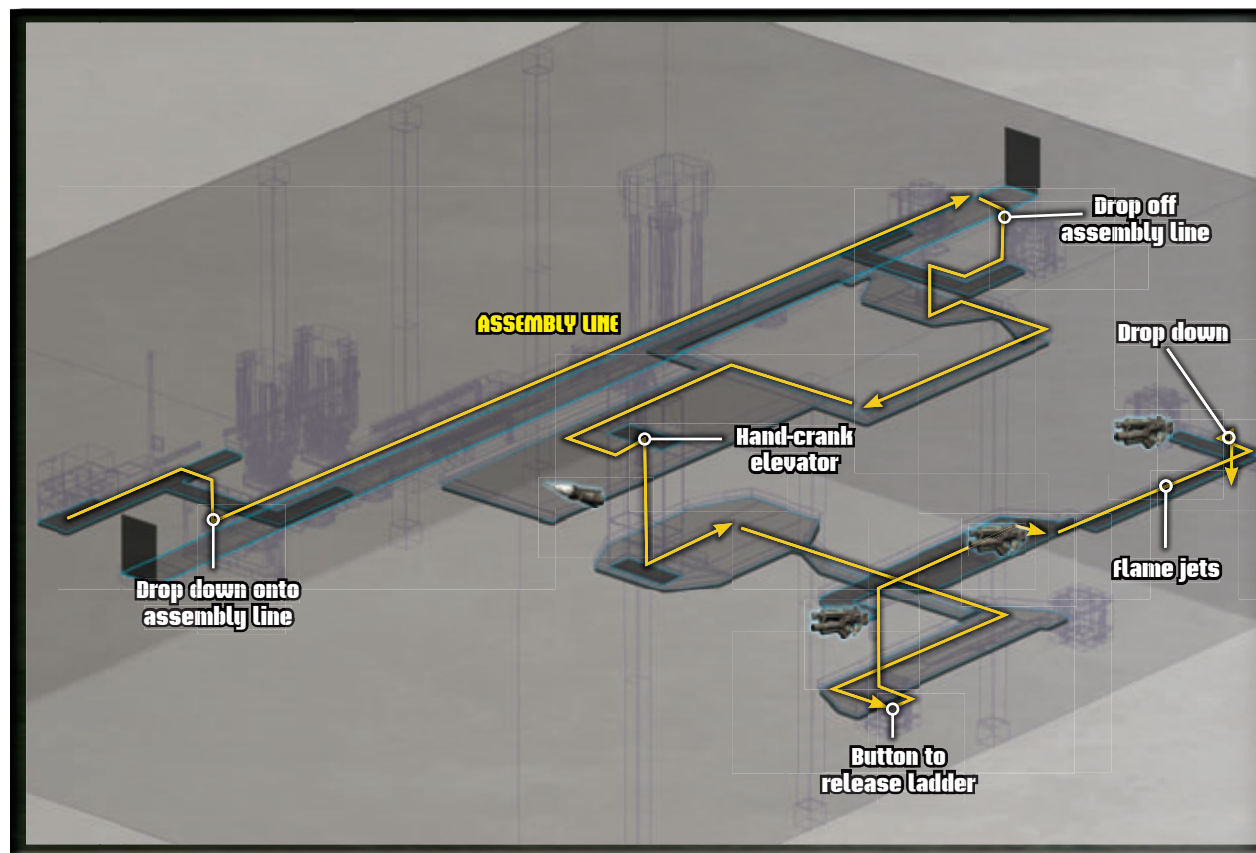
(SOME ASSEMBLY REQUIRED THROUGH GATE CRASHERS)

If you made it this far, you definitely understand the game. You don't have to worry about common encounters with the numerous typical soldiers because you've developed tactics for dealing with them. The same can be true when you face smaller numbers of elite enemies.

Nevertheless, the game still has a few monkey wrenches to throw in your gears. You will encounter some sticky situations in these next five levels, but don't worry: we'll keep you on the right path.

SOME ASSEMBLY REQUIRED

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS



You've managed to make it past that huge, extremely dangerous warehouse. Now you must go to the core of the munitions plant, which means you must go through the central assembly line.

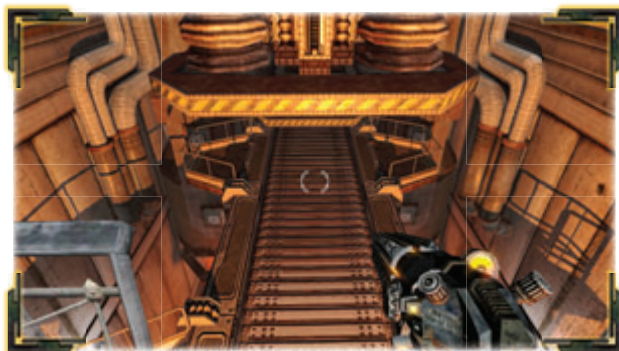
OBJECTIVE

- Locate plant's central core
- Proceed through central assembly line

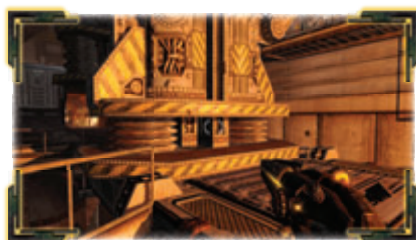


You start out in a long hall. As you approach the end, a soldier opens the far door. Take him down, then advance to the door. Open the door and look out onto a walkway above an assembly line.

Several more guards are patrolling this walkway. Eliminate them all, then look for a spot where no railing protects you from the assembly line below. Go there.



Drop off the walkway, onto the assembly line. The assembly line slowly moves you forward.



A giant hammer rises and falls on the assembly line in front of you. Allow the assembly line to drag you fairly close to this hammer (but not too close). When the hammer is at a high point, freeze time and run beneath it.



Take refuge on a stationary area just to the assembly line's side, and let your time energy recharge. Look down the assembly line to a second hammer. Pause time while this second hammer is elevated and scoot under it.



Now the hammers are at your back, and a tunnel filled with flame jets is just ahead. Replenish your time energy before taking on those jets; spend some time here, walking slowly backward in order to counteract the assembly line's forward motion (and maintain your safe position between hammer and flames). Don't get too close to either hazard.



When your time energy is refilled, freeze time again and move full speed through the flame tunnel.

On the tunnel's other side, look right and gun down an armed assembly-line worker. Slowly walk backward to maintain your current position, and wait for your time energy to replenish. When it does, freeze time and dash under a third hammer.



On the hammer's other side is a crusher that smashes in from the left and right. Again, charge up your time energy, then get close to the crusher. Pause time while the crusher is open, and hurry through.

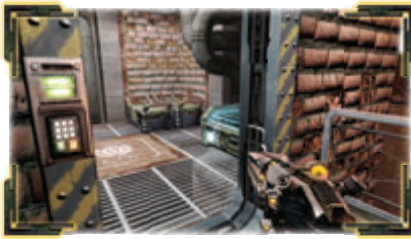
Just past the crusher, the assembly line ends in a torrent of flame. You don't want to go there! To the left and right is a walkway that runs just beneath the assembly line. Drop onto either side of that walkway.



OBJECTIVE

- Utilize elevator to gain access to lower levels of the factory

Two doors lead away from the ends of this walkway. One is locked; collect a thunderbolt from behind the other. Return to the walkway's center and climb down a ladder.



As you reach the lower platform, you see several of Krone's armed workers lurking down here. Slow time and blast

them quickly with your EMF cannon or Hellfire.

Also look for a couple of enemies above. They appeared on the walkway you just came down from.

Two narrow walkways, one to each side, lead away from this platform. Take either; they both take you to an even larger platform stacked high with boxes and crates. Expect a big ambush of Krone's soldiers as you approach those boxes and crates!



Slow time, pick off a couple of the enemies amidst the boxes, and maybe throw a grenade or two. Hide behind the massive concrete pillar at the platform's front while your time energy recharges, then repeat the process.

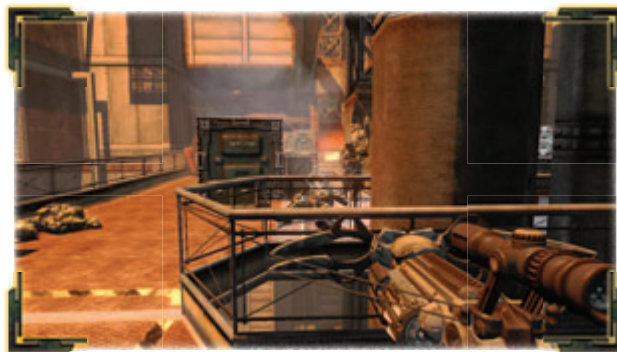


Stock up from an ammo chest near this platform's back edge. Then look around; notice a couple of snipers positioned along the far wall of this area. (The red beam from an echo rifle will give them away.) Snipe both of them.

Look for an elevator with a big wheel beside it. Press and hold the Use button to turn the wheel and raise the elevator. When the elevator is on your level, pause time and dash inside.



Immediately conserve any remaining time energy by turning off your time power.



The elevator sinks as soon as you unfreeze time. When it reaches the bottom, several soldiers attack. Use the elevator for shelter, and blast these enemies with an EMF cannon or Hellfire. If you're in trouble, use any remaining time energy to slow time.



There are more explosive canisters here; destroy them when enemies are near them to score very easy kills.

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS



There are lots of explosive canisters around here. Use them to blow up enemies, and avoid standing near them.

When all is clear, look for a silver walkway that leads to the side wall. Take the walkway, and gun down another cluster of soldiers that appears ahead and to the right.



When you reach the side wall, go right and keep moving and fighting until you find a door. Take it, entering a small control room. Gun down an armed tech in here, then press a button on a console. This drops a ladder outside.



OBJECTIVE

- Locate the vent shaft that leads to the plant's central core

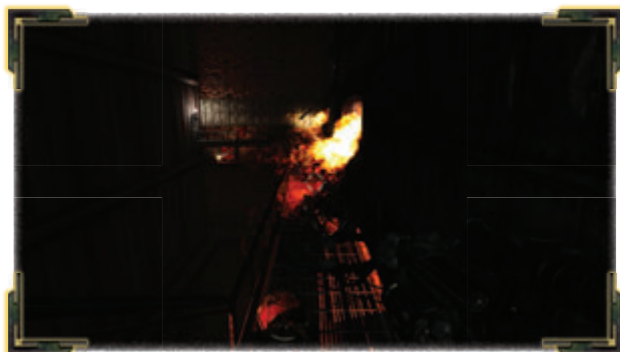


Exit the control room. The ladder you just dropped is right in front of you: climb it, but slow time just as you

reach the top. Several soldiers are up there, waiting on all sides; destroy as many as possible before time energy runs out. Then look for cover and deal with the rest.



Explore the platform when it's clear; there are several weapon cases in this area. But also watch for snipers on raised platforms near the assembly line's middle: one has a Bloodhound missile launcher. It's imperative to take him out before he hits you with a missile.



Keep moving along the platform. Up ahead, an explosion rocks the wall and jets of flame shoot out, blocking your forward progress. Gun down anyone on the other side of the flames.



Pause time and run past the first two, closely paired jets. Wait and let your time energy return before pausing

time again and moving through the next two.

When you're through the flames, take the door at the walkway's end.

Grab an EMF cannon from a chest inside the small room beyond the door. Notice that the only exit is the door you entered through. Walk back out that door and immediately turn left.

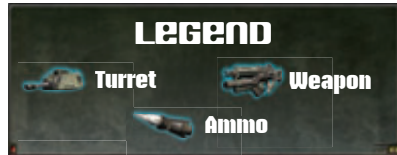
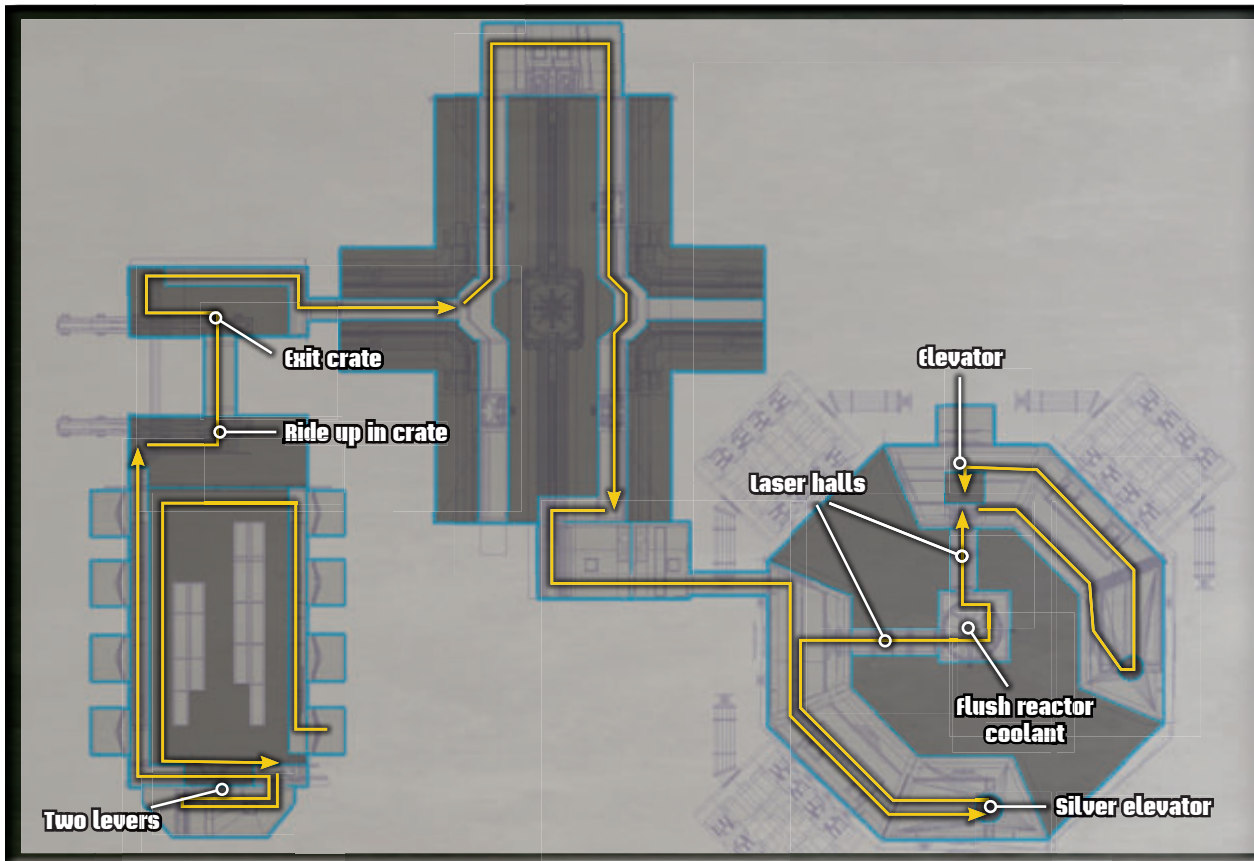


Look down. Notice a ventilation duct in the wall, just below the walkway. Jump over the railing and drop into that duct. Follow it straight to the next level.

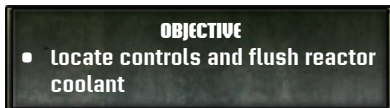


SABOTAGE

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS



Now that you're near the heart of the munitions factory, it's time to find the central core and deal some serious damage.



Gun down a soldier on the walkway you're standing on, then turn your attention to several guards scattered

around the lower level. Strafe back and forth along the platform as you pick them off from above.

At the platform's end, a ladder leads down to the supply room floor. Blast any guards remaining on the floor, then go down the ladder.



Downstairs, carefully move between tall shelves packed with crates. Clean out any foes still down here while periodically looking up. One or two soldiers appear on high ledges.



Approach a spinning fan. Pause time and sneak through the fan; now you're on a walkway overlooking a supply room.



When you reach this room's end, notice a short ladder that leads to an elevated section of floor.

Climb that ladder, then climb a second, longer ladder that leads to a control room.

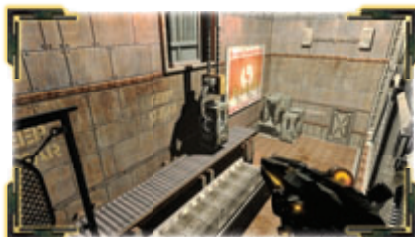
There are two levers on pedestals in the control room. Throw both of them in quick succession, then return to the walkway and turn left.



The levers activated two moving platforms, which are now approaching. When both platforms are lined up in front of you, slow time and jump across both platforms to the walkway on the room's other side. Don't *ride* the moving platforms; just use them as stepping stones to the room's other side.

Climb down the ladder on this walkway's other side. Now you're next to a conveyor belt. Periodically, a crane drops an empty, man-sized box onto the conveyor belt. Your task is to ride upstairs inside one of those boxes. To do this:

1. Get on the conveyor belt and maintain a position near the boxes' drop location. Make sure your time energy is full.
2. After the crane drops a box, it pulls the sides of the box away, exposing the interior. Dash into the box when this happens.



3. Rewind time just as you're getting inside the box. Now the box's sides are replaced, the box is lifted back upstairs, and eventually the sides come away again. You're now on a conveyor belt in a new room. Quickly exit the box.

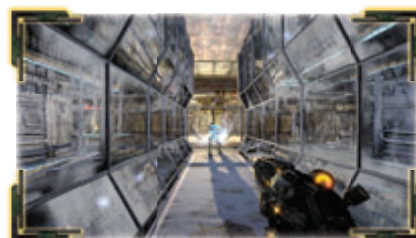
OBJECTIVE

- Find an alternate entrance into the reactor core room

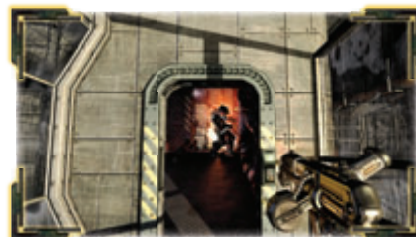


Shoot a guard in this new room, then take the only door leading out of here.

The door leads to a somewhat confusing area—there are partially transparent walls and assembly lines on either side of you. Ignore the robotic troops being assembled on either side: concentrate on this hall's end, where a Storm Guard awaits. Freeze time and fill him full of lead.



When you reach a T-junction with a flaming core of energy hovering in front of it, go left (the right path is a dead end). But watch for soldiers both ahead and across the gap, on a different walkway. Gun them down as they appear.



In the dark room to the left are several regular troopers. Slow down time, enter the room, and blast them all.



Take a door out this room's other side, then approach another corridor junction. Several enemies, including a couple Storm Guards, attack from up ahead. This is a tough situation, so pause time, throw a grenade or two, then back up while your time energy regenerates. Grenades (and efficient shooting while time is paused) will get you through situations like these.

Proceed straight down the corridor, ignoring the branch on the left. Go through a door into a control room. Gun down a few armed techs.



Go through another door into a small supply room containing an ammo chest. Fill up your ammo and proceed through yet another door.



Eventually you reach a big, roughly circular room filled with both regular and jetpack soldiers. A big, pulsing blue energy sphere lights the room. This is the reactor core.

OBJECTIVE
• Eliminate reactor core defenses



This is a tough spot, due to multiple enemies, including the highly mobile jetpack soldiers. Slow time, pick off an enemy or two with the thunderbolt or some other high-powered weapon, then sink back behind cover as your energy recharges.



Your best cover is to actually leave the room, ducking back through the door you came in. However, there's also a big cargo container immediately to the door's right to hide behind.

OBJECTIVE

- Advance to the coolant control room beneath the reactor



Keep fighting until you eliminate all the jetpack and conventional soldiers. Then head across the room toward a silver-colored cylinder, which is actually a strange-looking elevator. As you approach, soldiers may emerge from it. Deal with them, then get inside the elevator.

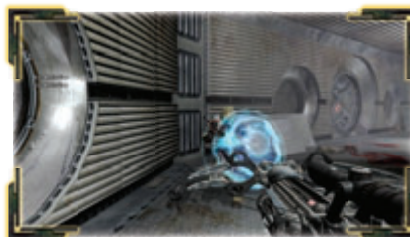
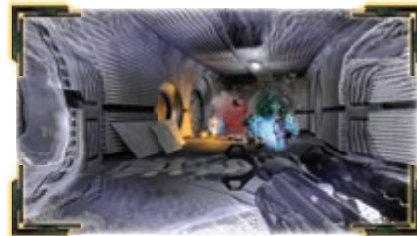


If the elevator doesn't open, just walk up to it and quickly back away. Repeat if necessary. Eventually the silver facing slides back, revealing the interior.

Ride the elevator down and exit in a lower corridor. Just to the right is a weapon case. Grab an EMF cannon (if you don't already have one), along with assorted grenades.



Advance past a gate, and you get a nasty surprise: five Storm Guards advancing in lockstep! Immediately pause time and lay down spring mines or laser mines. Then quickly back up before you run out of time energy.



Hide behind the corner as best you can while your time energy replenishes. Hopefully you took out two or three Storm Guards with your grenades, but you still need to avoid the remaining Guards' fire until you get that energy back.

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS

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Pause time again when you've got the energy. Then hose down the remaining Storm Guards with EMF cannon fire.

Proceed down the corridor after eliminating them all.



On the right is a short tunnel guarded by three rotating laser beams. To bypass each beam:

1. Approach the tunnel and stand close to the first beam. Stand as far to the left or right as possible while still being ready to enter the tunnel.
2. When the nearest rotating beam is *almost* vertical, slow time. Then squeeze past either side of the beam while it *is* vertical.
3. Repeat these steps for the second two beams. Don't try taking more than one beam at a time; this only leads to mistakes.



You enter a small room with a console. Press a button on the console to drain the munitions factory's reactor coolant.

Pressing this button also seals the corridor you entered through and opens another short tunnel guarded by two rotating lasers. Bypass these lasers just as you did the last three.

OBJECTIVE

- Proceed past security and exit the facility

Follow the wide corridor beyond the lasers. At the end is what looks like another silver elevator, but there's a ladder inside. Climb it.



Now you're back up in the reactor core, with the blue energy sphere. Watch out: you're now about to face three Warp Guards, one right after the other. See the sidebar for tips on dealing with these guys.



Ignore the energy bolts the sphere throws. They won't damage you. Just concentrate on your enemies.

Warp Guards

Warp Guards can warp in and out of existence, and they have surge guns, which are potent electricity-based weapons. A bright flash of light heralds their appearance (or disappearance). Use this visual cue to get ready for your opponent (or relax for a moment, if the Warp Guard is disappearing).

Warp Guards can easily warp into existence behind you. To avoid that, get your back to a wall or into a corner whenever they're around. Limit the possible areas where the Warp Guard might appear, and don't let any of those areas out of your line of sight.

Killing Warp Guards is simple—you just have to execute it properly. When the Warp Guard fully materializes (but before he starts shooting), *freeze* time and unload with everything you've got from medium-close range. An EMF cannon is a good choice, because it inflicts severe damage and can be fired relatively quickly. Repeat this process every time the Warp Guard appears.

If you're low on time energy the next time the Warp Guard appears, just hide behind cover (if you have no cover, keep moving quickly from side to side, dodging). Don't try to attack; just defend. Resume attacking when you have time energy again.



Surge guns are fun weapons, capable of shooting either a destructive pulse or a constant lightning bolt. However, their low ammo makes them a bit tricky for long-term use in the single-player campaign. We grab them, use them up, and then discard them for a Hellfire or EMF cannon when the ammo runs out.

Continued

Surge guns not only are rare, but they're also the only gun that cannot be refilled with ammo at an ammo chest. That's why their ammo is so precious.

One useful tip: use the Secondary fire mode (the beam) most of the time. This mode kills most opponents in a millisecond, and by firing in very short pulses you can conserve ammo.

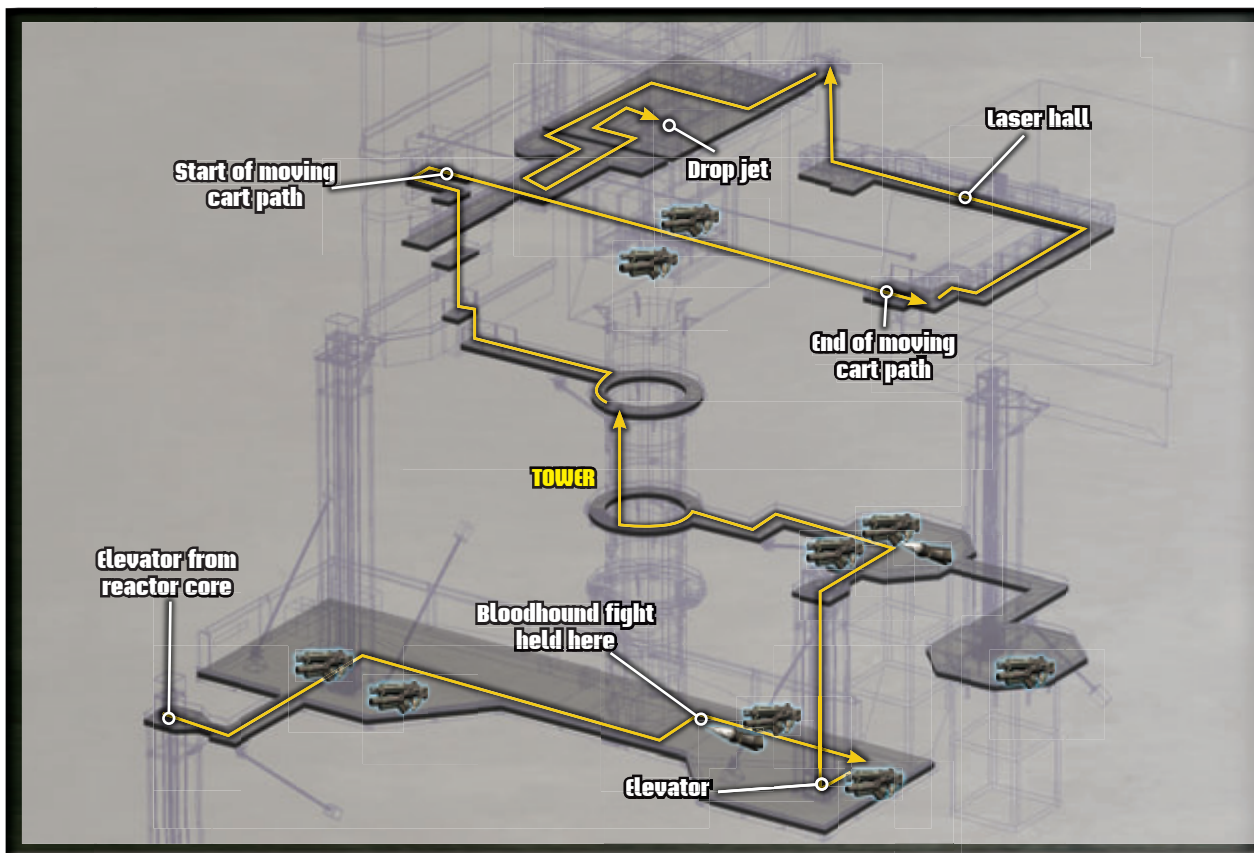
Kill the first Warp Guard by stopping time and unloading with a full EMF Cannon clip. Then grab the fallen Warp



At this stage of the game, we like to carry a thunderbolt, echo rifle, and surge gun.

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS

EXIT



LEGEND



You've succeeded in draining the reactor coolant, thus leaving the munitions factory's reactor in critical condition. At some point she's gonna blow! But don't worry: though various rumblings and explosions will lend a sense of urgency as you proceed through this next level, there is no timer running down. In other words, proceed at your own pace.

OBJECTIVE

- Escape the facility
- Locate drop jet bay for exfiltra-



You emerge from the elevator onto a small platform. To your left is a much bigger platform. Move

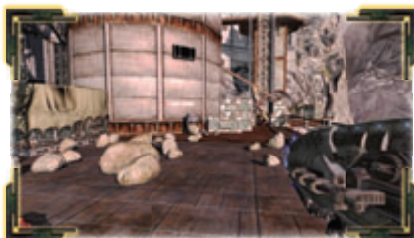
along a walkway and turn left (but watch out for a lone soldier hiding at the bend in the walkway), toward the bigger platform.

When soldiers from the big platform start shooting at you, head for cover behind a massive pile of crates and containers.

Fight from behind these containers. There are several soldiers to gun down. After eliminating the conven-



tional soldiers, Flash Guards emerge from some of the crates. Stay back and use the big central crate pile as cover; slow time to get good shots at the Flash Guards, and hide when you run low on time energy.



Up ahead is a flaming tower. Run past the tower and immediately veer left. Along the wall, behind various crates

and containers, is a weapon chest containing a Bloodhound missile launcher.

OBJECTIVE

- Find heavy firepower to destroy the Helo

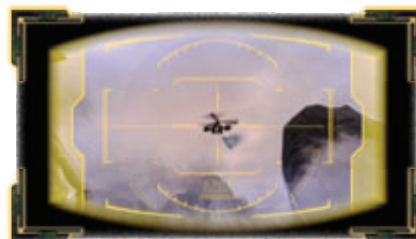
Grab the Bloodhound (trading it for a surge gun or a Hellfire, if you have one of those), and get behind cover. A helo has just appeared overhead, and you need to avoid getting shot by it.

Now you must battle the helo with your Bloodhound. Here are some tips:



- Your best cover is behind the row of boxes where you collected the Bloodhound. Stay back there whenever you're low on time energy.
- When you do have time energy, pop out of cover, slow time, and look for a good shot. The helo likes to make passes: it flies toward you, looks for an opportunity to attack you, and then flies away before looping back. Attack it while it's approaching from a distance but before it starts shooting at you. During these times, it's flying straight toward you (and thus easy to aim at), but it's not yet close enough to deal any damage to you.
- Before taking a shot, engage the Bloodhound's Secondary Fire mode. This pops out an orange display with a central cursor. Center the helo inside the cursor and fire. Keep the cursor squarely on the helo until the missile hits. The missile will home in on the target as long as you keep the helo centered inside the cursor.
- Repeat this process after the first missile hits or misses. Just be aware of your time energy, and duck behind cover immediately if it gets too low (or if the helo starts seriously hurting you despite your time being slowed).
- Keep repeating this process. There's an ammo chest just beyond the row of crates you're using for cover, so you can stock up on missiles at any time.
- If you're getting torn apart, you are probably choosing bad times to attack. Concentrate on firing when the helo is *not* already firing at you; that way you won't be taking damage the entire time you're guiding your missile.

Eventually, the helo takes one too many missiles and is blown to smithereens. No time to get excited, though: a pair of Storm Guards appears up ahead. Freeze time and blast them both.

**OBJECTIVE**

- Use the elevators to proceed to the top of the facility



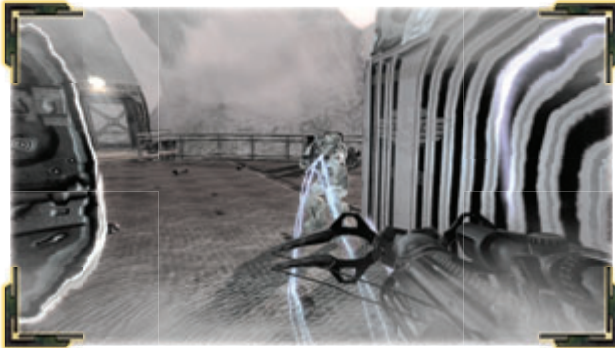
Get in a nearby elevator and ascend to a new platform. Immediately get out and duck right, where some

crates provide you cover. A transport plane deposits several soldiers ahead of you.



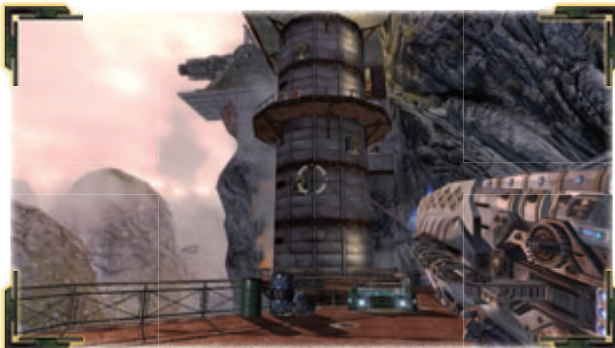
Also beware of a sniper up on the tall, partially ruined tower to the left, and a few more soldiers on your level to the right.

Your best strategy is to slow time and charge straight ahead, killing several of the guys in front of you. Get in amongst the big, piled crates; these will protect you from some of the side attacks.



After dealing with anyone in the immediate vicinity, as well as the sniper in the left tower, keep your eyes peeled for a Warp Guard. When he pops up, kill him in the way we discussed earlier, freezing time whenever he appears and unloading massive firepower into him while he's frozen.

Explore the platform. There are several weapons in cases; we recommend keeping the thunderbolt, the EMF cannon, and one other gun of your choosing. Then go left, toward the smoldering tower. You may have to clean up a couple stray guards as you go.



Veer around the tower's left side and look for a tall ladder. Climb it.



Snipe all of them. If you need cover, hide behind the curve of the tower you just climbed—just don't fall off the platform.



Approach the Sector 07 building and quickly climb two ladders. At the top, look across at another platform, where another guard or two are likely to be stationed. Snipe them. Then climb a final ladder and beat down anyone waiting for you at the top.

Look for a hanging cart with a lever beside it. Throw the lever and immediately get into the cart. Equip the thunderbolt. The cart starts moving forward.



Zoom in on the far end of the cart's track. When the cart is about halfway to its destination, a soldier with a Bloodhound missile launcher emerges from a door down there. *Immediately* rewind time and snipe him.

If you want get off the cart on one of the platforms to either side, do so. You can collect a thunderbolt

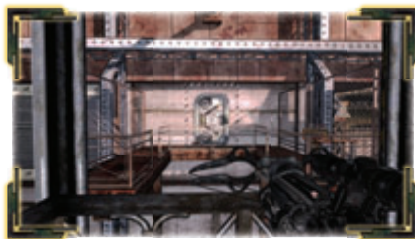


and EMF cannon from either side. Just use the levers on these platforms to reverse the cart when you're done. Send the cart back in the direction you came from, and let it pass you. Then throw the lever again to make it go in the direction you were originally traveling, and hop back in.

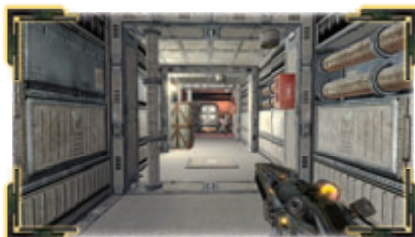
SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS

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When you're back in the cart and moving, zoom in on the door again. A second soldier is likely to pop out. Snipe him too.



When you reach the end of the line, get off the cart and go through a door.



Gun down an armed tech in the hallway beyond. Now approach a moving-laser trap, which is very similar to the one you dealt with in the "Ground Floor" level.



This one's a little trickier than the last. Start by slowing time and going the short distance into the first alcove

on the left. Next, let your time energy fully recharge, and then *pause* time and run forward, past a second alcove. Duck into the left side of the third alcove.



You may have to hop over a frozen laser beam or crouch to get under one. Crouching is always okay; jumping is okay, unless there's a beam overhead, in which case you may hit your head and die as you jump.

If you froze the lasers in an awkward position, retreat back to your alcove, build up more time energy, and try again. Try this as many times as you like, freezing the beams and moving ahead to see if they stopped in an easily navigable position.

Only make the passage when you can easily avoid or safely jump all the lasers in the path to the third alcove.

From the third alcove, simply slow or pause time and move through the last few beams to safety. Gun down an armed tech lounging at this hall's end.



Enter the control room at the hall's end. Look for a ladder leading up. Climb it, then enter a ventilation duct and

follow it until you emerge in a hangar.

Several armed technicians are oblivious to your arrival. Slow time and light them up with a grenade or weapons fire.

OBJECTIVE

- Activate the lift, then board the drop jet

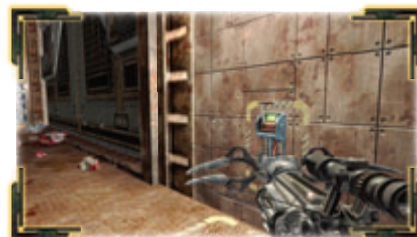
Clear the room. Then circle around and walk up a ramp, into the drop jet that's parked in the center. You get a new objective.



OBJECTIVE

- Prepare drop jet for takeoff

Get out of the jet and move to the hangar's front. Pull the green-flashing lever along the wall to open the hangar doors.





Turn the knob while simultaneously slowing time. Then run directly back into the hangar, straight toward the drop jet. (Jump over some crates along the way, rather than going around them.) When you reach the drop jet, run up the ramp and jump into the plane.



A short bridge extends beyond the hangar doors. Gun down a couple armed techs on the bridge. Then, walk into a small gatehouse near the bridge's end. Go inside and notice the knob on the console.

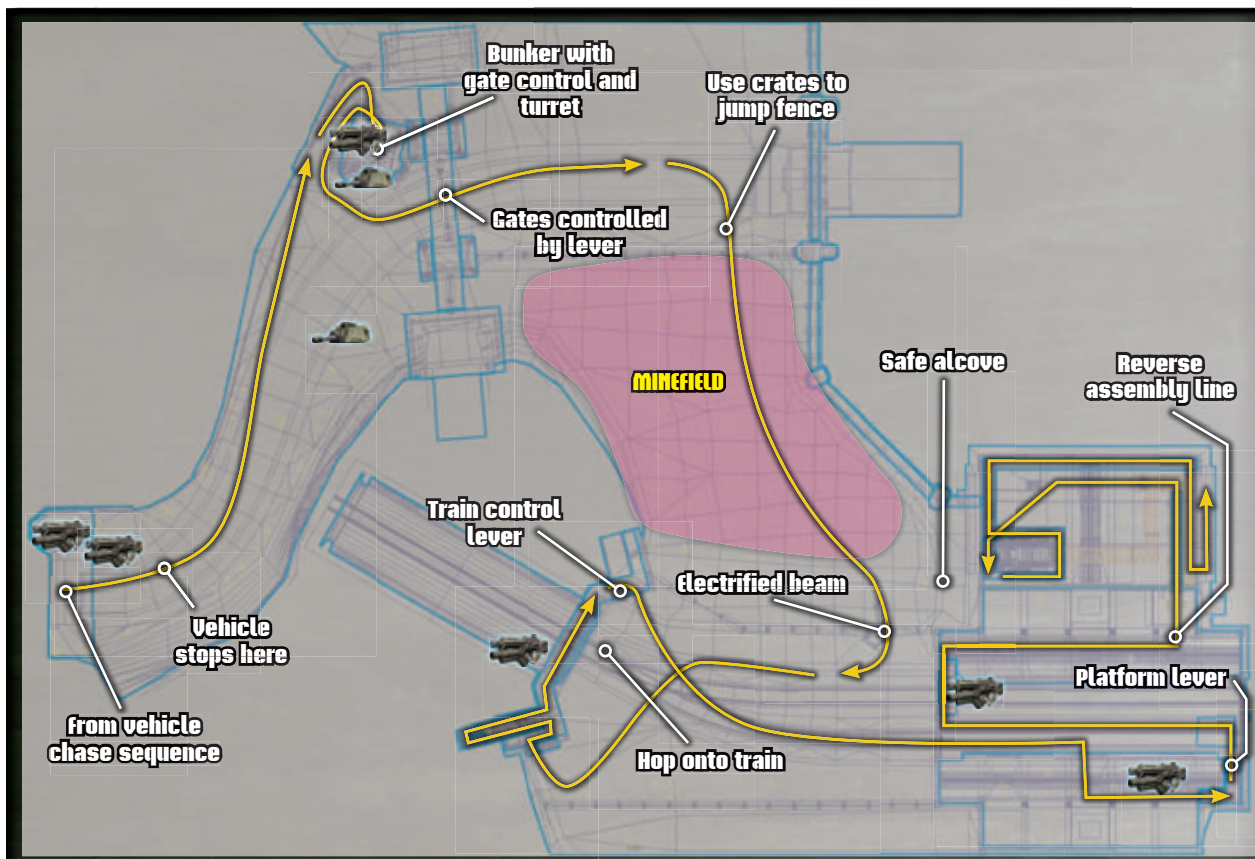


The plane rises and automatically takes off. You fly out of the munitions factory just as it explodes.

You've done good work here, but the adventure definitely isn't over—as you'll see when the next level loads.

SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS

DRIVE-BY



LEGEND



After watching a brief dialogue, you find yourself manning the turret of a rebel vehicle as you make haste toward another of Krone's factories.

Judging from the start, you might expect this to be a turret-shooting level, just like "Disputed Airspace." That's a good guess, but your ride will be extremely short, and then it's back to pounding the ground.

OBJECTIVE

- Infiltrate the zeppelin factory loading docks
- Get to the factory perimeter



You start out on the vehicle turret, looking back at several of Krone's vehicles, which are in hot pursuit. Shoot at whichever one you like; it doesn't matter.

After only a short bit of driving, your vehicle crosses a drawbridge as it's rising. The other vehicles get left

behind, and your vehicle crashes to a halt. You get summarily booted from the turret.



OBJECTIVE

- Find switch in bunker to open the entry gate



Behind you is a gatehouse. There are several weapons in a case inside and another couple scattered around outside. Run back and take your pick. The only really essential gun right now is the thunderbolt; make sure you have that one, plus two others of your choosing.

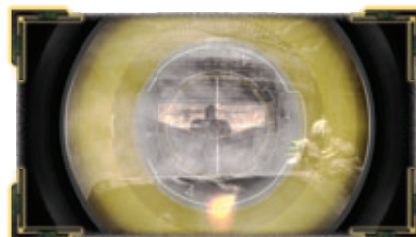


Now turn around and run up to a concrete barrier. Get behind the barrier and start helping your rebel friends as

they fight the onslaught of Krone's troopers.

At first the troopers are simple soldiers. Stay behind cover and pick them off one by one. Watch for a turret gunner ensconced in a distant bunker, and a smaller turret down on ground level, slightly to your right. Shooting gunners off these two turrets should always be your first priority.

Eventually, another wave of enemies appears up ahead: Storm Guards, bearing their energy shields. Stay behind cover. Pause time when you get the chance, then sneak out from cover and shred them. Keep this up until they're all gone.



Remember that any enemy can become a turret gunner, so don't be surprised if you have to pick enemies off both turrets several times—particularly, the big turret in the bunker. Use the thunderbolt to score precise head shots against these gunners.

When the last of the Storm Guards falls, start moving from concrete barrier to concrete barrier. Your rebel allies do the same.



Around this time, a few more soldiers appear up ahead.

Among the newcomers are jetpack soldiers. Gun down a couple of them, then move ahead until you reach the concrete barrier nearest the turret bunker.

When you're safely behind the closest barrier, clean out all remaining enemies from this position. Be patient; there are lots of bad guys inside the bunker, and a few may pop up after you think you've cleared them all out.



When all is quiet, veer left and take a path that leads around to the bunker's rear.

Enter the bunker through the back door. Raid a weapons case on the way in to top off your ammo supplies. Then whack anyone you find in here.



There's a red lever on the wall inside the bunker. Throw it. This opens the outer gates to Krone's zeppelin factory.

OBJECTIVE

- Advance past the mine field and activate the loading dock gate controls

Exit the bunker. Your allies have moved up and are now firing at the factory's giant closed main gates.



Go stand near your allies and look ahead. Notice the walkway leading to the sealed main gates. Crouch behind cover and wait until you have full time energy.



When your time energy is full, slow time and run from cover directly toward the sealed gates. Ignore all the

enemies up there and concentrate on your path.



Don't veer off the road. There are mines on both sides, so wandering off into the grass before we tell you to can be deadly!



When you're only feet from the sealed gates, veer right and get behind a big pile of crates. Snug up close to the

crates and crouch down. They should protect you from most enemies.



Before your position is truly safe, you may need to snipe a jetpack soldier or two from back here.



Wait here and build up your time energy again. When it's full, back away from your cover a bit. Look at the crates you've been hiding behind. The ones nearest the road form a ladder up to the tall crates.

Quickly hop from these lowest crates onto the top ones. Don't slow time yet. Now notice that you can jump from the top crates over the nearby chain-link fence.

Run across the crates and leap at the last second so your jump takes you over the fence. *Just as you are about to hit the*



ground, slow time. This saves you from the mines on the fence's other side, which detonate if you touch them in real time.

When you hit the ground, *keep running*. Run mostly straight ahead, but also veer a little bit to the left. Time should still be slowed as you run.



As you run, watch the wall on your left. As your time energy runs low, you approach an alcove or indentation

in the wall, where there is only a sloping patch of dirt—no grass. Run straight into that alcove. If you're standing in there when your time energy runs out, you're safe: there are no mines here.



If you got blown up by mines, you were either too slow or you missed the safe alcove. Remember, watch the wall on your left as you run through the minefield. The spot you want is where the wall very distinctly cuts away, leaving a sloping patch of dirt with no mines in it.



Stand still in this alcove, waiting for your time energy to replenish. Meanwhile, look ahead. Notice a thin metal ramp [created by a fallen beam] that leads across an electrified chain-link fence into a train yard.

When you're at full time energy, leave the alcove and approach that metal beam. [There's no need to slow time for this part, as there are no mines between the alcove and the beam.]

However, when you do reach the beam, you must *stop* time before running across it. [The beam is electrified, and will kill you if you attempt it in real-time.] Run up the beam and drop onto the fence's other side.



Now you're standing in a train yard between two buildings. There are several soldiers on your right, both

on ground level, and possibly some on a building's upper floor. Run behind a cargo container and start picking them off from cover.

Slowly advance. When the area is clear, run toward the building you're already facing. There's an entrance



on the left. Go inside and up some stairs. Gun down any stragglers who are still inside the building, and collect a thunderbolt from a weapon case.



Walk outside, onto a walkway that overlooks the train yard. Go left. At the walkway's left end is a lever. You now get a new objective.

OBJECTIVE

- Find a way into the inner perimeter through the train loading dock

Before worrying about that new objective, look at the roof of the building opposite you, across the train yard. There are two snipers wandering around up there. Slow time and thunderbolt them both.



Now your task is to get inside the building across the train yard. This is a multistep process. First, make sure you have full time energy, and throw the lever on the walkway. This makes a train emerge from the target building and slowly drive toward you.



on your side of the tracks. Slow time as necessary, and keep retreating to better cover if you're exposed. Use the various explosive containers scattered across the dock to help finish off these enemies.



When all is clear, restock ammo from an ammo chest. Look for a small platform with a red light beside it. Get on the platform, and it automatically takes you up a level.



Move to the right until you reach the broken walkway railing. Wait here.



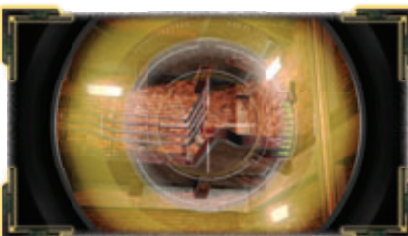
After the first train car passes directly underneath you, jump down, aiming to land on the second car. As you jump, press the Time Control button to reverse time.

You land on the train. Time is now reversed, so the train goes backward, right back into the building it came from. As soon as you're inside, jump off the train's right side, onto the loading dock.



Take cover. In a moment, several soldiers spill out onto the loading dock's other side. Fight them from cover.

There are lots of soldiers, and more keep coming. Most of them are on the loading dock's opposite side, but a couple will appear on high ledges—and one of those will be



There's a lever up here. Throw the lever once to summon a moving platform.



When the platform arrives, throw the lever a second time and immediately slow time. Jump onto the platform. When

you're safely on board, you can let time resume its normal flow. The platform carries you to the room's other side.

Jump off the platform and get on a smaller, vertically moving platform that takes you back down to the floor of the loading dock. You're now on the other side of the tracks from where you entered.



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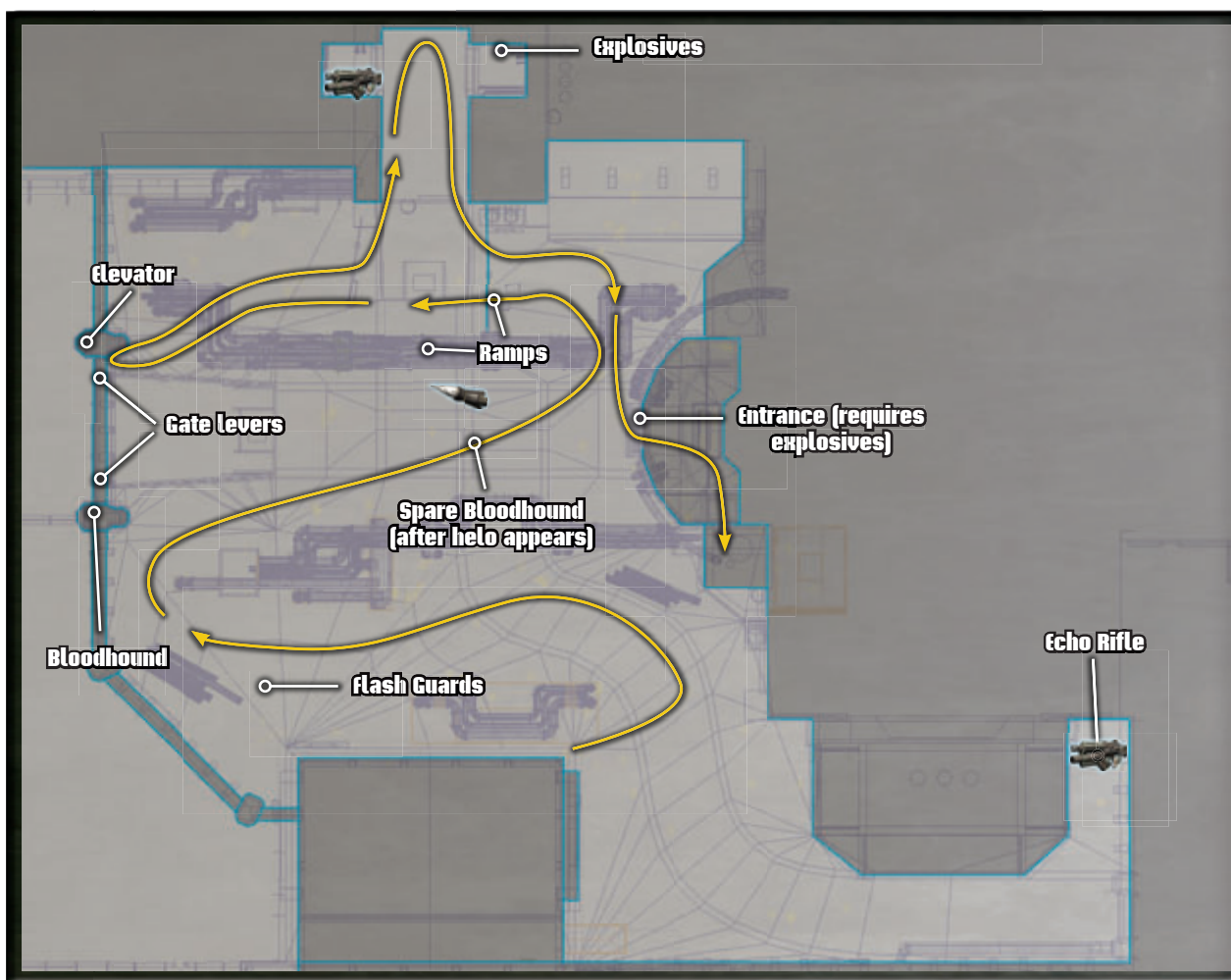
Approach a moving assembly line. Reverse time and jump onto the assembly line. It carries you into a smaller room. Jump off the line, and gun down a few soldiers and armed technicians.



Climb up a series of steps to a walkway that runs along the room's edge. Follow the walkway to its end, where you

can drop behind a fence and land on some pipes. Then walk along the pipes until you reach a ventilation duct; crawl inside. Keep crawling through the duct until the next level loads.

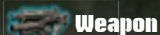
GATE CRASHERS



LEGEND



Turret



Weapon



Ammo

Your main task is still to find the factory's gate controls, then open the main gates so your rebel friends can enter the compound. You're getting closer; you just have to keep pressing forward.

OBJECTIVE

- Find gate controls and open the main gate
- Gain access to Wind Testing facility

Drop out of the ventilation duct. You're now on a street, behind a front-end loader. Slow time and start picking off the soldiers patrolling the street. Crouch behind the front-end loader for cover.



As you proceed down the street, a large number of regular soldiers appear ahead. Take cover and blast them.

Shoot explosives to make your task easier; there are lots of them scattered about.



Soldiers run in from the left and right. Watch for a pair of Storm Guards who appear from the right. Pause time and

pump them full of thunderbolt missiles when they appear. Look for opportunities to shoot red barrels and score explosive kills.

Keep moving ahead. Suddenly, a few Flash Guards pop out of sealed crates. Slow time, back up to cover, and take care of them as well.



When all is quiet, you can go either left or right. Go right. This leads you to a dead end with a single enemy and

some weapon cases. Carefully shoot the bad guy (minding all the explosives back here). Grab an echo rifle from one of the weapon cases.

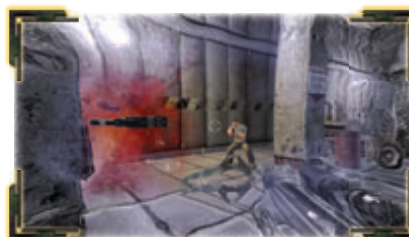


The road loops around a corner to the right. Follow it. After you round the corner, another wave of troops appears

up ahead. This one includes a few Storm Guards. Hang back, behind cover, and start sniping with the thunderbolt or echo rifle.

OBJECTIVE

- Access gate control lift through fenced off area



When all is clear, run forward and veer left when you have the chance. Restock your ammo

from an ammo chest on the roadside. Keep moving ahead, veering left again. Gun down a few armed techs who appear ahead.

Look for a stack of crates next to a chain-link fence. A crate lid forms a ramp. Run up the ramp, onto the crates, and jump over the fence.



Now backtrack and follow the street in the other direction.



Our preferred weapon set at this time is the thunderbolt, the EMF cannon, and the echo rifle.



Immediately turn right. A garage door opens, releasing two Storm Guards and two conventional soldiers. Freeze

time and blast the Storm Guards; then find some cover and take out the other two.



After you eliminate these enemies, you can go through the garage door they came from and access a weapons case. This is optional; you probably have lots of ammo right now.

Keep moving forward. Up ahead are the factory's main gates. As you approach, several soldiers appear ahead of you—including a sniper on the gates. Sink back immediately, equip a sniping weapon, and start picking them off from cover.



When the area is clear, move forward. At the base of the gates is a small elevator. It descends with a soldier inside.



Eliminate the soldier, get in it, and throw a lever to ride to the wall's top. (If the elevator isn't ready, look around; there is another soldier somewhere that you need to eliminate first.)



simultaneously [or nearly simultaneously].

To open the gates, first throw one lever, then immediately slow time and run to throw the second. The gates open when you throw the second lever.

After throwing both levers, grab a Bloodhound from a weapon case near the second lever.

There are two gate control levers on the wall's top. They are spaced quite far apart, but you are supposed to throw them



Your rebel allies drive through the opened gates and park in the courtyard. An enemy helo appears

overhead, and now you have a new objective.

OBJECTIVE

- Destroy the Helo

Ride back down on the little elevator you came up on. Look for a ramp on your right that leads onto a pile of crates.



Run up that ramp, onto the crates, and jump over a fence. Now you're amidst the pinned-down rebels.

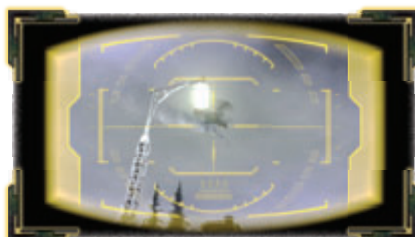


If the helo attacks as you head toward the rebels, slow time and seek cover until it flies away again.

If you didn't grab a Bloodhound before, one is lying in the middle of the street, right amongst the pinned-down rebels. Run up and grab it if you didn't get the one from atop the gates.



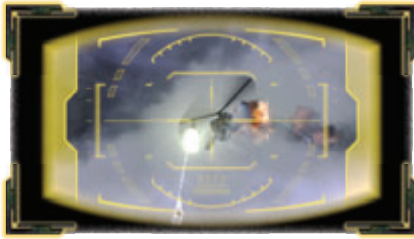
There's an ammo chest in the street nearby as well. This means you have as many Bloodhound shots as you need to take down that helo.



Take down this helo just like you did in "Exeunt": spend most of your time behind cover at the street's edge.

Look for the helo. When it's approaching (but not firing at you yet), or when it's busy firing at someone else, slow time and engage the Bloodhound's

Secondary Fire mode. Aim at the helo, fire, and keep the targeting cursor painted on the helo until the missile strikes.

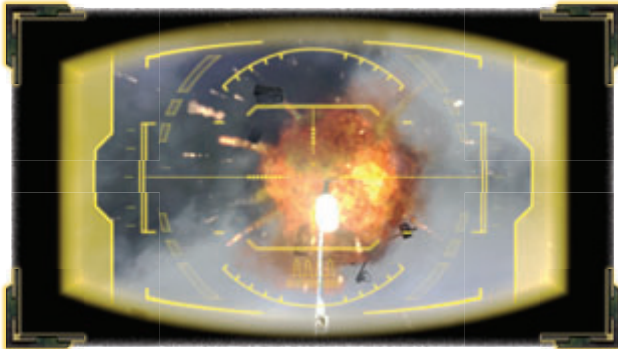


Keep firing missiles until you run out of time energy or until the helo starts getting good shots at you. Then seek cover, let your time energy replenish, and repeat.

Remember, you are in no hurry, and thanks to the ammo chest in the street, you have an unlimited supply of missiles. There is no reason to rush this.



If you get killed, it was likely because you got greedy and tried to shoot too many missiles in a row, despite the fact that your time energy was running out and the helo was firing at you. Start over and try just firing one or two missiles at a time and then immediately hiding until your time energy returns.



It will take quite a few direct hits, but eventually the helo blows up in a most satisfying fashion.

No time to celebrate, though. A few of Krone's soldiers run up a ramp to assault the courtyard, and you receive a new objective.



OBJECTIVE

- Locate explosives and blast open Wind Testing Facility doors

Gun down any soldiers your allies haven't yet killed, and then run down the ramp the enemy soldiers are emerging from. You'll have to deal with a few more of them as you go down.



When you reach the ramp's bottom, go through the garage door on the right. The explosive device you need

is sitting on a table in there. Take it and rejoin your allies.

There's a red indicator on the factory doors. Run up there and plant the explosive. Pause time and run away from the door until time resumes its normal flow and the doors are blown apart.



The rebels pour in through the destroyed doors. Follow them until the next level loads.



SOME ASSEMBLY REQUIRED
THROUGH GATE CRASHERS

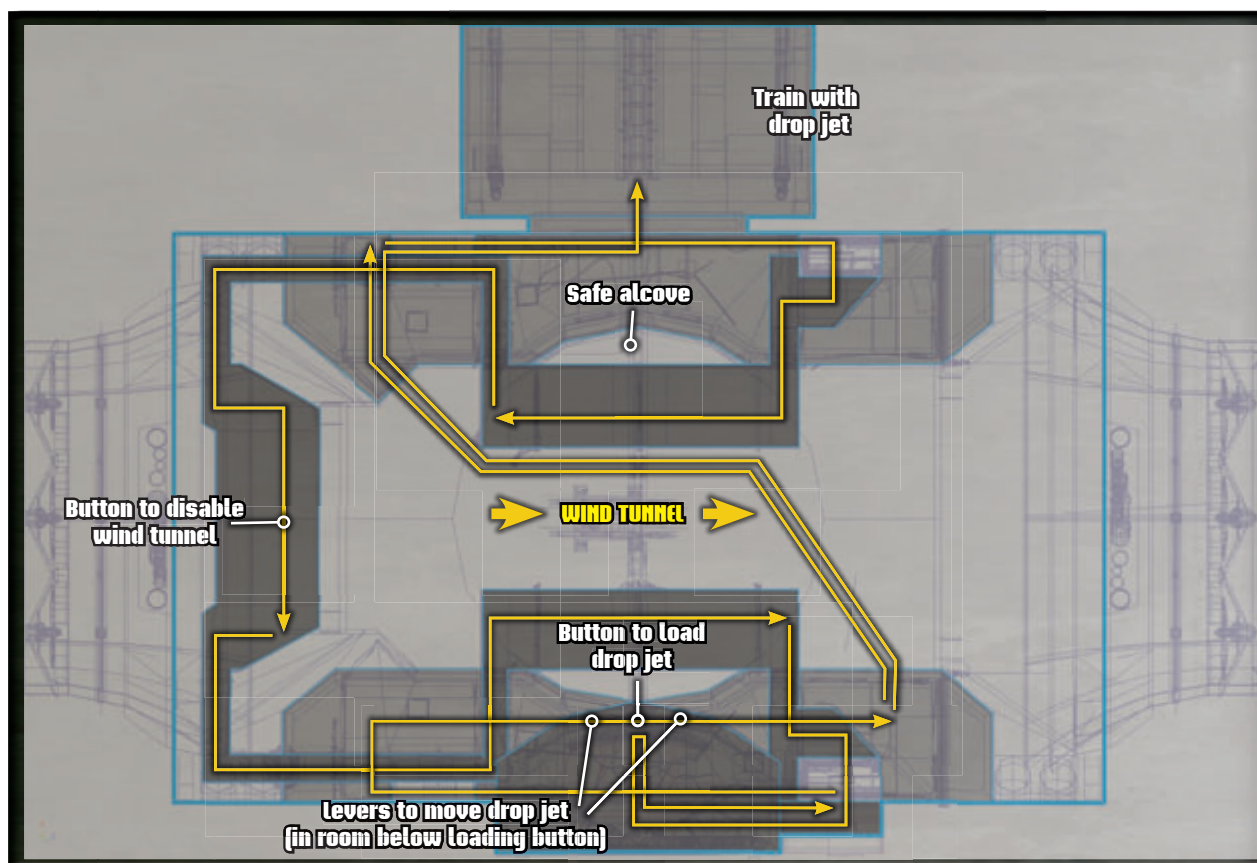
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SINGLE-PLAYER WALKTHROUGH, PART V (THE WIND TUNNEL THROUGH CONSEQUENCES)

We've reached the final few levels of the single-player campaign. The going will get tough, but the previous levels' battles and obstacles have prepared you well. You have already seen much of what *TimeShift* can throw at you.

Of course, there are a few nasty twists and turns yet to come . . . and that's why you've got this book. Read on, and prepare for your sprint to the finish line.

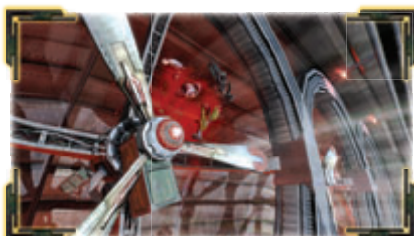
THE WIND TUNNEL



LEGEND



Your task is to find a way past this wind tunnel, then deactivate it so the others can follow. Later, after you quiet the turbine, you will try to steal one of Krone's drop jets.



As this level opens, your rebel allies charge deeper into the factory. The point man advances into a wind tunnel.

Krone's soldiers, seeing this, activate the wind tunnel's giant turbine, which sucks the point man in to a grisly death.

OBJECTIVE

- Acquire drop jet and rendezvous with rebel forces
- Deactivate wind turbine
- Eliminate enemy threats and prepare drop jet for transport



You start out in a small room with your rebel allies. Only one door is unlocked. Open it and peek

into the wind tunnel—but don't go out there yet! Look straight across the tunnel and a little bit to the left to see an alcove.

Let your time energy charge up fully. Then, press the Time Control button and step into the wind tunnel.

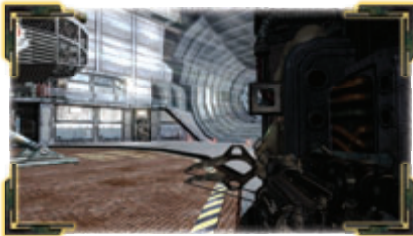


Pressing the Time Control button reverses time. Now, instead of blowing you to the right, the wind in the tunnel pulls you to the left.

While time is reversed, run across the wind tunnel, *aiming for that alcove*. If you have any doubt where the alcove is, look for a pair of windows set in the alcove walls. They're the only windows you can see from your current position.

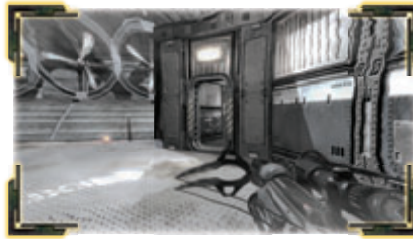


Since the wind is pushing you left as you run, compensate by running slightly to the *right* of your destination. Keep making adjustments so you don't get blown too far off course.



You can easily reach the alcove before your time energy runs out. When it does, wait here for it to return. You

are fully sheltered from the wind in here.



When your time energy is back, reverse time again. Step back into the wind and turn right (that's the direction the wind is pushing you). There's a door very close to you. Get inside it. Now you're safe from the wind.

OBJECTIVE

- Rotate drop jet and proceed to the ground floor

You're now inside a control room with a pair of armed technicians. Gun them down and look for the stairs leading up.



down, retreating back to the stairwell for cover if necessary.

Take the stairs up to a platform overlooking the wind tunnel. There are several troopers here. Gun them



If you need ammo, there's a thunderbolt in a weapon chest out here.

Go through the door at the platform's other end, then climb up a ladder on the other side. At the top, locate a second ladder and climb that as well.

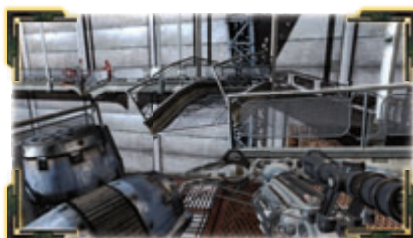




Open a door at the ladder's top. Now you're looking out over a series of platforms near the wind tunnel's roof. Enemies are all across these platforms. Start to snipe from the door.

Concentrate on detonating explosive barrels; there are lots of them up here, and they'll instantly kill nearby enemies.

After you down most of your enemies, advance onto the nearest of two very large central platforms. Go to the platform's end. You'll see a walkway on the right.



There's a small gap between your platform and the walkway. Jump the gap, then follow the walkway.



The walkway leads to a platform at the wind tunnel's end. There's a pedestal with a button on it; press the button to deactivate the wind tunnel's turbine.

You now get a new objective.

OBJECTIVE

- Load drop jet on transport system

A trio of jetpack troopers appears when you press the button. Quickly slow time, equip your thunderbolt, and take down all three.



Look for a walkway on this platform's other side (not the side you came from; look on the other side). Follow this walkway to a door set in the wall.



To reach this door, you can take two different paths across the walkways and platforms; the left path requires a short jump, and the straight-on path requires you to climb down a short ladder. Either way is fine.



Go through the door, then climb down a ladder and go through a couple more doors. When you emerge in a control room with two armed techs, blast them both.

Press the button on the pedestal near the bay windows. Notice the drop jet below you; pressing the button loads it onto a transport system, thus completing an objective.

Go back out the door you entered through. Take a second door. When you reach a platform with ladders leading both up and down, go down.



Move ahead until you're on a side platform overlooking the wind tunnel. Gun down a pair of soldiers who emerge from a door up ahead. Shoot explosives near them to make this easy. Then go through the door they came from, and walk down the stairs.



Keep moving ahead until you emerge in another control room, this one with three armed techs. Gun them all

down. Now look around the room. There are two levers on pedestals. You must throw these almost simultaneously, so first throw one lever, then pause time and run over and throw the second lever. This completes the last bit of business with the drop jet.

Take the door at the control room's other end, then turn left and take a second door. Now you're out on the wind tunnel floor again. Overhead, the drop jet is being winched away.

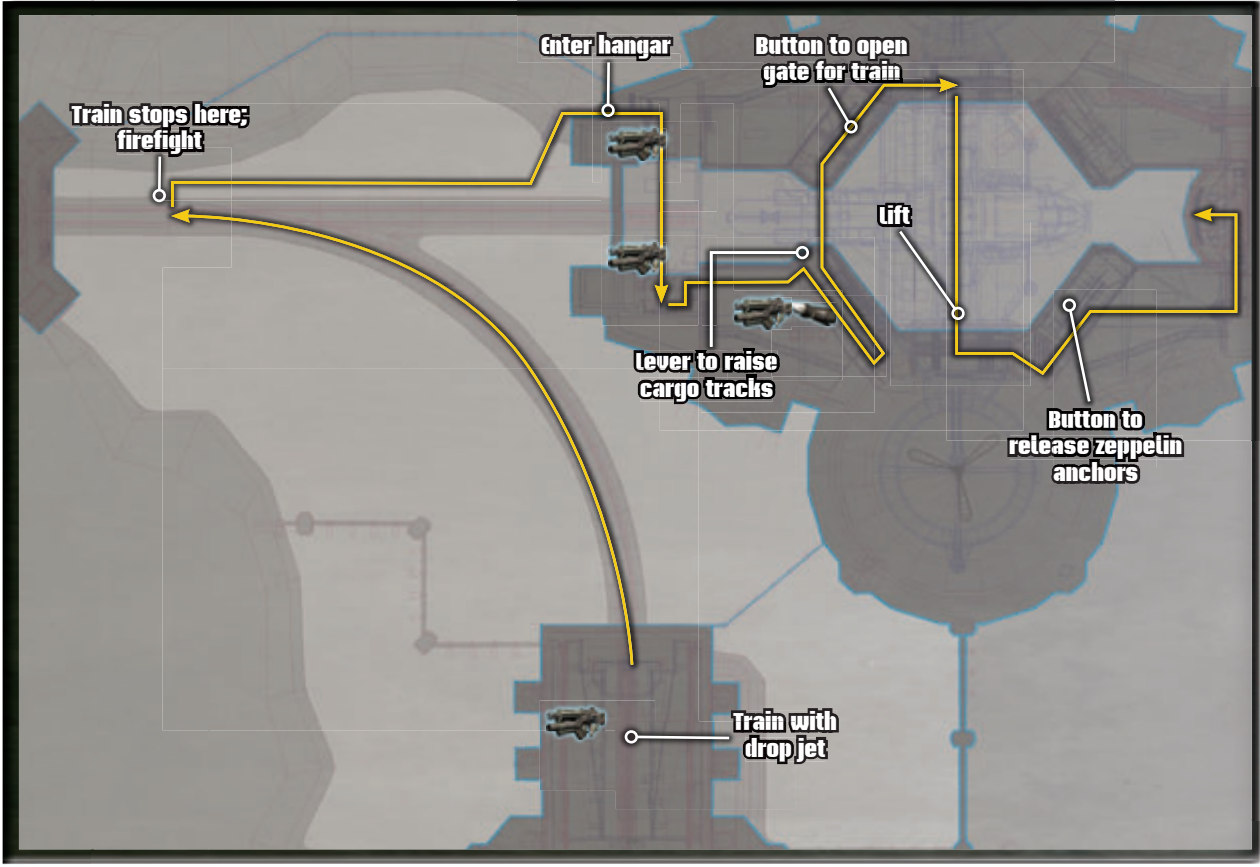


Run diagonally across the wind tunnel, and enter the same door that you took when you first crossed the tunnel (when the turbine was active and you were fighting against the wind).



Climb the stairs beyond this door, then advance along the platform you emerge upon. Turn left when you approach the platform's middle. You'll see the drop jet and your allies waiting for you. Run to your allies to complete the level.

REPO MEN



LEGEND

Turret

Weapon

Ammo

The drop jet has been loaded onto a train, along with your allies. The train is set to leave, but it waits until you climb aboard.

OBJECTIVE

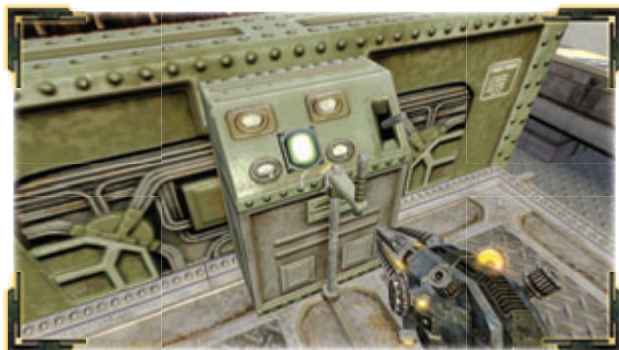
- Infiltrate hangar and steal zep-pelin

Check out the loading dock's left side before getting on board the train. You'll find an EMF cannon and a Bloodhound in weapon cases.



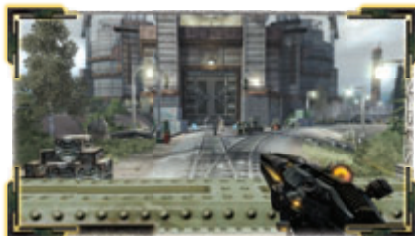
NOTE

There are no giant enemies up ahead that demand the Bloodhound, so it boils down to whether you want to use one for a while. We tend to leave it.



Get on board the nearest train car. Throw a lever to set the train in motion.

Look out the back of the train as you roll down the tracks. You pull away from the factory. As you pass a hangar, a veritable army of Krone's men spills out and attacks you, and the train grinds to a halt.



OBJECTIVE

- Eliminate enemies guarding hangar



Your attackers include both regular soldiers and Storm Guards. Immediately crouch down,

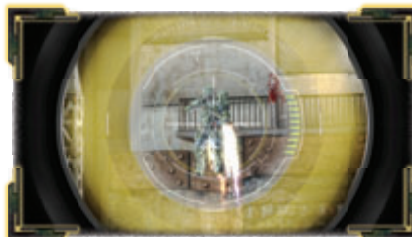
equip the thunderbolt or echo rifle, and start sniping at enemies on high platforms on the hangar's exterior. Slow time as you do this. After you eliminate everyone on those high platforms, your cover becomes much better, as most ground-based enemies can't shoot over the back of your train car.

When some of your time energy returns, pop up, slow time, and target enemies on the ground. Start by shooting an



explosive barrel on the tracks to kill anyone near the barrel. Then look to the hangar's left, where enemies with thunderbolts like to hide. Clear those guys out. There are several back there, and more will appear as you're shooting.

Meanwhile, your allies do a good job of pinning down the soldiers directly in front of you. Help them take out the remainder of those soldiers when you no longer see anyone to the hangar's left.



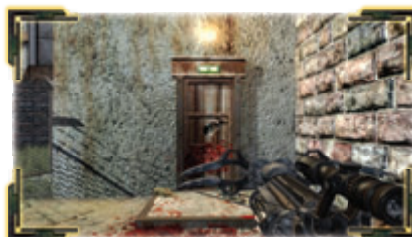
A couple of jetpack soldiers now rise into the air. When you have some time energy built up, snipe them, then clear

out any stragglers left on the ground.

When all is clear, you receive a new objective.

OBJECTIVE

- Load drop jet onto zeppelin



Get off the train and approach the hangar's left side. You'll have to shoot another soldier or two as they emerge

up ahead. Find a small door on the hangar's left side, and go inside.

Move ahead to a room with two armed technicians inside. Gun them both down, then wait for a couple of soldiers to burst through the door on the other side. Take them out as well.



Open a weapon case on the room's right side. Collect thunderbolt ammo from in there, and choose any other weapons you like. Enter the door the soldiers came through.

OBJECTIVE

- Raise cargo tracks



You're now on a wide ledge. Look left to see the vast expanse of the hangar interior. Ahead is another small door. Go through this door.



There's an EMF cannon in a weapon case atop some crates by the door.

Take a second door and climb the stairs. Pause to equip your thunderbolt at the door at the top of the stairs.



Now open the door, immediately slow time, and look out. There are several enemies on your level, and on a higher level, a soldier will soon be running to man a turret. Plant thunderbolt missiles in anyone you see out there, then back into the doorway and let your time energy recharge. Pop out again and take down the others when you have full time energy—and don't forget that turret gunner up high.



Move forward, weaving through piles of crates. Look for a pedestal on the left. Throw the lever on the

pedestal, then immediately sink back behind the crates, as several soldiers are about to rush onto the platform directly across from the lever.

OBJECTIVE

- Locate control room and activate hanger doors

From cover, slow time and peek out at the soldiers. One soldier mans a turret; he's on a higher level than the rest. Snipe him first with the thunderbolt, then concentrate on the others.



As you whittle down the soldiers on the other platform, build up some time energy and periodically

glance at the door over your right shoulder. After you've destroyed most of the soldiers on the far platform, two ambushers run through that door. When that happens, slow time and eliminate them immediately. Then clear out the remaining soldiers across the way.



When all is clear, take the door the ambushers used. Go down a flight of stairs, then advance until you enter

a control room filled with three armed techs. Gun down all three.

Go through the door on the room's other side. Now you're standing on the cargo tracks. Walk across the tracks, go through another door, and walk into a second control room. Shoot two more armed techs in here.



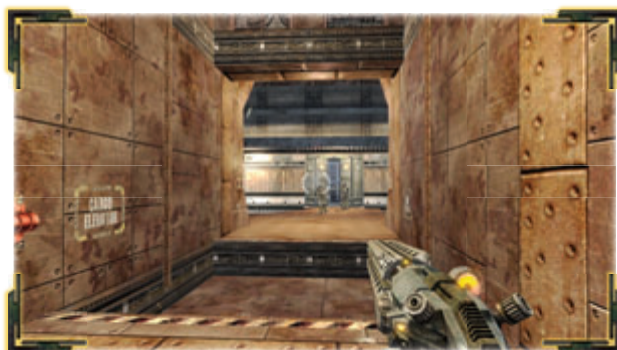
There's a console with a button in here. Press the button to open the hangar doors. Your allies drive their train into the hangar. The drop jet is raised to the hangar's top and readied for flight.

You now get a new objective.

- OBJECTIVE**
- Release zeppelin anchors



Run through a door on the control room's far side, into a small storage area. Take a door on the right. In the area beyond, approach some big folding doors on the right wall. They open for you.



Run forward. A couple soldiers come through another set of folding doors ahead. Gun them down and keep moving. Go through those folding doors.



You're now in another control room. Shoot a pair of armed technicians and enter the door on the other side. Keep moving until you find stairs leading up. Take them.

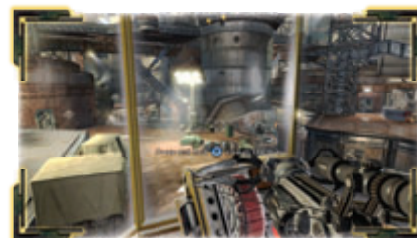


At the top of the stairs, run out on a platform. Watch a platform directly ahead. When troopers start spilling out onto that platform, slow time and snipe them with the thunderbolt.

After you clear that far platform, turn right and approach the wall; throw the big red lever you find there.



Now back up slightly and notice that there's a small elevator next to the lever you just threw. Get inside and ride it upstairs.



Upstairs, shoot a guard, then enter yet another control room and gun down a pair of armed technicians.

Press the button on the console in this room. This releases the zeppelin anchors, fulfilling your current objective and completing the level.



EN ROUTE

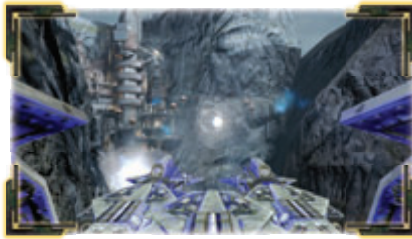
After a brief conversation aboard the zeppelin, it becomes clear that the zeppelin must dock in order to refuel. That means landing at one of Krone's heavily armed bases.

The action begins; you find yourself on one of the zeppelin's turrets. The enemy base lies just ahead.

OBJECTIVE

- Eliminate base defenses to secure docking procedure
- Find fuel reserves and refuel zeppelin

You start out near a patch of mines. Slow time and destroy as many as possible.



When the mines are gone, notice that a host of helos is taking off from the enemy base. When you're close enough to get a good shot, start firing your turret at them. You can score a few hits from long range.

Eventually the helos approach, and you have quite a decent shot at them. Slow time and unload on them, one at a time.



It's fairly easy to shoot down all the helos. When you've accomplished this, wait as the zeppelin docks with the enemy base.



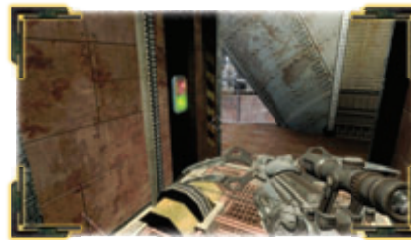
Turn your turret to the right, and notice a long bridge leading to the base. There are a few enemy troopers there.



Hose them down with turret fire. Keep it up until nobody is moving on the bridge.

OBJECTIVE

- Exit the zeppelin via central loading platform on the outer deck



Press the Use button to get off the turret. Get on the small lift just behind the turret. Press a button to ride upstairs, and exit through a side door to the zeppelin's main deck.



In the middle of the zeppelin's deck is a lift. Pull a lever on the wall near the lift, then get on the lift and slowly descend.

Now you're facing a bridge leading to the base. Slow time and snipe a few soldiers guarding the bridge. These shots are tricky because the zeppelin is bobbing up and down, but with time slowed, you can handle it.



Note that you can either continuously shoot with the Primary Fire button, or use Secondary Fire to charge up a single, powerful shot. Either way works just fine.



Stop firing at a helo when you see lots of flames coming out of it; it's probably going down, so it's unnecessary to keep shooting it. Best to move on to another target.



Keep up a more-or-less continuous stream of fire. (Your turret will not overheat or lose power from continued

shooting). Keep slowing time whenever your time energy is full.

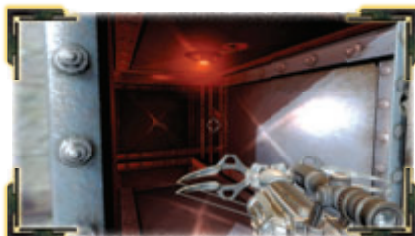


When the bridge looks clear, let your time energy replenish, then jump onto the bridge. Run down the bridge, gunning down anyone who appears and slowing time if you get shot from somewhere unexpected. (Some helos are still circling; get to cover if one starts shooting at you.)



There's a thunderbolt and a Bloodhound in weapon cases behind a gatehouse on the right.

At the bridge's end is a tall ladder. Climb it, then move across a narrow ledge. Ignore the enemies below; just slow time so they won't damage you much and continue along the ledge. Climb into a ventilation duct at the ledge's end. You're now inside the enemy base.



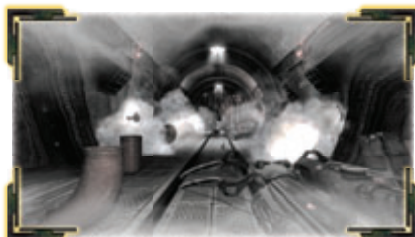
OBJECTIVE

- Locate fuel reserves and load onto zeppelin



Head through the duct, and drop into a long room that's jam-packed with explosive barrels. Stand here a moment

and look at the room's other end. Allow your time energy to fully regenerate. Now start moving toward the room's other end. As you do, a door opens there and an enemy soldier tosses a grenade into the room.



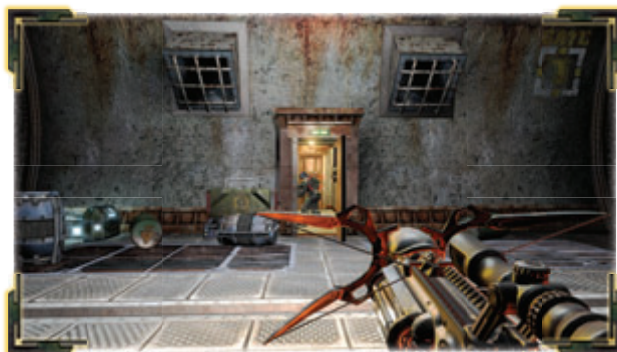
Stop running when the door opens. Watch as the grenade detonates the farthest barrels; increasingly closer barrels then start to explode in a fast chain reaction.

Here's the tricky part: You must freeze time just before the barrels closest to you explode. As you freeze time, run forward—and keep running until your time energy runs out. If you time this right, you can run unharmed (or at least, only somewhat harmed) past the barrels that are currently exploding.



You might have to try this several times. If you're too late on the Time Control button, you won't stop the nearest barrels from exploding, and they'll kill you. And if you're too early on the button, you won't have enough time to run past the exploding barrels; in that case, you will be killed when you run out of time energy.

Work on freezing time just before the barrels nearest you detonate. Be sure you're running forward as you freeze time. Eventually you'll get it.



When you reach the room's end, the grenade-throwing soldier peeks out through the door. Gun him down.

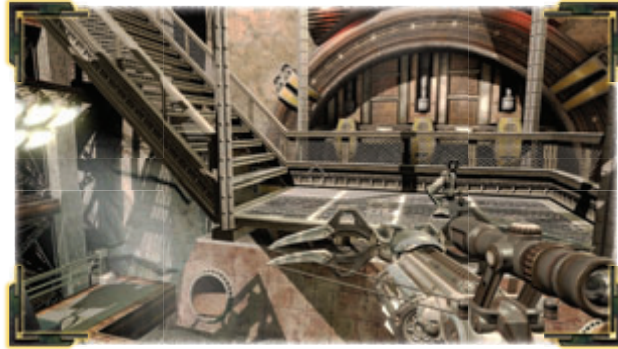


Don't enter the door the soldier came through; stay in the long room where the barrels exploded and look down through a grate in the floor. You'll see another red explosive barrel down there. Stand as far back as possible and shoot that barrel. This destroys part of the grate, allowing you to drop through the floor.

OBJECTIVE

- Locate upper control room and open doors to zeppelin

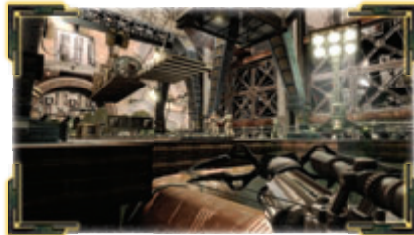
Crawl through a tunnel until it spills out in a dark, green-tinted sewer area. Swim across this area until you see a couple of huge, rusty pipes rising up at an angle. Jump on the rightmost pipe and run up it.



When the wooden platform stops moving, jump onto a metal walkway and climb the stairs.



There's a thunderbolt in a weapon case up here.



You emerge on the ground floor of a big cavern. Several armed technicians are standing around on the floor.

Slow time and use grenades to start the battle, then gun down several more enemies with conventional weapons. When you run out of time energy, slide back down the pipe into the sewer.



Let your time energy recharge, then go back up the pipe. Slow time again. Gun down more enemies; in particular,

look for soldiers positioned on the various platforms suspended above the cavern floor.

Repeat this process until you thin out the bad guys. Get on the ground floor and take cover behind a parked train. Continue picking off soldiers until the area is empty.

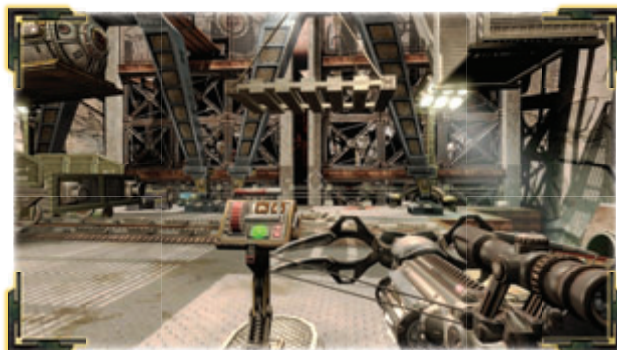


There's an EMF cannon in a weapon chest out here.



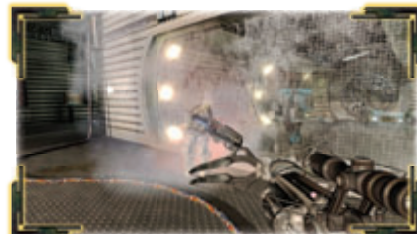
Continue climbing red pipes until you reach a wall with a ventilation duct. Jump into the duct and follow

it until you see a grate underfoot. Equip your EMF cannon [or any short-range weapon you prefer] and drop through the grate.



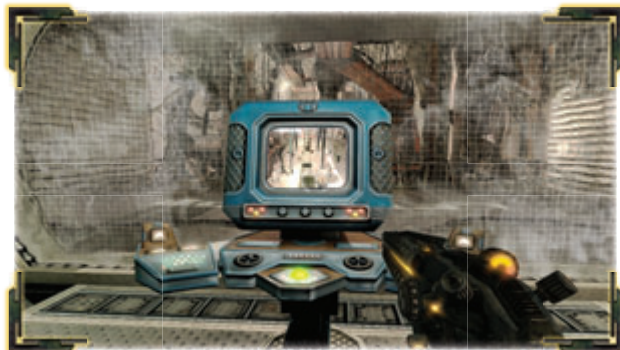
There's a lever on a pedestal in the floor's middle. Throw the lever once to make a wooden platform drop. Throw it a second time and immediately slow time. Hop onto the wooden platform and allow time to resume its normal pace.

You drop into a small room containing a Warp Guard. Immediately freeze time and unload your EMF cannon into the Warp Guard, shooting him as much as possible. There isn't much cover down here, so finish off the Warp Guard as quickly as possible.

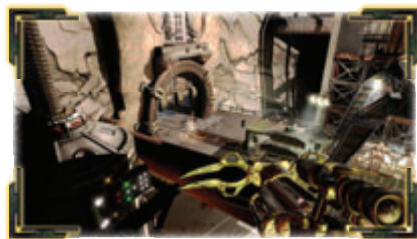




Go around the corner and look for a ladder. Climb the ladder, get in a ventilation duct, and follow the duct until you can drop into a new room.



This new room contains an EMF cannon in a chest and a lever mounted on a pedestal. Throw the lever. This loads fuel onto the zeppelin, completing your objective.



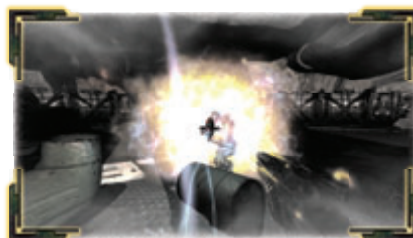
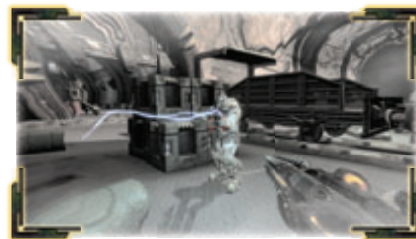
Exit the room through a circular door on your right. Go back and look down over the big cavern you came up through earlier. It's been restocked with enemies. Pull out the thunderbolt, slow time, and pick off everyone you can see from up here.

When all is clear, equip your EMF cannon and look for a ventilation duct to the left of the spots where you can look down over the cavern. Crawl into the duct, which leads to a red pipe.

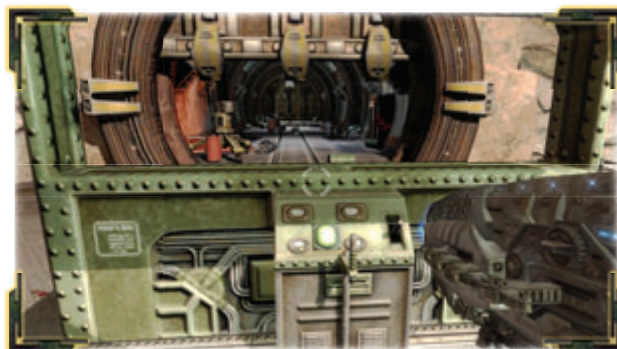


Drop onto the pipe, and head down to a second red pipe. From here, drop onto some containers on the cavern floor.

When you hit the cavern floor, another Warp Guard appears. As you did with the last one, freeze time when he appears and unload a tremendous amount of ammo into him.



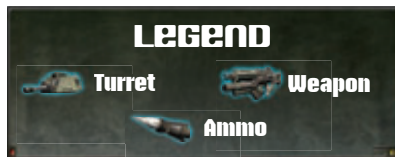
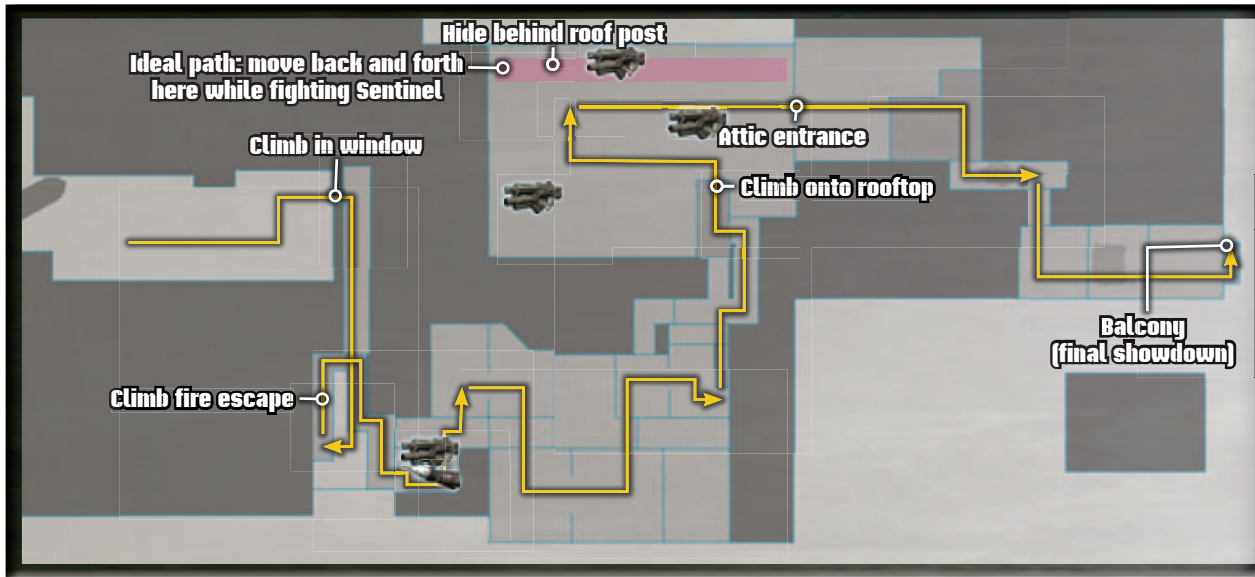
After the Warp Guard falls, another appears. Run for cover after you defeat the first Warp Guard, and recharge your time energy. This allows you to freeze time again and defeat the second Warp Guard.



Jump onto the train's front car in the cavern's middle. Look for a lever. Throw it to start the train moving. After a brief cutscene, the next level loads.



CONSEQUENCES



You've made it to the final level. Congratulations! But don't pat yourself on the back yet: you still have an extremely tough battle ahead. Off we go . . .



You start the level in a crashed drop jet and receive a new objective.

OBJECTIVE

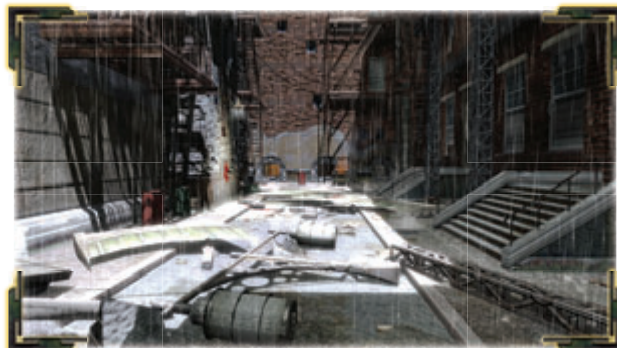
- Locate Krone to retrieve Alpha Suit Origin Drive for return time-jump



Essentially, this objective can be translated as, "find and defeat Krone," since he's in possession of the alpha time suit.

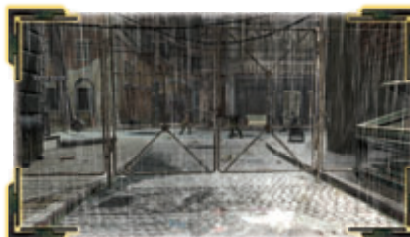


You don't have any weapons right now. That's okay; you'll get some before you encounter any foes.



Exit the wrecked drop jet and walk to the street's end. There are two low windows in the wall there; go through the one that isn't barred.

You're now in a dingy hall. Go down the hall, then pass through a pair of doors. Climb a short flight of steps. Now you're outside.



and look right. Locate a fire-escape ladder and climb it. Then climb some exterior stairs.

On the street ahead, a bunch of rebels are leading captured Krone troopers through the city. Ignore them for now

OBJECTIVE

- Proceed to higher position for tactical advantage



Keep moving until you reach a spot where you can drop to a slightly lower fire-escape platform.

Another ladder leads up from this lower platform. Climb it, then crawl inside a window. Inside you'll find a shattergun, an EMF cannon, a thunderbolt, and an ammo chest. Grab all three weapons and stock up on ammo.



We recommend holding on to these weapons until we tell you to drop one. If nothing else, keep the shattergun, as you'll fight lots of enemies at close range in the next few minutes.



Open the next door and go into a short hall with a chain-link fence blocking half of it. Gun down a soldier on the fence's other side. Turn your attention to another door. Shoot any soldiers who come through it.

Open the door and enter a small room. As you enter, the wall on the right probably gets blown up. If it does, back up and let the dust settle; then slow time, reenter, and



take down any soldiers you find in there. If the wall on the right remains relatively intact, shoot it, then clean out any soldiers hiding behind it.

Move through this room and into a second small room with a crumbling wall. Shoot any soldiers you can see through holes in the wall, and then advance.



This wall, too, can be shot into oblivion—so don't count on it for cover.

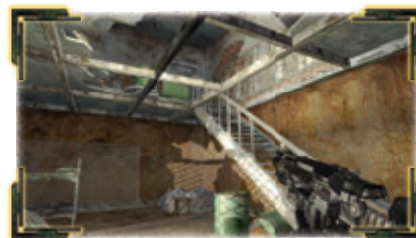


Enter another room, this one with a reception desk on the left. Hang back in the doorway and gun down the soldier who emerges from behind the desk; then turn right and shoot a second soldier.



Go up a small ramp into an adjacent room. Climb the stairs in this room, but watch for a soldier with a Hellfire as you approach the door at the top. Take him down and keep moving.

Climb some more stairs. Keep following the only available path until you reach a bench resting below a high window. Outside the window is a giant, robotic Sentinel. Jump onto the bench and climb out through the window.





Krone is inside that Sentinel. However, you can't deal with him just yet.

OBJECTIVE

- Destroy Sentinel plasma turrets
- Destroy Krone's Sentinel



Now you're outside, on a rooftop. Don't worry about the Sentinel right now; it does not notice you. *Do* look around for a Warp Guard. Destroy it by freezing time just after he warps into existence and then pumping several shattergun shells into him at point-blank range.



After the first Warp Guard falls, another appears, and then another. Use the same tactics you always use

against these guys: freeze time and blast them repeatedly. Whenever you're low on time energy, run behind cover (in this case, behind one of the brick chimneys) and hide until it replenishes. Then pop out and finish off the Warp Guard.

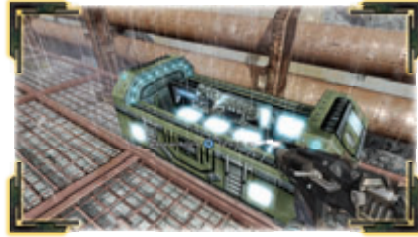


The Sentinel will not bother you until you're done fighting the Warp Guards. Shortly after you kill the last Warp Guard, however, the Sentinel will start firing at you.

When no more Warp Guards are forthcoming, pick up a surge gun. Notice the metal walkway along the roof's front. You'll be using that very soon.



Also notice three weapon chests scattered across the roof. Each contains a surge gun. These surge guns reappear shortly after you take them, so you can continually go back to the same chest to get more ammo.



Go to the front left corner of the metal walkway on the roof's front, and hide behind a tall post. Notice that if you



stand a bit back from the wall (but still on the metal walkway) you can get a good view of the three turrets atop the Sentinel.

Check out the sidebar for information on the Sentinel.

The Sentinel

The Sentinel is a giant, spiderlike mechanized fortress. The most important parts to notice



are the three turrets on top of it. These fire very damaging plasma projectiles.

The Sentinel has two attacks. One, the turrets fire plasma. Two, the Sentinel can fire a volley of artillery shells.

The plasma projectiles are fast, and therefore are difficult to avoid in real time; you must start moving sideways pretty early if you hope to avoid them. Therefore, whenever the Sentinel is actively targeting you with its plasma shots, you must either have time slowed, be constantly moving sideways, or (best of all) getting behind cover.

The Sentinel will keep firing plasma at you until you destroy one of its turrets. When this happens, the Sentinel warns you that it is about to fire its artillery volley. It does this by violently rearing into the air. The artillery shells start flying soon after.

The Sentinel (Continued)

The Sentinel's plasma will not target you during an artillery barrage, so once the shells start flying, concentrate fully on avoiding them (without worrying about plasma shots).

To defeat the Sentinel, you must destroy all three of its turrets. Destroy a turret by firing multiple surge gun projectiles into it. (Use Primary Fire mode, which shoots discrete projectiles. The Secondary Fire beam will not work.) We recommend mini-zooming in on the turret for greater accuracy, and slowing down time as you shoot. You do not have to shoot the blue-glowing gun part of the turret; instead, aim just below the actual cannons, at the somewhat fatter pieces the cannons are attached to.



Now, stand on the metal walkway. Three concrete posts are on the wall in front of you, which you can use as cover. (Actually there are four posts, but the fourth one is in the corner, where you cannot use it as cover.) Make sure to stand just to the left of the leftmost usable post.

Aim the surge gun at the closest of the Sentinel's three turrets (the middle one), and mini-zoom in on it.



There's an indentation where each turret attaches to the Sentinel's main section; if you hit the Sentinel anywhere above that indentation, you will hurt the turret.

Don't try to fire at the blue-glowing cannons; they are very small targets. Aim for the center of the turret piece the cannons are attached to.

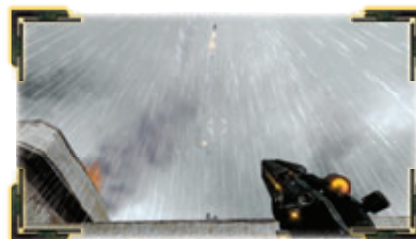
Center your aim perfectly on the turret, slow down time, and then fire at the turret until your surge gun is dry. (Remember: use the Primary Fire mode, which is the energy spheres. If you're shooting an energy stream, you're using the wrong firing mode.)



Watch to see if the turret was destroyed. If not, sneak a bit to the right, behind the post. Wait back here as the Sentinel's turrets fire blue plasma at you. The post will protect you. When you have full time energy, run to one of the weapon chests and get more surge gun ammo. Then return to this spot, get your time energy back, and fire some more shots at that central turret.

Repeat this process until you obliterate the turret.

Shortly after you destroy the front turret, the Sentinel rears into the air. Now an artillery barrage is coming. When this happens, look straight into the sky. (Don't just raise your view a little; look as close to straight up as possible.) When the artillery shells start to fall, be prepared to move sideways along the metal ramp to avoid them. However, don't *immediately* start to dodge; wait until some shells are coming straight in your direction, then move to one side. React to the individual shells rather than moving in a predetermined direction.



Many shells will fly over your head, and many will fly off to one side of you. It's tricky, but you must watch their trajectories and figure out which ones are safe to ignore—worry about the ones with the shorter trajectories, which are headed directly your way.

Whenever shells are going to hit you (or at least get very close), tap the Time Control button to slow time and give yourself extra time to move aside.

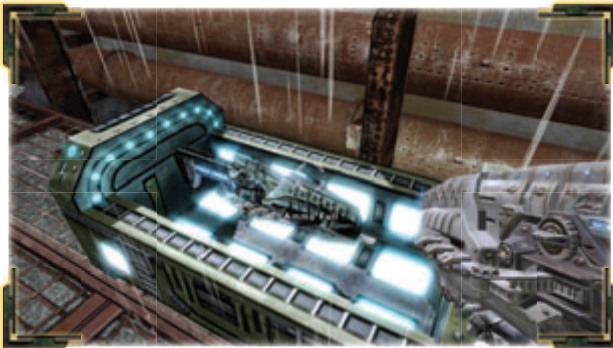


We recommend slowing time just long enough to dodge shells that are coming very close, and then immediately turning your powers off again. You do not have enough time energy to leave time slowed for the entire duration of the barrage, making conservation necessary.



We recommend staying on the metal walkway rather than using the entire rooftop to dodge incoming fire for a couple of reasons. First, you can use the chimneys on other parts of the rooftop for cover against plasma shots, but they quickly get shot to pieces, leaving you without cover. The concrete posts in front of the walkway, on the other hand, can get severely damaged—but never so damaged that they stop serving as good cover.

Second, and just as importantly, the chimneys are spaced in such a way that you're likely to run into them if you're staring into the sky while dodging artillery shells. This can be lethal, as getting stuck for a second can allow a shell to hit you. The walkway, on the other hand, stretches from one side of the roof to the other without any obstacles (save a single weapon chest) to tangle you. (If you do run into that weapon chest, jump without looking down. This will allow you to clear it and keep moving.)



Eventually the shells stop. If you died, reload the game and try again. Expect to die several times as you get used to dodging artillery shells; they are quite tricky to avoid.



Now you'll be left alone until you attack the Sentinel again. Go back to a weapon chest, fully reload the surge gun, and return to the metal walkway near the leftmost wall post. This is a good time to save the game.

Now that you've destroyed the Sentinel's front turret, aim at the rightmost turret, slow down time, and unload your entire surge gun at it. (Remember to mini-zoom!) Immediately shut off your time powers when you're done shooting, to conserve some time energy.



Watch to see if your shots destroyed the right turret. If not, regenerate some time energy, get a fresh surge

gun, and unload more projectiles into it. Repeat this process until you destroy that turret. Then watch as the Sentinel rears up and fires another artillery volley.

Avoid this volley in the same way you avoided the last one: by looking straight up, sliding back and forth on the walkway, and briefly pausing time whenever an artillery shell gets too close, or when you are injured.

When this volley is done, reload the surge gun and take your place near the leftmost wall post. (Again, save your game at this point.)



Aim carefully at the final Sentinel turret, slow down time, and unload all your surge gun ammo into it.

Watch to see if you destroyed the turret. If not, you know the drill: build up some time energy, get a fresh gun, and take some more shots until that final turret goes up in flames.

Now there's a final artillery barrage. As before, look straight up and move back and forth on the walkway to avoid the artillery shells. Briefly slow time whenever a shell gets too close to you.



When this last barrage is over, the Sentinel appears to start walking toward you. Don't worry: it's actually leaving. Watch as it strides off to your building's right. Reload the surge gun.



A hole has opened in the wall to the right, exposing a view into an attic space. Go through the hole, into the attic, and down a ramp formed of rubble.



Bear right and drop through a hole in the floor. Keep advancing; there's only one path to take. Eventually, this path leads to a tall window with a surge gun and a bench in front of it. Jump on the bench and hop through the window.

Now you're on a tiny balcony containing another surge gun in a chest. You can't move around much while you're out here, but stand directly on the surge gun chest to ensure you have no ammo worries.



Meanwhile, glance down. Several enemy soldiers are down there, but rebels are in the process of eliminating them. Ignore them.

Now equip your surge gun and look left. The wounded Sentinel starts plodding into view. Keep a special watch on the Sentinel's lower half.

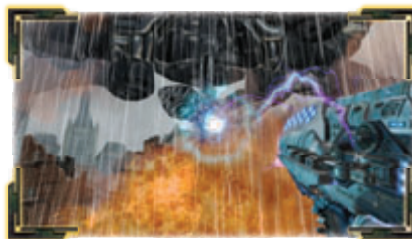


The Sentinel has one more cannon left; this one dangles below its central chassis. Wait for that glowing blue cannon to appear.

When you see the bright blue cannon, mini-zoom for a better look, slow time, and start firing at it. As before,



use the surge gun's Primary Fire mode (the energy spheres). You'll have to lead the cannon a bit, since the Sentinel is moving. Accuracy is more important than speed here, as you only need a few quality hits.



Just keep firing at that blue cannon. If you stay as far back as possible, you'll automatically pick up a replacement surge gun when your ammo runs low.



Eventually the Sentinel stops, and the cannon starts powering up. If you haven't scored enough hits on it yet, this is your best opportunity. Fire away!

If you were accurate enough and if enough of your projectiles struck the blue cannon, it now explodes. The Sentinel is mortally wounded and crashes to the ground.



If you failed to destroy the cannon in time, it zaps you. Reload and try again. Remember: it all boils down to accuracy. If you can score some quality hits when the blue cannon first appears (while the Sentinel is still moving), you are in a good position to succeed.

Krone was inside that Sentinel. He manages to crawl out after it falls but doesn't make it far; he, like the Sentinel, has sustained a mortal wound. Congratulations: you have beaten the single-player game!



MULTIPLAYER TIPS

Dishing out advice for multiplayer is tricky. Single-player levels tend to be fairly predictable: Enemies appear at specific times, in specific places, and behave in well-understood ways. Puzzles and traps don't change from one play session to another.

Multiplayer, however, is a whole other ball of wax: your foes vary greatly in number, caliber, and tactics. They appear in unexpected places, they hide, they set traps with specialized grenades, and they use different weapons and unexpected techniques. In addition, the game's host can tweak the rules and settings of each game in a hundred different ways, thus making your strategy a little different each time.

Nonetheless, there are several multiplayer tips we *can* give you. These range from advice applicable to any multiplayer game to tips on the specific weapons, maps, and game modes you'll encounter. Read on to partake of our wisdom, but bear in mind that in multiplayer games, practice is the only real teacher.

GENERAL MULTIPLAYER ADVICE

The following advice applies to the multiplayer mode of just about any first-person shooter. However, while generalized, these are the rules to live by if you want to succeed in multiplayer *TimeShift*.

PLAY SINGLE-PLAYER *TimeShift*

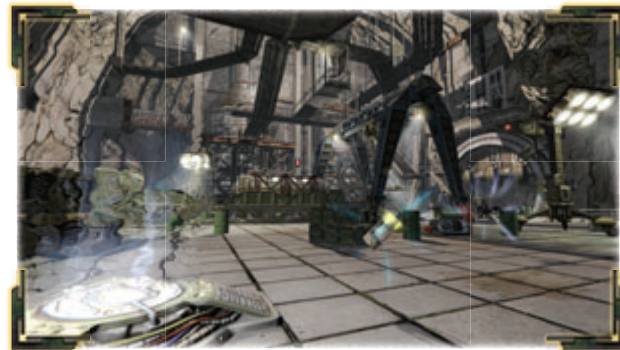


Play single-player *TimeShift* all the way through. Human enemies are the toughest, so it's useful to ramp up slowly by shooting AI foes. While some tactics and techniques that work in single-player don't work very well (or at all) in multiplayer, a lot of your knowledge *will* translate.

Your single-player experiences will teach you many things; at the very minimum, they get you intimately familiar with the controls, and that's crucial. You don't want to accidentally press the Grenade button when you're just trying to duck.

Single-player teaches you other stuff too—like how high you can jump, how each weapon works, how grenades tend to bounce, and so on. If you leap into multiplayer without beating the single-player game, your opponents will likely so thoroughly dominate you that you won't want to play again.

LEARN THE MAPS



This cannot be stressed enough: Learn the maps and learn them well. If you don't, you're at a huge disadvantage. Even if your skills are marginally superior to those of your opponents, they will have a vast edge if they truly know the map you're playing.

Weapons and equipment make the difference between life and death, and if you don't know the map, you won't be able to regularly collect high-quality gear. With intimate knowledge of the map, however, you'll develop a pattern of movement through the level. This pattern takes you past lots of high-quality gear, allowing you to collect the best stuff available. It also gives you a sense of purpose and allows you to become intimately familiar with the areas you're passing through.





Some maps feature soft cover—notably, bushes—that you can hide in but also fire through. Knowing where these soft cover areas are located is crucial; if you don't know them, you're likely to get shot from them (and never know what hit you).

Knowing the map also provides another crucial benefit: knowing immediately where shots are coming from. Playing a level repeatedly makes you aware of what spots are visible (and shootable) from other spots, allowing you to avoid these vulnerable areas. This saves you valuable time and allows you to react more quickly to attacks. That often means the difference between life and death.



If you're getting manhandled, you won't be able to concentrate enough to learn a new level. Consider starting a new game with just you in it. Then explore the level alone. You'll be surprised at how much more you can remember when you aren't getting shot.

FIND APPROPRIATE GAMES

Some games are going to be rough on you. The most common reasons for this are unfair teams, too-skilled opponents, or even a bad connection (when playing online). Any of these factors can make the game impossible. Learn to recognize these problems.

Once you recognize a bad game, simply leave. That might be hard on your pride, but in the long run it'll keep your enjoyment of *TimeShift* intact. Look for games that you can compete in; it makes all the difference in the world.

UNDERSTAND THE IMPORTANCE OF EQUIPMENT



Top players tend to consistently gather the best weapons, lots of armor, and lots of power-ups.

Lesser players often get sucked into the flow of action right after they respawn; consequently, they end up fighting with inferior gear.

Sometimes there's no way to avoid a fight, but in general, avoid initiating fights until you're well equipped. After spawning, spend your first few moments searching for good gear; when you've got a suitable weapon, and possibly some armor, run back into the fray.

USE SPECTATOR MODE

One of *TimeShift*'s server settings allows spectators to join the game. Spectators are nonparticipants who can watch the action from a variety of viewpoints.

While watching is not as fun as playing, it can be useful. However, rather than watching indiscriminately, wait until you meet a player who's really giving you trouble. Then switch to Spectator mode and concentrate on watching that player.

When observing, notice things like the following:

- What weapons does the player use?
- What parts of the level does the player spend the most time in?
- Under what circumstances is the player switching weapons or using grenades?
- What movement patterns does the player use once a fight has started?

Spend some time at this to learn techniques that you can use to improve your own game.

WEAPON TIPS

Chapter 2 covered weapons in depth, noting their basic characteristics and providing suggestions

geared toward the single-player game. The following weapon tips are geared specifically for multiplayer.



Get in the habit of reloading weapons any time you're alone; you don't want to run out of ammo during a firefight.

Also, remember that switching weapons can sometimes be faster than reloading. If you're out of ammo for your current weapon, you may be better off pulling out a replacement than fumbling to reload the current one.

KM-33 PISTOL

The KM-33 is the default starting weapon. In a pinch, it's adequate for picking away at an enemy, but a smart player will replace it quickly. It just can't deal the sort of quick, massive damage necessary in multiplayer.

KM2103 KARBINE



The Karbine is a big upgrade over the KM-33, particularly if you use its Secondary Fire mode (grenades) to soften up the target before letting loose with the Primary Fire mode. Use those grenades early and often, and aim for the feet to ensure some splash damage if you miss.

Still, most players will agree that this is not the preferred weapon to have in most situations. While it can deal very good damage, you want to deal *massive* damage in multiplayer.

The bottom line on the Karbine: grab it if it's nearby, but keep looking for something better.

SHATTERGUN

If you anticipate spending lots of time in close combat, the shattergun is your weapon. Nothing can beat it at point-blank range. However, its power drops very rapidly as you move away from the target. Even at the near edge of medium range, it's a poor choice.



We recommend taking one of these if it's available and equip it only when you anticipate close-quarters action. [This is where knowing the level inside out really helps.] Then put it away at all other times.

When you have this gun out, maximize its potential by sticking to areas that *force* short-range battles. Slink around in narrow corridors. Hang out near corners or at the top or bottom of ladders. Anywhere combat *must* happen at extremely close quarters is a place you should be.

ECHO RIFLE

The echo rifle is just as specialized as the shattergun, but at long range: use it when you're in a prime sniping spot, but put it away at all other times.



Some maps have wide-open spaces and often have specific areas—towers or rooftops—that have been built for sniping. Look for these areas but also beware: as players get familiar with maps, they learn to look at these areas whenever possible. If you can find a great sniping spot that's used less often, you can give yourself a real advantage.



A head shot with the Echo Rifle will score an instant kill—unless the target is absolutely maxed out both on health *and* armor.

It's best to scan for enemies without using the zoom, then engage the zoom only when a target has been spotted. This is for two reasons: first, your field of view is greater when you're looking with your naked eye. Second, when zoomed in, the echo rifle's laser targeting system can give away your position.



Enemies are particularly vulnerable after they've leaped off a bounce pad, because they temporarily have little control over their direction. Try to snipe them in midair.

Always pair the echo rifle with a good short-range weapon, because the enemy will rush you when they figure out what you're doing.



If possible, guard your back with laser mines while you're busy sniping.

THUNDERBOLT



The thunderbolt is a weapon that demands skill, thanks to its somewhat slow-moving projectiles.

However, the more time you spend with it, the better you'll get. And getting good with this very powerful weapon is worthwhile.

One important thing to realize is, the Thunderbolt's zoom lens, which is so helpful in the single-player game, is much less useful in multiplayer. Your inability to slow time indiscriminately, plus your opponents' tendency to constantly move, generally makes zooming in during a multiplayer session a bad idea. Instead, learn to fire this weapon without using the zoom. It'll be easier to lead your target, and you won't have to worry about an active opponent slipping out of the scope's view.



One exception: If your target is standing still, it's okay to zoom in with the thunderbolt. This is usually the case only when your target is sniping with an echo rifle and is unaware of your presence.

Learn to anticipate players' movements, and fire at the location where they'll be in half a second. That's a useful skill with any weapon, but particularly so with the thunderbolt.

EMF Cannon

The EMF cannon is a great weapon for every map and situation; aside from the surge gun, it is arguably the best all-around weapon for multiplayer. Look for it and use it!



The Secondary Fire mode's charged shots can kill in a single shot. Start charging up the weapon while the target is at reasonably long range; then let loose when you have a good shot. Or, start charging up as you approach a spot where you anticipate enemies lurking. If you pop around a corner with a fully charged secondary shot, you can kill an unsuspecting target before they get a chance to fire back.



The EMF Cannon's Primary Fire shots will go through grates and fences, but its Secondary Fire shots will not. Plan to use Primary Fire mode when your opponent is on the other side of these semi-permeable objects.

The Primary Fire mode deals potent splash damage, so consider aiming for enemies' feet (and avoid shooting the ground too close to yourself). The actual splash radius isn't huge, but the damage dealt by the blast is very potent.



Turn the arc of the EMF Cannon's Primary Fire mode into an advantage, rather than a liability! You can shoot an opponent hiding behind cover by aiming above that cover; if you aim properly, the projectiles will just barely clear the cover, then drop onto the target's head.

BLOODHOUND



The Bloodhound is your ticket to one-shot kills and multikills, but reload time is a big downside. Back into cover (or switch weapons) immediately after firing.

Avoid super-enclosed spaces when you're using this weapon. A smart opponent may try to get right up in your face, forcing you to kill yourself (as well as him) with your shot. If this happens, consider a melee strike; if that's not feasible, just fire. In most game modes, it's acceptable to kill yourself if you also drop your opponent (the kills effectively cancel each other out).

Learn to aim either for the ground near opponents' feet or at walls or other nearby architecture. This is often easier than hitting a moving target with the slow-moving missile.

You can use the Secondary Fire mode to improve missile accuracy, but unless you have an unaware target, keep moving even while you maintain the targeting cursor on your enemy. That's a rough task. Most players have an easier time just using the weapon's Primary Fire mode. However, if you *can* get good at using the Secondary Fire mode on the run, you'll be that much more dangerous.



It is possible to "rocket jump" in *TimeShift*. To do this, look down and shoot the Bloodhound while leaping. You'll fly up into the air. This feat damages you, of course, but it can be useful if you need to get some elevation and no bounce pads are convenient.

HELLFIRE

Use the Hellfire if you like to fight up close—but not *too* close. The shattergun will generally trump this weapon

if you're close enough to touch the enemy, but the Hellfire (particularly its secondary-fire flamethrower) will prevail as the fight moves toward medium range.

Since many maps (particularly the smaller ones) feature a lot of fighting at close-to-midrange, the Hellfire is generally a very solid choice.



When fighting an opponent with a Hellfire, try to stay just outside the flamethrower's range (unless you have a shattergun; in that case, lure the opponent in and go for the point-blank kill).

SURGE GUN



This weapon is available only on one multiplayer map (unless the host decides to override the map's

default weapons); therefore, you don't usually

have to worry about it. However, if you can get it, you should. Both of its fire modes can kill in a millisecond. The primary mode is best for dealing with multiple enemies at once; the secondary mode quickly eliminates single foes. This weapon trumps everything else and transforms you into a fearsome killing machine. Take it if it's there.

GRENADES

Here's a review of the different grenades:

Clutch grenades: These can stick to opponents even after they've bounced, so it often pays to throw them low, even at long range. If one is stuck to you, charge in toward your enemies and see if you can take them down with you.

Spring mines: These work only on soft ground. Place them near a weapon or valuable pick-up to score lots of cheap kills, or around your base when playing CTF matches. (If you see the stem of one of these poking out of the ground, be careful—the stem only appears when you're just about to enter the mine's blast radius!)

Laser mines: The beams may stretch off into infinity, but it's the mines (not the beams) that deal the damage. Place them in high-traffic spots where the laser beams will be relatively short; this ensures that players running through them will be close to the actual mines. The tops and bottoms of ladders (and anywhere players are going to travel vertically) are great places for these mines.

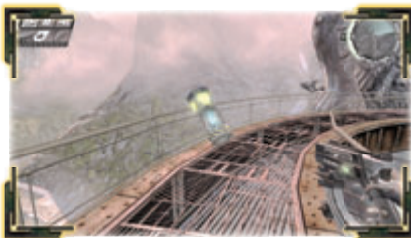
Swarm grenades: These are fire-and-forget assistants. Launch them and immediately forget about them. Concentrate on taking down targets who are distracted (and damaged) by the swarm grenades.

MULTIPLAYER-ONLY ITEMS AND ABILITIES

A few items and abilities appear only in multiplayer games. It's important to know what they are and how to use them.

TIME-ENERGY PACKS

Collect a time-energy pack to restore a chunk of your time energy. Multiple packs are needed to restore an empty Time Energy bar.



Depending on the game settings the host chooses, your time energy may or may not automatically regenerate. Or you may automatically regain *some* time energy, but there may be a limit on how much

you can get. Whenever the regeneration rate is limited or nonexistent, time-energy packs become extra important.



If the host sets the time energy to fully regenerate on its own, at a reasonably fast rate, time-energy packs become much less important. You can still run over them to quickly top off your energy, but don't go out of your way to get them.

CHRONO GRENADES (AKA TIME GRENADES)

Multiplayer games don't allow you to manipulate time in the same way as in single-player. Instead



of simply pressing a button to make everyone else slow down, stop, or reverse, you can expend your time energy in the form of chrono grenades.

Chrono grenades are not pick-ups; you start the game with the ability to throw them (they are formed directly from your suit's energy and are thus "on demand" if you have enough energy). You're simply limited by your time energy, which burns up whenever you throw a grenade. A time-slow grenade costs about a quarter of your time energy bar; a time-stop grenade takes about half; and a time-reverse grenade consumes about three-quarters.

Using Chrono Grenades

First, select the type of chrono grenade to throw. Then, simply toss the grenade at the enemy (or at a spot where the enemy is likely to be). The appropriate amount of time energy is automatically spent as you throw the grenade.

When the grenade detonates, it forms a sphere of time influence, affecting any player caught inside that sphere. If the player manages to get outside the sphere (or if the grenade effect wears off), he escapes the time effects.

Grenade Effects



Time-slow grenades slow anyone caught in their sphere of influence, making them very easy to hit.

Time-stop grenades freeze anyone caught inside the sphere, making them *extremely* easy to hit.

Time-reverse grenades act almost like barriers, pushing players back outside the sphere. Projectiles shot into these grenades' influence spheres will pop right back at whoever fired the projectile! This makes them a deadly trap for the unwary.



Throw a time-reverse grenade to deflect shots, effectively serving as cover. If the enemy foolishly shoots the grenade's sphere, he may kill himself when those shots come right back at him.

Time-reverse grenades can also be a great asset when you're fleeing. Drop them behind you; they block your pursuers and provide temporary cover from their shots.

Time-reverse grenades' effects last the longest of any chrono grenade. Next come time-slow grenades. Time-stop grenades are the shortest-lasting.

Each chrono grenade has uses both obvious and not-so-obvious. For example, time-stop grenades are great in CTF (capture the flag) games; throw them down at a chokepoint to prevent enemies from crashing your gate, or to prevent opponents from pursuing your flag carrier.

Time-slow grenades can be used to soften your fall; just toss one below you as you drop, and you'll fall into its zone of safety rather than splattering all over the floor.

Time-reverse grenades can instantly kill (or at least foil) an enemy on a turret, because all that heavy turret firepower gets sent right back at the turret operator.

All chrono grenades can be potent when thrown at the landing site for a bounce pad; your opponent will fall right into the sphere of influence.

Time Shield

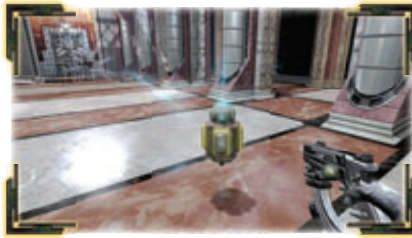
Instead of turning your time energy into chrono grenades, you can use it defensively in the form of a time shield. When activated, the time shield drains all your time energy and temporarily (about 10 seconds) makes you immune to all chrono grenade effects. This includes grenades that have already hit you. For example, if you're frozen inside a time-stop grenade, you can activate your time shield and automatically break free.

The time shield also slows down normal projectiles that get too close to you, and will even slow or stop an opponent who gets caught up in the shield. This means the time shield can be not only a potent defensive tool, but also an offensive weapon.

You must constantly decide whether to use your time energy offensively (with chrono grenades) or defensively (with time shield). Let the situation and your play style be your guide.

Time-Resistance Artifact

Grab the time-resistance artifact to gain temporary immunity to time effects (such as chrono grenades or the time-slow fields that appear in certain levels). Now you can walk through enemy time grenades without any worries. Just be sure to watch the timer, as the resistance doesn't last forever.



Armor (Yellow and Red)



Yellow armor confers +50 armor points; red armor confers +100. Collect as much armor as possible (up to 200 maximum) to make yourself extra durable. This gives you a real edge in multiplayer matches.



Continually collect new armor to replace armor lost during combat.

Heavy Damage

The heavy-damage artifact temporarily confers a x2 bonus to all your attacks. Go nuts and score as many kills as possible before the timer runs out.



You cannot hold the heavy-damage artifact and the time-resistance artifact simultaneously. It's one or the other. (Both at once would just make you too powerful!)

MULTIPLAYER MODES

There is a wide range of game settings for the host to tweak. We won't cover every setting, but we *will* discuss the most important host settings and the six major game modes.

Game Modes and Presets



There are six major game modes. A game mode is a basic set of rules that determines how the game will be played; while modifications can be made to various other settings, the core rules remain immutable. A Deathmatch is always won by the player with the most kills at the end; a Capture the Flag game is always won by the team with the most flag captures.

The game modes are as follows:

Deathmatch: Every man for himself. The winner is the one with the most kills when the score or time limit is reached.

Team Deathmatch: The team with the most kills at the end wins. Traveling in packs is a surefire way to increase your odds of victory in these games.

King of Time: Somewhere in the level is a time sphere. Grab it. You're now immune to all time effects. Score kills while holding the sphere to increase your score. Kills scored while not holding the sphere don't count.

Meltdown Madness: Each team has a machine that's performing a vital but unspecified task. Slow the opponents' machine by lobbing chrono grenades onto it. The team whose machine completes its task first wins (in other words, the one whose machine got hit with the fewest enemy grenades).

Capture the flag: Grab the enemy flag and bring it to your base. Touch it to your own flag to score a capture. The team with the most captures wins.

One-on-One: Two players battle to the death. This is the purest form of multiplayer.



After the host selects a game mode, he may select a preset that modifies gameplay. Presets are simply a way to quickly modify some of the many host settings and include the following:

“Classic” presets named after game modes (such as Deathmatch Classic): Sets the game rules to defaults for that game mode.

Last Man Standing Classic: Every player gets a limited number of lives and is out of the game when those lives are gone.

Steel Skin: Weapon damage is set very low, so battles last longer.

Low Gravity: Gravity is set lower than usual. Players jump higher and descend slower.

Slow to Kill: Only players who have been slowed with chrono grenades can receive damage. Nonslowed players are invincible.

Athletic: Players jump higher and move faster than normal.

One Shot One Kill: Every weapon is instantly lethal. Note that this applies to splash damage as well as direct hits, so weapons with a blast radius become even more useful.

Rocket Arena: All weapons are changed to Bloodhounds.

Sniper Arena: All weapons are changed to echo rifles, and one shot is always lethal.

Vampire: Players' health is constantly decreasing. To stay alive, kill enemies. Each kill gives you a health and armor bonus.



You can further adjust host settings after a preset has been selected. For example, you could select Vampire and then tweak the rate of health loss (or the health and armor gain from kills). To avoid missing an important change, pay close attention to all settings your host selects.

OTHER HOST SETTINGS

After the host selects the game mode, map, and preset, he can alter several other settings. Some of these can radically alter the nature of the game. Here's a look at the most important settings.

Public and Private Slots: Max Spectators

The number of public and private slots determine how many players can be in your game. Add up the number



of public and private slots to get the possible number of players in the game. The spectator limit determines whether people can watch your game without playing.

Time and Score Limit

The time score and time limit affect how long the game will last. A low score limit means that you probably won't reach the time limit, and vice versa.

Make sure you're okay with these settings. If you don't pay attention, you might get sucked into an hour-long game when you just wanted a 15-minute quickie.

Weapon Presets



Weapon presets allow you to increase or decrease the damage dealt by all weapons and to increase or decrease the possible damage dealt to yourself or teammates (via friendly fire). They also determine how long it takes picked-up weapons to respawn.



Many players prefer the realism of enabling Friendly Fire and Self Damage. However, these settings open the door to grievers who kill themselves or their teammates, thus ruining multiplayer games. Disable these two settings if you suspect you are dealing with a griefer.

You can also change all weapons on the map to a certain type or affect the starting weapon(s) given to all players when they spawn. And you can decide how long it takes for weapons to reappear after they've been taken.

These are all huge changes, and they can greatly affect the game experience. For example, a game in which all default weapons are replaced with Karbines plays much differently from one with a standard mix of weapons. And a game where everyone begins with an EMF cannon minimizes the importance of seeking weapons right after you spawn because you start out with a really strong weapon!

Decide what sort of game you want to play, and adjust the presets accordingly.

Time Control Presets



The most powerful settings in the Time Control section allow you to disable time control completely

(thus making the game a “vanilla” shooter with no time-control elements) or to enable “Damage on Slowed Only,” which means only slowed players can be damaged. (The latter, obviously, makes slowing opponents with chrono grenades extremely important, since normal-speed enemies cannot be damaged at all!)

Other adjustable settings affect how much time energy each player starts with, whether time energy naturally regenerates over time, and how much time energy in total can be regenerated (if regeneration is enabled).



High Energy Start Values, Energy Regeneration Limits, and Energy Regeneration speeds encourage games with lots of time manipulation. If you want time-power use to be a rare occurrence in your game, keep these values low.

Gameplay Presets

These presets let you tweak a wide array of settings. Use a high Respawn Delay to punish players for dying, while a high Max Dead Time lets players loiter before respawning.



A higher Respawn Delay makes it easier to score in Capture the Flag and Meltdown Madness games, while a short Respawn Delay encourages defensive struggles. The reason: with a high Respawn Delay, dead enemies stay dead longer, giving you more time to grab flags or pelt machines with grenades. Short delays mean that enemies can instantly respawn in their bases, providing extra base defense.

If your games tend to become static, low-scoring affairs, consider using a higher Respawn Delay.

Respawn Protection Time makes newly spawned players temporarily invulnerable. Higher Respawn Protection Time prevents “spawn camping”; however, making it too long gives newly spawned characters too much of an advantage. A second or two is usually sufficient.

Max Lives is typically set to Unlimited. If it's not, players have a limited number of lives and the game becomes sort of a last-man standing affair where each kill is extra important.

The Bonus on Kill settings (i.e., Bonus Health on Kill, etc.) reward players with health, armor, time energy, or bonus lives for scoring kills. Play with these settings to reward efficient killers.

Item Presets



Item presets allow you to enable or disable time-energy packs, time-resistance artifacts, heavy-damage

artifacts, and red and yellow armor. You can enable all, none, or a mix of these items.



If you plan to let players use time powers, either leave time-energy packs enabled or allow players' time energy to regenerate on its own, or award time energy for kills. If you disable all these options, players will never get any time energy and you won't see any time manipulation.

Miscellaneous Presets



Warm-Up options: These allow you to specify some “practice time” before the game begins, while the Ready System option allows players to press a button when they’re ready for the game to start.

Overtime rules: These enable or disable overtime to break ties and set the overtime’s length.

Sound on Hit: Plays a sound when an opponent is hit. Some players prefer having this extra level of feedback.

Radar: A hugely important option. With it enabled, you can see both friends and foes on the radar; this makes hiding a much less useful technique.

A disabled radar encourages sneaky tactics, as players must visually notice you rather than just glancing at their radars.

Autobalance: When enabled, this shuffles players from one team to the other as needed to maintain a fair game.

Player Presets



Player presets allow you to adjust players’ starting health, health regeneration rate, armor start value, and

armor regeneration rate. These settings let you really adjust the multiplayer experience: for example, choose low starting health and no regeneration to make everyone fragile.

You can also tweak gravity (falling speed), player jump height, and player movement speed here. Adjust these values to enable more-mobile or less-mobile players, thereby making the game either more twitch-based or more slow and tactical.

MULTIPLAYER MAPS

As mentioned previously, knowing the map is crucial to success. There’s no substitute for exploring the maps yourself, but here are some tips on how to play these levels and what to look for while you’re there.

SKY HOOK (2-8 PLAYERS)



This map’s locale is a massive zeppelin. There are lots of cramped, crowded interior spaces, but the exterior decks and turret platforms offer some fairly open places too.

The echo rifle is not usually a good weapon on this map. Midrange weapons like the Karbine and Hellfire rule; you can also use the shattergun to great effect, especially if you stick to the interior areas.

Capture the Flag games tend to be quick, since there’s not a lot of ground separating the flags.

Become familiar with the trio of booster pads near the airship’s front; they let you reach the ship’s top very quickly.



There are turrets on each wing of the zeppelin. Feel free to man them briefly but beware: The echo rifle located in front of the main steering wheel is good for sniping would-be gunners out of their turrets.



When you're in the zeppelin's rear, look for the EMF cannon on a lower level; also, you can jump onto the zeppelin's tailfins and run around out there—equip a midrange weapon to surprise someone by standing out here.

Time resistance and armor artifacts often appear in the stern, at the ship's bottom. And for the daring, notice that time resistance and armor artifacts also appear beneath each of the zeppelin's two giant spinning propellers. To reach these items, approach the spot around the propellers where there isn't any guard fence, drop onto a metal strut, and walk across to the power-ups. [Avoid dropping into the propellers themselves, obviously! Aim for that skinny metal strut.]

ROOFTOP EXCESS (2-6 PLAYERS)



This small map features a modestly sized indoor area and the meandering rooftop that surrounds it. A small tunnel is accessible from a few different points on the rooftop.

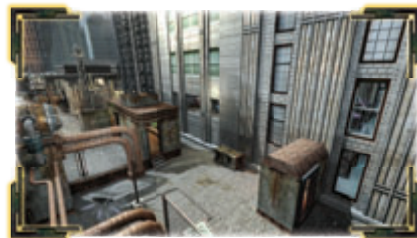


This is a great map for mid- and short-range weapons. Look

for armor and suitable weapons scattered all across the map. There's an EMF cannon at the bottom of the blocked-off stairway in the indoor area, and there's a laser mine at the top of it. These two items are also in the tunnel [accessible from several points on the roof].

Note the various points where you can go from outdoors to indoors—usually by jumping on crates and through windows.

The rooftop is the highest-traffic area and the area with the most options [you can either go inside or drop into the tunnels from out here]. Beware of laser mines and set a few of your own. If cleverly placed (say, at the base of ladders in the tunnels or just inside the windows of the indoor area), you can score some easy kills with these.



DEADLY WIND (4-12 PLAYERS)



Look for the control panel in an upper room with bay windows; it overlooks the rest of the level. Press the button on the panel to activate a random sequence of time-slowing fields below. Activate the button again to toggle the fields off.

There's an echo rifle on the roof above this room [which is accessible both by ladder and by jumping on some crates outside]. There's also a Bloodhound in the room behind the control panel.



Take care when you're on the ground floor; the time-slowing fields can turn on unexpectedly, trapping you. You have the most options when you're on the higher walkways.

There's a time-resistance artifact on an intermediate platform, which you can drop to from the top.

Red armor [+100 armor] periodically appears in the time-slowing fields on the ground floor; go for it at your own risk.

Capture the Flag games tend to be quick due to the small level size. Keep to the upper walkways, and learn the locations of all the bounce pads on the floor. If you're down below, they'll help you get back up to relative safety.

TRENCH WARFARE (8-16 PLAYERS)



This is a big map that players can really get lost in. As a result, there are many hiding and sniping opportunities. The level's bulk is an outdoor hillside that's carved with trenches. Three important points form a sort of triangle: a sniper tower (complete with echo rifle) at the hill's base and two bunkers up high on the hill. One of the bunkers has an entrance to a tunnel, which cuts through the hillside and exits through a ladder near the second bunker.

The underground area is a high-stakes place, as it contains a Bloodhound and a heavy-damage artifact—both very potent items.

Red armor appears in front of a sealed train-yard door, located between the two bunkers. A time-resistance artifact appears near the map's center, in the midst of a circle of time-energy packs.



The hillside is dotted with turrets. Consider using them briefly, but remember that sitting in turrets indefinitely is usually a recipe for disaster. Hop in, score some kills, and then leave.

Long-range weapons are potent on this map. Try for the echo rifle in the sniper tower; the thunderbolt on the ground near one of the bunkers; or the Bloodhound in the tunnel, which can be very effective at long range if you use its Secondary Fire mode.

If you prefer short-range combat, stick to the tunnel or the trenches that dot the hillside—however, true short-range fights are uncommon here.

WAR ROOM (2-8 PLAYERS)

This underground facility is reminiscent of the big cavern in the single-player level "En Route."

It's a very vertical level, with bounce pads leading up to various platforms and rooms overlooking various levels of the cavern.



Check out the basement beneath the cavern's main floor. You can score a time-resistance artifact, plus armor and several weapons—including a Hellfire, a thunderbolt, and an EMF cannon. This makes it a nice place to stock up. (Don't miss the tunnels leading over to an adjacent area, which contains a heavy-damage artifact.) Climb pipes or use the bounce pad to get out of here.

The main floor contains lots of weapons and goodies; check out the red armor on top of the parked train. Also notice the bounce pad and stairs leading up.

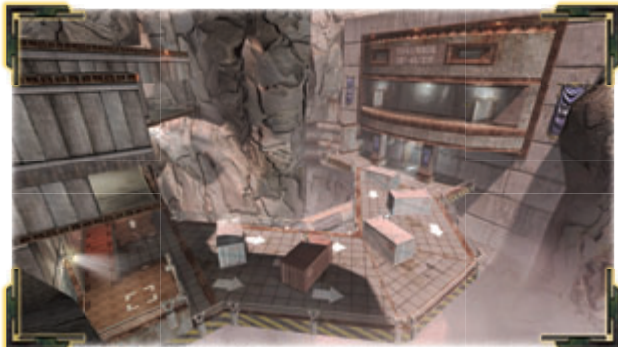


On the upper floor, look for a ladder leading to an upper duct. This leads to a couple of choice sniping areas at the cavern's top. Find a thunderbolt on one of them.

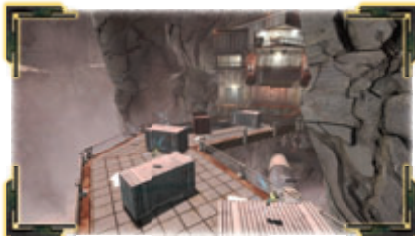
Don't forget the middle levels, though. A Bloodhound sits on the walkway's end in the cavern's middle.

Finally, don't neglect the silo at one end of the cavern. You can ascend through it quickly, thanks to a bounce pad inside. Look for an echo rifle just outside the silo's top. While this isn't a huge level, you *can* get some quality sniping opportunities, particularly if you stay up high.

UNCIVIL ENGINEERING (2-16 PLAYERS)



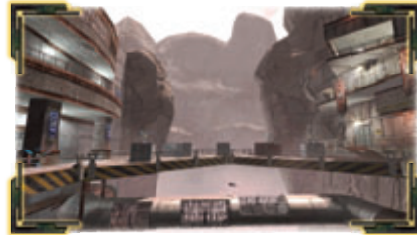
This level is set up as a classic Capture the Flag battleground, with two similar (but not identical) bases connected by a bridge.



The bridge is covered with time-energy packs and contains a heavy-damage artifact up high and a Bloodhound in the middle. But the presence of multiple balconies on each base makes this bridge prime sniping territory, so don't linger.

If you want to cross from one base to the other, the alternative to the bridge is a small tunnel that runs beneath it. Be prepared with a short- or medium-range weapon if you take this tunnel.

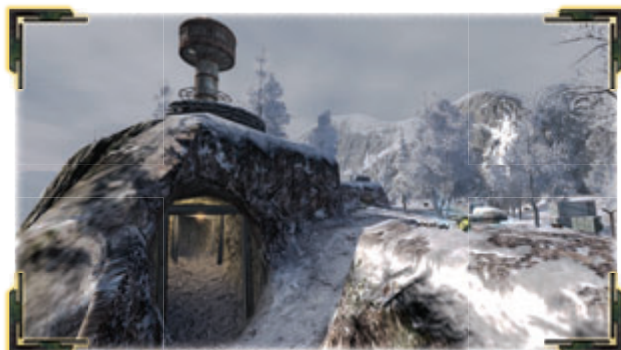
Each base contains a pit covered by a grate. In Meltdown Madness games, this is where each team's vital machines appear. Pull a lever high inside each base to retract the grate, giving easy access to the machine. (If you don't pull back the grate, you must access the pit through that narrow tunnel that runs beneath the bridge.) Make sure your teammates know when you're about to open the enemy grate—and try to station guards at both your base's lever and the enemy's so you can control both grates as much of the time as possible.



Look for thunderbolts at the top of each base, overlooking the bridge. The points where the thunderbolts appear are good for sniping; stay here and fire at anyone trying to get across the bridge.

Play this level solo before trying a real multiplayer game of Meltdown Madness or Capture the Flag. Since the bases' interior layouts are subtly different, you must know exactly what they're like—or risk getting stuck and killed when you finally infiltrate the enemy base.

FROST BITES (4-16 PLAYERS)



This map is a big outdoor area with two distinct base areas. The two sunken bases are separated by a rambling fence that's broken in spots; study the map carefully and learn where the breaks are.

Each base has a guard tower. One features a turret, and the other has an echo rifle. [A second echo rifle is on the road near the dividing fence, on the opposite end of the map from the echo rifle tower.]

You can take a left, right, or central path from one base to the other. The central path features a heavy-damage crate near the break in the fence.



Near the echo rifle tower is a secret path. Enter this path from either base, then follow a dangerous ledge until you reach the enemy base. [Look for a time-resistance artifact if you follow this path.]

The remainder of the map is a snowy wasteland dotted with trenches and turrets. Medium- to long-range weapons work best if you're planning to stay out here. Otherwise stay down in the trenches, near the bases, or on the secret side path, where shorter-range weapons can be useful.

Time-energy packs are largely placed in the map's center, so plan on punching through the middle with a large attack force when assaulting the enemy flag or machine (depending on game type). Large groups and good organization are necessary elements for CTF and Meltdown Madness games, as there's a lot of ground to cover.

Watch out for spring mines. They're plentiful, and there's a lot of space to place them. They make travel through the trenches a bit more exciting than you might like.

SUPPLY DUMP (4-16 PLAYERS)



The Supply Dump consists mainly of a yard surrounding a central warehouse. The yard contains many big supply containers suitable for cover. Weapons, armor, and time-energy packs are scattered throughout the yard.



A tunnel system runs beneath the yard and is accessible from two outdoor spots and from one location inside the warehouse.



You can access the warehouse through the aforementioned tunnel, through sliding doors on one side of the yard, or through a conveyor belt that pokes out through the warehouse's opposite side [next to a pair of inoperable sliding doors; you must use the assembly line].



Hide by the conveyor belt to surprise players riding in on it.

There are some nice prizes inside the warehouse, making it a tempting place to visit. A Bloodhound is stashed in a side office. To also score a red armor, climb an interior stairway, follow a duct to a ladder, and drop out on an assembly line at the room's top.

TIMESHIFT (2-8 PLAYERS)



This small level, designed for Deathmatch-style conflict, is built around a central core.

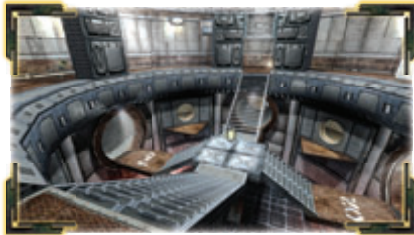
A ring-shaped corridor goes around the central core; at one point you can climb a ladder on the back wall and reach an echo rifle. [There isn't much call for this weapon here, but its location is adequate for sniping.]



There's some armor in the central core's interior, near the middle, and a time-resistance artifact on the floor in there.



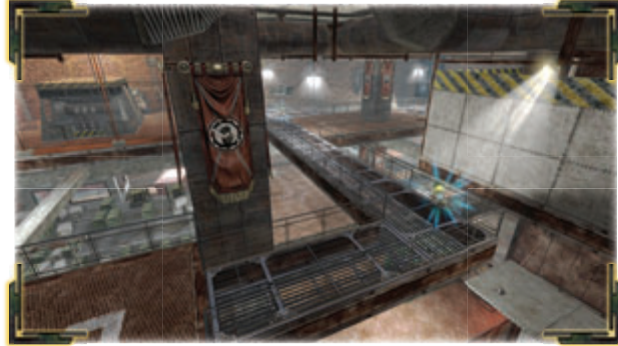
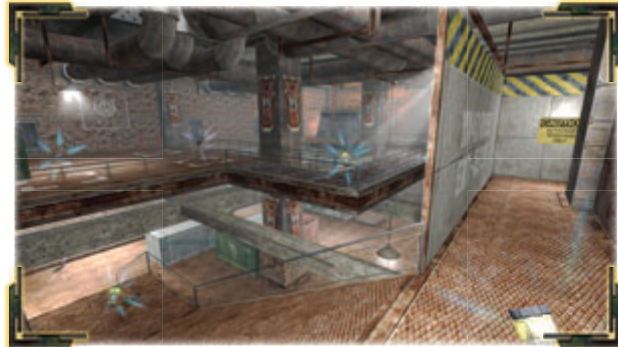
The central structure's interior is actually a trap. There are four small rooms accessible through round doors at the structure's middle; you may jump to these from the middle or access them through tunnels. Two of



these four rooms have levers that activate a time trap. Once the trap is activated, everyone inside the central structure's main room is slowed. For this reason, be very careful when entering the central core. [Of course, if you're fast enough to grab the time-resistance artifact, you can freely traverse the center for a short period of time.]

This level seems very simple, but the various tunnels and ledges that puncture the central core are not completely symmetric. You must be very familiar with the level before you, say, know which of the four small interior rooms contain the time-trap levers and which two do not. Study the level; this experience will pay off in Deathmatches.

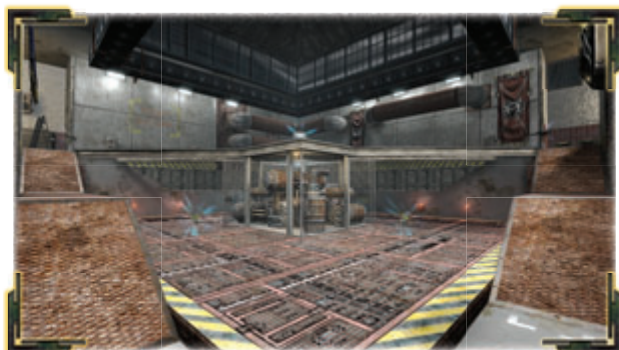
ABANDONED WAREHOUSE (4-16 PLAYERS)



This big level consists of two large warehouse spaces, each with an upper and lower level. These two big areas are

connected by a smaller room (which also consists of two levels) with a Heavy Damage artifact up high, along with a Bloodhound. This central area is important not only for what it contains, but because it's the only way of getting from one of the big warehouse areas to the other.





Each major warehouse area has an extensive top floor, reached either by a big ramp or by ladders. As you might expect, it's a good idea to claim the high ground, which allows you to snipe down at those below (and at anyone trying to climb a ramp or ladder to reach your level).

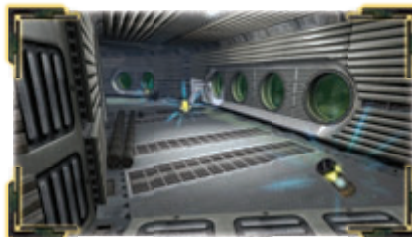


Another good idea is to get inside the central area, claim the Bloodhound (and possibly the Heavy Damage artifact) and pick off anyone trying to cross from one warehouse to another. You can control the flow of players between one warehouse and another just by standing on the high ground.

Don't miss the side offices, which contain laser mines. And don't miss a semi-secret path up to one of the warehouses' upper floors: to use it, jump up on a cargo container and then follow a short ramp.

Weapons are distributed quite evenly throughout the level, and a couple of Yellow Armors provide some incentive to venture down (at least briefly) to the lower floors. We recommend weapons like EMF Cannons and Thunderbolts for this level, thanks to the fairly wide-open spaces. And of course, the Bloodhound is always an excellent choice if you manage to get your hands on it.

SANCTORUM (2-8 PLAYERS)



This classic Deathmatch map takes place in a two-story, cathedral-like hall. The main areas are the ground floor, the upper walkway that encircles the hall (providing many points to shoot down at those below), and a much

less opulent side hallway that runs the main hall's length.

The main hall is roughly key-shaped. At the key's fat end (the handle), a great statue on the ground floor stands above a red armor. But beware: The floor around the statue is a time-slowing trap. Grab the time-resistance artifact from near the floor's middle before venturing in to grab the armor.



Air jets at either end of the grand hall allow you to blast to the upper walkway. Up here is a wide selection of weapons and gear, including a Bloodhound sitting in a suspended cart.

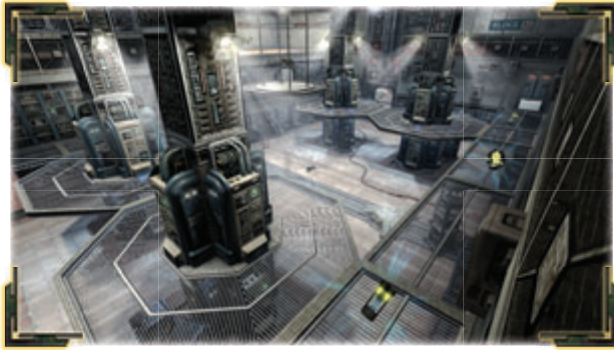


The plain side hallway has its uses too: that's where the heavy-damage artifact lies. It's also a very simple area with only two exits, perfect for some straightforward midrange combat.

Spend most of your time upstairs with a good midrange weapon. Periodically drop to collect artifacts and goodies, but avoid prolonged stays on the main hall's ground floor.

There's nowhere to truly hide in this map, so constantly move, picking up armor and power-up artifacts along the way.

CORRUPT DATA (4-10 PLAYERS)



Two large rooms dominate this compact map. One is a two-level server room that features several octagonal platforms accessible via ladder or bounce pad. You can also approach this room via upper and lower passages from the map's second big open area.

The second big area is a two-story cathedral-like chamber, where bounce pads give access to a walkway circling most of the cathedral.

Important gear is scattered pretty evenly across the level. Yellow armor sits in the blazing electric chandelier in the cathedral room (jump to reach it); a time-resistance artifact is on the cathedral's ground level. Heavy damage is located in a small connecting room that joins the two big rooms. A thunderbolt is located atop some stairs, off to the server room's side.

A platform overlooking the server room is accessible from the walkway above the cathedral room. The platform contains an EMF cannon. You can snipe from up here or jump to a central platform overlooking the server room.

This platform isn't accessible from anywhere else; you can sometimes surprise players on lower levels by lurking up here.

Like Sanctorum, this is not a level that encourages hiding or sitting behind cover. Keep moving and keep collecting power-ups. Stick to the upper walkways as much as possible, but don't hesitate to drop down if it'll help you score a kill.



TOWER OF POWER (4-16 PLAYERS)



Tower of Power is an extremely vertical level. It consists of several big platforms layered one upon the other. In the middle is a skinny tower with several smaller platforms attached to it. You must use bounce pads to rise from one platform to another.



The lowest platform contains a Bloodhound and some yellow armor. Don't linger down here, though; just about everyone can see you, and aside from a few pillars (including a massive concrete one), there isn't much cover.

Instead, use a bounce pad to leap to a small ledge containing a thunderbolt; from there, hop down to the largest platform of the entire level, which forms a rough U shape above the Bloodhound platform. This is a great place to use your Bloodhound, as it offers good views of the other platforms, has plenty of room for you to run, and offers lots of cover. A time-resistance artifact also appears out here. This will be your preferred spot if you aren't a great sniper.

The next higher platform offers an ammo chest (a multiplayer rarity) and another thunderbolt.



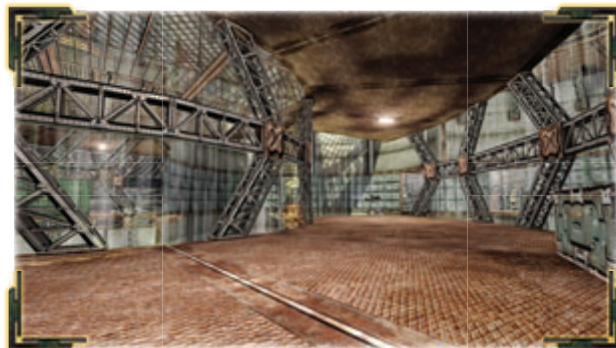
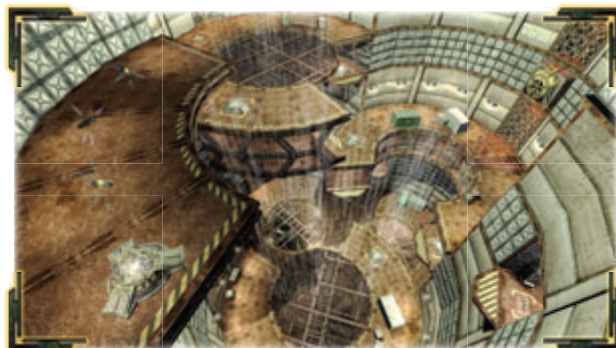
Above that is a ledge with a heavy-damage artifact. You can bounce from here up to a platform near the skinny central tower's peak, where you can grab the echo rifle, which is the true king of this wide-open sniper's paradise. Make no mistake: this is the weapon you want.

From here you have options. You can drop back down to any of the big platforms or stick around and snipe. Or, carefully drop from level to level on the skinny tower itself. Just below the echo-rifle level is an ammo chest, and below that is another Bloodhound.

Near that Bloodhound is a bounce pad leading to a platform separate from the others. On that platform you can collect red armor, then bounce to the skinny tower's top—a spot inaccessible from any other place on the map.

The skinny tower's top is where you want to be. From here, you can snipe at almost anyone and can gun down anyone trying to jump up to join you. Spend as much time as possible up here; if you get low on ammo, drop onto the echo rifle for a reload, then bounce over and back to the top.

BLOW ME (4-10 PLAYERS)



This is another extremely vertical level. It's a big open space with three massive wind turbines at the base. These turbines blast air jets up through the level; these air jets, along with numerous bounce pads, allow you to reach various platforms and achieve the coveted high ground.



Shoot projectiles such as rockets into the air jets, and those projectiles will get caught up in the jets. Use this to your advantage—send projectiles up to hit opponents standing on higher ground.

Shooting a projectile that is already caught in the air jets can change that projectile's path!

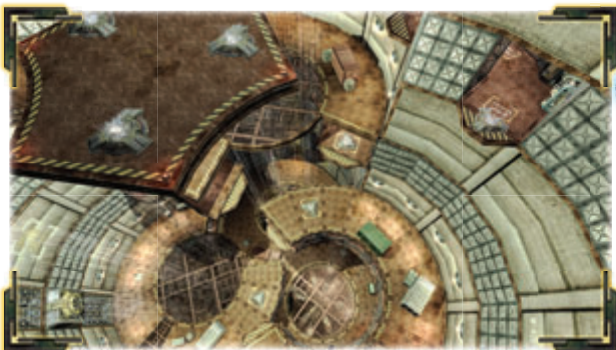
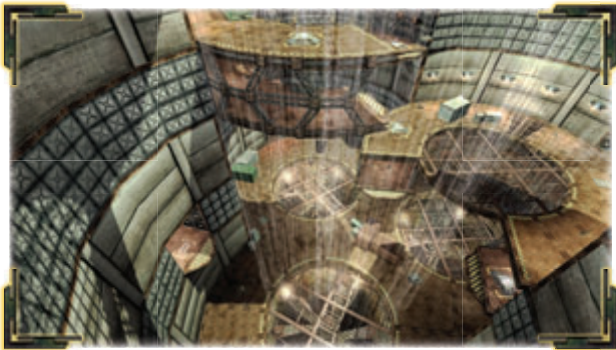
But for all the usefulness of high ground, the level's biggest prize—a surge gun, which isn't available on any other level—appears on the ground floor. It spawns on top of some cargo containers between the three wind turbines.

A platform near the level's top contains the heavy-damage artifact. One of the three bounce pads on this platform takes you up still higher, to a spot with a thunderbolt and a time-resistance artifact. This platform (with the thunderbolt and time-resistance artifact) is the highest you can go; it's a very good place for sniping.

This level demands practice. Without some solo time (or a lot of multiplayer bouts) in here, you won't know how to get from one platform to the next. Sometimes an air jet is the only way; sometimes a bounce pad is your only option. Often you can choose between the two. (In these cases, bounce pads are usually faster and safer.)



The air jets never stop blowing, but if you aren't careful, you may slide to one side as you ascend. If you suddenly find yourself outside the air jet, you will lose altitude and may take a nasty tumble. Concentrate on keeping yourself centered in the jet if you intend to ride it to the top.



Many of the bounce pads in this level *don't* shoot you higher. Instead, they launch you laterally. These pads are useful for getting from one side of the level to the other. Learn where each bounce pad goes, and you'll have a much easier time navigating the level.

Also, notice that many of the platforms have a "sandwich" design: They're two nearly identical platforms sandwiched on top of each other, with enough room for you to get into the space between. If you aren't on one of the highest platforms, the inside of those "sandwiches" is a safe place to roam, as the top platform gives you cover from enemies looking down from overhead.



There are several small rooms carved into this area's side walls. These are great places to duck into and scan for enemies outside; your opponents are often so busy looking at the big platforms that you'll briefly go unnoticed in these side rooms. Some of these rooms also contain yellow armor.



XBOX LIVE ACHIEVEMENTS

The following tables list every Xbox *Live* achievement in *TimeShift* and how to collect them.



Achievements are listed in roughly ascending order of Gamer Points awarded. Exceptions are made for related achievements, which are clustered together.



Completing an act at a high difficulty setting unlocks lower-difficulty achievements as well. For example, completing Act 1 on Elite difficulty unlocks the Act 1 achievements for Casual and Skilled play, as well as the Elite achievement.



References to "Acts" in the following tables refer simply to sets of missions; there are five acts total in the game, each comprised of several single-player missions.

SINGLE-PLAYER LEVEL-COMPLETION ACHIEVEMENTS

Achievement	How to Achieve	Points
Alpha District: Casual	Complete Act 1, "Alpha District," on Casual difficulty	10
The Stronghold: Casual	Complete Act 2, "The Stronghold," on Casual difficulty	10
The Forgotten: Casual	Complete Act 3, "The Forgotten," on Casual difficulty	10
Munitions Plant: Casual	Complete Act 4, "Munitions Plant," on Casual difficulty	10
Airborne: Casual	Complete Act 5, "Airborne," on Casual difficulty	10
Alpha District Revisited: Casual	Complete Act 6, "Alpha District Revisited," on Casual difficulty	40
Alpha District: Skilled	Complete Act 1, "Alpha District," on Skilled difficulty	15
The Stronghold: Skilled	Complete Act 2, "The Stronghold," on Skilled difficulty	15
The Forgotten: Skilled	Complete Act 3, "The Forgotten," on Skilled difficulty	15
Munitions Plant: Skilled	Complete Act 4, "Munitions Plant," on Skilled difficulty	15
Airborne: Skilled	Complete Act 5, "Airborne," on Skilled difficulty	15
Alpha District Revisited: Skilled	Complete Act 6, "Alpha District Revisited," on Skilled difficulty	55
Alpha District: Elite	Complete Act 1, "Alpha District," on Elite difficulty	20
The Stronghold: Elite	Complete Act 2, "The Stronghold," on Elite difficulty	20
The Forgotten: Elite	Complete Act 3, "The Forgotten," on Elite difficulty	20
Munitions Plant: Elite	Complete Act 4, "Munitions Plant," on Elite difficulty	20
Airborne: Elite	Complete Act 5, "Airborne," on Elite difficulty	20
Alpha District Revisited: Elite	Complete Act 6, "Alpha District Revisited," on Elite difficulty	70
Beginner's Luck	Complete a level without dying on Casual difficulty	15
That Guy Is Swift	Complete a level without dying on Skilled difficulty	25
Death-Proof	Complete a level without dying on Elite difficulty	35

SINGLE-PLAYER TIME-TRICK ACHIEVEMENTS

Achievement	How to Achieve	Points
Get It Off Me!	Remove a stuck clutch grenade using time powers	5
Look What I Can Do	Walk on water using time powers	5

SINGLE-PLAYER TIME-TRICK ACHIEVEMENTS		
Achievement	How to Achieve	Points
All Fall Down	Kill three enemies at one time during time-stop	10
Pickpocket	Swipe 10 weapons out of enemy hands using time powers	10
You're It	Tag 15 enemies with clutch grenades	10
Disarmed!	Shoot five weapons out of enemy hands	15



The following table notes Achievements awarded for your first Fury Kill and Reaper Spree. But what, exactly, are those?

- Fury Kill: Score five consecutive kills in multiplayer without being killed in the interim.
- Reaper Spree: Score 25 consecutive kills in multiplayer without being killed in the interim.

MULTIPLAYER ACHIEVEMENTS		
Achievement	How to Achieve	Points
The First of Many	Win a Ranked match	10
Have It Your Way	Host and complete 10 games with custom presets	10
Very Gracious	Host a dedicated server for 48 hours total, then quit	15
Are You Cheating?	Score 30 headshots with any weapon in multiplayer games	20
Bullets Are Expensive	Kill 25 opponents with melee attacks in multiplayer games	20
MVP	Capture 25 flags in Capture the Flag	20
Voink!	Retrieve 50 flags in Capture the Flag	20
...Is on Your Side	Kill 50 opponents in time grenades or time fields	25
Anytime, Anyplace	Win a Ranked match on every map	25
I Don't Rent, I Own	Win a Ranked Deathmatch game by at least five kills	25
Jack of All Frags	Win a Ranked match in every game mode	25
King Me!	Win a Ranked King of Time game by at least five kills	25
Keep Away!	Win a Ranked Capture the Flag game without the other team capturing your flag	25
Not Even Close	Win a Ranked 1v1 game without dying once	25
Nuclear Winter Wonderland	Win a Ranked Meltdown Madness game by at least 30 seconds	25
Berserker	Go on a reaper spree	30
Boy in the Bubble	Score 30 kills while trapped in a chrono grenade	30
Did I Do That?	Score a Fury Kill	30
TimeShift Veteran	Play 100 multiplayer games	25
TimeShift Champion	Win 100 multiplayer games	50



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TIMESHIFT

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