

# Max Steel FAQ/Walkthrough

by iamnothing

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MAX STEEL : COVERT MISSIONS

Platform: Dreamcast

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#### AUTHOR'S NOTE

Well, what can I say about Max Steel that hasn't already been said? Actually, a lot since this was demoed in Dreamcast Magazine and yet didn't seem to hit a single storefront. I even had trouble finding it online...more trouble than Rez and Confidential Mission, even. So, why did I look so hard? Well, the answer is rather simple: I enjoyed the demo. Sure, it was a rather simplistic stealth-action game, but, hey, I like simplistic steal-action games. Just like I enjoy cheesy B-Horror flicks.

Max Steel is actually a fun little game, though when I first turned it on, I was attempting to read the manual at the same time. I saw Max get bombarded with the crud out of the corner of my eye as I read about the benefits of using Kick, Punch, Kick. Then I started a new game and saw that Max's father was black. Now, I wasn't thinking surrogate father like the game manual tells you (and I've seen about a half of two separate episodes of the CG cartoon so I had no back-history to go by). Suddenly I felt wronged, not because his dad was black, but because the N-Tek goo had turned Max white! I reset my DC to see this happen and noticed that he was once a blonde-haired blue-eyed kid, so I read the character description of his father and was much happier. The videogame industry had been saved from me bitching on forums about their evils.

As to why you bought the game, I don't know. Perhaps it was \$10 at Wal-Mart. It never even came to our Wal-Mart. Perhaps you didn't want to get Zombie Revenge because it was too scary. Or maybe, just maybe, Soul Fighter was out of your price-range. Whatever your reason, you have it and are stuck reading my crap guide.

I pity you.

Anyway, I played through the game on normal difficulty and, other than the first few levels, never had a problem with ammo or health. I haven't played it on hard. I ran through it to test it with God Mode to make sure that things were where I said they were. God mode is relatively pointless in this game since the difficulty is so low...kind of like KISS : Psycho Circus.

=== CONTROLS =====

These are the default controls for Max Steel(tm).

- D-Pad/Analog stick - Move Max Steel/Change selections
- A - Punch/fire weapon/Turbo Mode
- B - Kick/Stealth Mode
- X - Action
- Y - Jump/Climb
- Right Trigger - Bring up the Mode list
- Left Trigger - Choose weapon

=== STORY =====

(From Mattel Interactive)

Accidentally infused with N-Tek(tm) probes, Max Steel(tm) is a brand new breed of super agent. The first technologically enhanced human being, Max Steel(tm) is capable of incredible acts of strength, speed, regeneration, and disguise.

With help from 'Berto and the rest of his team, Max secretly battles the forces of D.R.E.A.D.(tm) and his evil cyborg nemesis, Psycho(r).

By any means necessary...

Jefferson Smith has been kidnapped by D.R.E.A.D. agents! Max Steam(tm) is determined to rescue his surrogate father and is willing to use any means necessary.

Max finds the kidnapers, overpowers them, and rescues Smith. But D.R.E.A.D. has created a biological replica of Jefferson Smith, and Max "rescued" this corrupt version of the father he adores!

The evil cartel not only holds the real Smith captive, but they've succeeded in infiltrating Max's inner circle with a malevolent imposter--and Max did most of the work for them!

Now he's been ordered to do it again! The phony Smith assigned a mission to Max that will further D.R.E.A.D.'s evil plans! Can Max figure out the deception and turn things around?

=== CHARACTERS =====

(From Mattel Interactive)

Max Steel(tm)

Accidentally infused with N-Tek(tm) probes, Max Steel(tm) is a brand new breed of super agent. The first technologically enhanced human being, Max Steel(tm) is capable of incredible acts of strength, speed, regeneration, and disguise.

With help from 'Berto and the rest of his team, Max secretly battles the forces of D.R.E.A.D.(tm) and his evil cyborg nemesis, Psycho(r).

Berto

Dr. Roberto Martinez was a child prodigy who grew up to be an expert in cybernetics, nano-technology, and biomedical research. His skills make him indispensable as the voice on the other end of Max's constant link to N-Tek(tm).

Rachel

Rachel Leads is Max's handler, who was an accomplished espionage agent in her own right. She trains and advises him, but in terms of personality, the two are opposites. The clashes between the man and his boss can get onery.

#### Jefferson Smith

Jefferson Smith took Max in and raised him as his own son when the boy's father was tragically killed. Smith had long been a protoge to Smith's dad, the president of N-Tek(tm). Smith assumed leadership of the company and performed both his jobs, CEO and dad, with extraordinary grace.

#### Igor

An arms smuggler with a reputation for being a very tough customer. He likes slugging it out.

#### Psycho(r)

Psycho(r) is D.R.E.A.D.'s top operative. His right arm is completely mechanical and opens to reveal a crushing claw. He wears a mask that hides a hideous robotic face and terrifying grin.

#### Dawn

A genius in biological manipulation, she strives to make the entire world her willing slaves, turning everyone into zombie followers.

### === ENEMIES =====

(From Mattel Interactive)

#### Thug

The most basic type of enemy, the thug moves into striking distance once it's activated.

#### Shooter

A shooter carries a gun, and shoots it when activated.

#### Trooper

A trooper is a highly armored Dread(sic) agent with a large gun.

#### Grenadier

A grenadier is like a trooper, except that he has a grenade that he will throw when activated before moving into striking distance.

#### Androids

Androids fight like thugs and shooters, but are human-shaped robotic fighters.

#### Robot Guard

In addition to being able to raise an alarm, a robot guard will fire its weapon.

#### Sludgling(tm)

Sludglings(tm) are small, easily-killed organic creatures that hop and bite.

#### Organic Monster

An organic monster fights like a D.R.E.A.D. thug, but is decidedly non-human in appearance.

### === GENERAL STRATEGIES =====

Kick. A lot. Actually, that's it. This game isn't difficult. The only enemies that are difficult are the ones who lob grenades non-stop. Often they blow themselves up if you just wait behind a barrier.

There's one rule more important than the "Kick" rule. That's to shoot anything that moves if you have ammo. Aside from the first level, you shouldn't have any ammo problems. Just know how many shots so that you don't waste any. Doing this, I think you can get through most levels using only your guns. The only real benefit is that the enemies never get close enough to kick you. The flip-side being that you don't get to kick them.

Break every crate. There're insane amounts of power-ups in this game.

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## WALKTHROUGH

This is a complete walkthrough for Max Steel : Covert Missions. Read only if you are completely stuck in the game or have no intention of buying it.

### === MISSION 1 : JUNKYARD AND WAREHOUSES =====

Objectives:

- Search the junkyard for Igor. Find out what hes (sic) doing working for DREAD.

#### --[ Junkyard ]-----

Follow the commands that Berto gives you:

- Punch.
- Kick.
- Jump.
- Climb up ledges.
- Break the crate.
- Get the grenade.
- Access your inventory.
- Put it back in your inventory.
- Pull the switch near the gate.

Run through the gate and down the path. Kill the Dread soldier. Enter the sliding door and go into stealth mode. Sneak up and kill the soldier. Run down the hallway. Once in the room, near the crates, you'll be warned about the camera beams. Move into the room after the first one moves past you and retreat back to the boxes. Kill the Dread soldier. Now, dodge the cameras and get the life. Run up the hallway and outside.

Kill the robot, but make sure it doesn't get to shoot you. Run around the left side of the bus on the mound and get the ammo and grenade. Kill the soldier (he should be facing away from you). Enter the next door. Get the Laser Pistol and wait for Berto to tell you how to utilize sniper mode.

Head down the hallway until the door opens. Go into sniper mode and kill the guard on your right. One rill run up on your left. Kill him as well. Next, kill the robot just in front of you. Get the heath and ammo back near the robot, and get the health and silver passkey from where the second sniper came from. Use the switch on the crane. Run up to the truck and get the Max Steel(tm) icon in the back of it.

#### --[ Grinder and Warehouses ]-----

Jump over the grinder and kill the three guards. Take out the one on your left first since he has a gun. The other two will come running to their doom. Get the life, ammo, and the grenades from the area (requiring you to jump the grinder again) and go into the doorway.

Run down the hallway and go into Stealth Mode. Kill the first guy. Then, run up the hall and kill the second. Sadly, the third knows you're there, but he's not

that hard. Get the health and go through the door.

Kill the first guard and the one who runs in from the left. Get the ammocell and the health. Go through the gate and get the Red card and the health. Continue down the path and kill the two soldiers. Now there's a shack in front of you with a camera. Run behind the shack on your right and get the grenades and the armor. Dodge the camera and go up the steps. Get the ammocell and the life and enter the door.

The wall to the right will open and you'll get to kill two guards. Then, the door will open and you'll get to kill two more. Push the flashing button on the table. Enter the next room and get the blue card. Crawl into the ventilation shafts. Turn to the left shaft and get the Green Card. Next, head forward to the end of the shaft. Run down the hallway. Go into Turbo Mode (just like in Breakin') and break the wall to the left of the switch. Get the armor, N-Tek, and health inside. Next, punch the switch to stop the fan. Go through the fan.

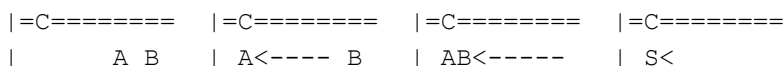
Go into stealth mode and kill the guard. Climb up the ladder. Since you have all the keys, use the puzzle switch: A, B, Y. Go through the gate and get the Max Steel(tm) icon.

--[ Warehouse Complex ]-----

Move forward and kill the three guards. Climb up on the crates and pick off the guards that come through the small space right in front of you. Get the ammocell and armor and move forward. Get the health.

\*\*\* CRATE STACKING 101 \*\*\* \*\*\* CRATE STACKING 101 \*\*\*

Okay, it's time for an annoying crate stacking puzzle. This isn't so annoying because it's difficult, but because you'll often find yourself on the crate you want to stack. Grrr. Okay, here's a hint. Stand as close to the crate as you can without getting on it (easier said than done) and press X. This will push a crate if there is nothing in its way, or it will stack it if there is.



\*\*\* CRATE STACKING 101 \*\*\* \*\*\* CRATE STACKING 101 \*\*\*

All you have to do is stack both of them right under the hole at the end of the area and climb in. Move A under the hole. Then move B to A. Move it again to stack it on A (S). But it's irritating because the collision detection sucks. Go through the vent and drop into the janitor's closet. Get the life and the Pulsezap. Open the door and use the pulsezap on the robot. Go into the room and the end of the catwalk and stock up. Get the health near the robot and open the doorway it was guarding.

There are two cameras here. I set them off both times, but I'm sure that much better players can get around them and not have to fight the three guards that it sends after you. Go through the next room and open the door. Kill the robot. Now, there's a long hall with a robot and a guard. I'd recommend a grenade on them. Just around the next corner is another robot. Enter the room at the end of the hall and get the armor. Crawl into the vent and get the Max Steel icon.

--[ Central Warehouse ]-----

Jump down to the crates in front of you and break them. Head around the corner and kill two robots. Head to the left and break the box on your right. Climb up on the crates and jump down into the hole. Get the grenade and climb out. Run

into the small path to the far left and kill the robot. Flip the switch. Run back out and through the middle path. Jump up on the box and up to the next set.

Get the ammocell. Jump up on the highest crates and run back towards the far end of the room. Jump down and flip the switch. Jump back up to where you can see the ammo. Shoot the three guards (make sure to kill the one by the door first). Jump down and open the door. Kill the next two guards in the larger room. Enter the room slowly, with your gun trained at the end of it. Shoot the guard when he comes out. Enter his room and get the health. Exit and jump up on the box. Use X to activate the hand-over-hand maneuver.

--[ Igor ]-----

Okay, he's annoying because he blocks your shots and grenades (unless you're very close...don't use grenades from very close). You should have a detpack, though. That takes care of a lot of his life. I'd recommend going Turbo and then kicking the hell out of him. You'll notice that he rarely lands a punch. If he puts his hands over his head, run around him and he'll miss you.

=== DOCKSIDE AND INTERIOR OF TANKER SHIP =====

Objectives:

- Infiltrate the DREAD-controlled dockyard and find the ship Jefferson Smith is being held in.

--[ Dockyards ]-----

First of all, jump up on the two sets of boxes nearest you and kill the guard and the robot. Now, turn around and jump in the hole in the boxes near the forklift to get the armor. Climb out and run across the courtyard, dodging the cameras by going into the crates where the robot was. Kill the guard and dodge the final camera to get to the door near where he was at. You can climb up and get the ammo as well, since I know you need it.

Head through the door and begin shooting the guards here. Autotargetting rocks. In fact, you shouldn't even get hurt. Especially if you target the barrels and kill a number of them that way. Run back where the robot was and climb up on the crates. Run through the narrow path and climb up on the last one. Shoot the robot and the guard. Jump down and get everything here (don't forget to break the boxes). Go through the door.

Run around the crates to your right and follow them all the way to the crane control panel. Use it to take out two guards. Now, you'll have to take out the rest. Get the green card from the guy by the door. Head around the corner near the crane and climb up the crates. On the other side, kill all the guards you can see and jump down. There's too many cameras one way, so it's a cinch that you have to go the other way. Jump up on the crates on the left side (at the far end from where you came in) and jump over to the middle bunch. Continue to the far wall and enter the vent.

\*\*\* NOTE \*\*\*

There is a lot of stuff in that last area, so get it if you need it.

\*\*\* NOTE \*\*\*

Get the Red Card and exit. Okay, I lied. I just wanted you to get the Red Card. Now, head back to where you entered the level. Jump up on the metal trailer near the camera and you'll miss the first one. Jump down and walk under the camera (where the light isn't shining) of the next two. Get the armor and enter the larger area.

Break the boxes to get anything you need. Next, follow the wall around the area to miss the cameras. All the way around, two guards will notice you. Kill them. Now, backtrack and kill the robot. One guard will give you the Green Key, and the robot will give you the silver passkey. Also, break the power switches on your way to disable the guns. Open the door and kill the two guards. Do the passcode: A, Y, B. Kill the three guards and get the items. Touch the Max Steel(tm) icon to go to the next level.

--[ The Backalleys ]-----

Run forward around the corner and kill the two guards there. Climb up on the crates and stock up on anything that you don't already have. Next, jump down and stack the crates at the end of the alley so that they are two high. Here's how to do it:

```
|=====| |=====| |=====| |=====| |=====| |=====| |=====|
|  CC  | |  CC  | |  CC  | |  SC  | |  SC  | |  SC  | |  SS  |
|      |->|      |->|  A  |->|  ^  |->|      |->|  B  |->|  ^  |
|  A   B| |->A  B| |  ^  B| |      B| |  B<-| |  ^  | |      |
```

Move A to the right and then to the crates up against the wall. Once it is against the crates, moving it again will stack them (S). Now, face B and the wall, and move it. Walk around to the other side of it and push it to the left. Now, push it up to the crates along the wall. Pushing it once more will stack it (S). Climb up on the crates.

Okay, the key to the timed detpacks is to move quickly. Run along the ledge and around the corner. The blast should miss you. Now, snipe the guard at the top of the ramp. Run up the ramp and past the detpack. After it goes off, go back to where it was and jump across to the other catwalk. Climb up to the upper area. This mine is tricky. Activate it and jump backwards. All of them can be taken care of like this. Climb up the ladder.

Detonate the mine and kill the guard. Continue along the wall and over the catwalk. Snipe the guard and detonate the mine. Climb down the ladder. Walk out onto the wall and kill the guards below you. If you're out of ammo, then continue down the ladder and kick them to death. Break the boxes and get the mines. Continue down the alleyway.

Kill the guard and continue around the curves. There are three more waiting for you at the end. beware because one is stronger than the rest, but they still are no match for you. Get the items here. Break the crates and pick up anything you might need. Remember what you leave behind in case you need it later. Continue forward. Don't run out into the open. Shoot the energy relay near the gun to short it out. Kill the guards (there's four) with a grenade. Next, shoot the next energy relay to short out the gun. Jump up into the tractor trailer and run through it.

There are four guys here. If you have ammo, use it. If not, just kick them to death and watch your health. Stock up on anything (remember to break the boxes) and continue through the door.

--[ Tanker ]-----

Mini-Map (I know my ASCII art sucks)

```
+-----+
|C           A|
|           |
|           |
```



```

| |
| |
| |
+===+-----+===+
| | | |
|...| | |
|...| |END|
|...| +===+
|...|
|...| +-----+
|...| | |
|...+-----+ |
| :::: I |
+-----+----+ +---+

```

```

| |
+===+
| |
+-----+ +-----+...|
| C| | |..C|<- Health (under stairs)
| +---+-----+ +---+...|
| I | I |:::| |
+---+---+ +---+-----+

```

```

| |
| |
| |
+===+
| |
+---+ +---+ A - Armor
| A I I B | B - N-Tek
+---+ +---+ C - Health
| | D - Ammo
+---+ +---+ E - Grenade
| C I I D | = - Door
+---+ +---+ I - Door

```

```

+-----+-----+ |
| | | |
| +---+---+===+-----+
| | | | E|
| | +-+ | +-+
| | | | |
| +-+---+ | | |
| I | | |
| +-+---+ +-+ +---+
| | | |
| | | |
| | |XXXXXXXXXX |
| | |XXXXXXXXXA |
| | | +-----+
| | |
+---+ |
|START |
+---+ |
| C |
+---+

```

Walk down the hall and kill the annoying sludglings. Luckily, you don't have to worry too much about them since they die easily. Enter the hallway they were guarding. First off, move slowly into the room and target the guard up on the crates to your left. Shoot him twice. Kill the guard who comes running in. Run

down the path through the crates and into the door. Take a right and look down the hallway. Kill the robot and the guard at the end.

Follow the map to find out what's in the next four rooms. Each of the rooms will have one or two guards in it. B will have five sludglings. When you have what you need, continue through the door at the end of the hallway.

If you need health, enter the mess hall to the left and kill the guards. Get the health and go back to the T-junction. Enter the right door. Kill the robot and the guard. If you need health, break the boxes under the stairs. Go up the stairs and kill the guard there. Open the door and kill the guards and the sludglings. Get the health and the armor. Go through the door and down the stairs.

Go through the door and kill the sludglings. Get the health and armor and go through the door to the right of where you came in. Kill the guard and touch the Max Steel icon.

--[ The Main Ship ]-----  
This section is so linear, you don't need a map.

Run up to the door and open it. Get the ammo and the health and kill the guards. Go through the next door and kill the guard. Walk along the right wall under the first camera. When the camera on your left is clear run forward and into the alcove. Go turbo and break the glass. Break the boxes and stock up if you need to.

Exit the door at the end of the hall and watch for the cameras. When it's all clear, head right, under the camera. Go through the door and kill the guards. Break the crates and get anything you need. Run up the stairs and kill the robot. Go through the door and kill the guard. Break the boxes and stock up again. Go through the next door.

Dodge the camera and go through the door. Kill the robot. Enter the room a little more and kill the robot to your right. Stand where the second robot was and begin picking off the guards in the next room. You may have to move forward. When it's safe, go on in. Climb up the stairs and stock up. Go through the door. Kill the guard and get the ammo and health. Go through the next door.

Kill the two guards and the robot. Stock up and open the elevator. Kill the next two guards and enter the elevator.

--[ Deep Inside the Tanker ]-----  
Move forward and kill the two guards. Climb up the stairs and go through the door. Use your stealth mode and go through the lasers. Go through the door at the end of the hall. Kill the guard and go down the stairs. Break the boxes and get the ammo. Go through the door at the bottom of the stairs. Kill the sludglings and flip the switch.

--[ Ma Sludge ]-----  
Okay, the thing you have to concentrate on is shooting it when its mouth opens. So, the easy way is to stand back and wait. Shoot it and run away from its blast. Kill the sludglings that appear. Then, wait again. It takes about five hits.

Use the switch to let him down.

Objectives:

- Find the main supercomputer and download all research information.

--[ Infiltration ]-----

Another simple area. Aren't you glad I'm here? Okay, go down the stairs and through the door at the bottom. Move down the hall and open the door. Shoot the two robots (these only take one shot). Go through the door. Kill the robot around the corner and continue. Enter the room at the end.

You can either use Stealth Mode (not recommended) or run through the green lasers when they disappear (recommended). Make sure to avoid the camera in the middle of the room. Go through the opposite door after getting the ammo.

Turn on the switch to kill the robots. Get the ammo. Go through the door just after it charges. Run along the left wall and destroy the power relay. Go through the door. Turn the corner and go into the first door. Listen to what he tells you about yellow and red lasers. Jump up on the computers and go into the ventilation shaft. Head through the shaft. At the end, wait for the robot to leave. Then jump down and shoot it. Go through the door. Kill the next two robots. Flip the switch. Enter the door to your left and listen to Berto. Then exit and go through the other door. Go down the hall and through the door.

You should recognize where you're at. This time, enter the second door if you need an ammocell. Otherwise, just go through the door at the end of the hall. Shoot the robot at the end of the hall and run down it. Jump into the elevator shaft to go to the next level.

--[ L19 ]-----

Exit the elevator and get the pulsezap. Go out the door. open the door on your right and kill the two robots. Move down the hall, ignoring the hall to your left. Go in the left door. Get the Green Card and flip the switch. Exit the room and enter the hallway. Go down the hall I told you to ignore and go through the door.

The first one, you can get through by running when it disappears and then jumping forward. Usually, you'll get hurt a bit. The next one disappears in the middle of its trek. Turn to the right and jump through the next ones as well and go through the door. Go through the next door and flip the switch. Exit the room. Kill the robots as they come. You need to get back to the corner door in the middle of the yellow lasers.

Once there, go through the door. Kill the two robots and get the Red Card. Flip the switch. Exit the room and turn right. Get through that laser and enter the door to your left. Step back and shoot the barrels as the robots get near them. Kill any remaining robots and flip the switch. Blow up the lone barrel to get the Yellow Key. Exit the room. Take a left and follow the hallway. Run past the cola machine and down the hall to the door at the end. Use the code: Y, Y, A.

Okay, this seems like it would be hard...but it's not. Just shoot it. When it shoots, dodge. Get the other ammo to make sure you can easily take it out. You shouldn't even get hurt. Exit the room and take the elevator.

--[ L15 ]-----

Exit the elevator and go through the door. Go through the right door. Move carefully through the lasers. Also, don't touch the shield around the gun. Enter the door at the end of the hall. Go through the room and the door at the end. Flip the switch. Watch the pattern to get through the lasers. Flip the

switch and enter the door at the end of the hall. Go through the room and out the door. You're going to have to zig-zag left and right to get through this hall. Go through the door at the end. Run up and push the big, red button.

Blast the robot. Exit the room. Stock up and open the door at the end of the hall. Kill the next two robots and exit the room. Stock up again and head down the hall. Go through the next door. Kill the three robots there. Go back through the lasers like you did before and through the door. Head down the right hall and into the right elevator.

--[ 205 ]-----

Exit the elevator and go through the door. Run up the hallway. Go through the door and kill the robots. Climb up on the computers to stock up on anything you're missing. Go through the door. Kill the robot. Run up the ramp and kill the robot in the next hall as the door opens. Run through the next room and up the ramp. Kill the robot just around the corner. Go through the door and down the ramp.

--[ Killbot ]-----

Okay, this is much easier than it seems. Just keep moving. When its shield is not active, shoot it. When it is active, just run in circles around it until it deactivates its shield. It should take about six shots. Don't worry, there's more ammo and you can go Turbo and kill it easily if need be.

=== UNDERWATER BASE =====

Objectives:

- Find out where Jefferson has gone and what he is up to.

--[ Loading Bay ]-----

Kill the two guards and run up the ramp. Go through the door and down the ramp. Go into stealth mode and kill the gunner. Kill the other guard as well. Go through the door on the right. Kill the guard. Go over to the ramp and target the guard at the bottom. Kill him and get the Blue Card, armor and the Repeating Blaster. Flip the switch and head back to the room above. Go through the other door.

As soon as you hear the biohazard warning, run to the left and flip the switch. Then, kill the sludglings as they come. Once the vat is sealed, head out the other door (get the armor and life from the crates if you need it). Kill the two guards here and break the crates to stock up on anything that you need. Run down the hall and kill the guard there. Get the Silver Keycard. Break the crate and get the Green Card. Flip the switch and head back up to the door you passed in the hallway. Open it. Go up the ramp, killing the sludglings, and take the elevator.

Go into Stealth Mode and kill the guard down below. Take the lift up and kill the gunner. Go through the door. Once the gunner leaves, kill the guard. Position yourself so that you are near the door and can fire on the incoming guards. They key is killing them before they get a chance to turn towards you. Once they're dead, loot their room for some ammo and a Red Key. Now, go through the door opposite the barracks.

Take the elevator up. Once at the top, go through the door. Okay, there is a gunner waiting around the corner. I'd recommend blowing up the barrels at the far end of the room and then tagging him as he runs in. Run down the hall and kill the guard. Break the crate and get the N-Tek. Go through the door and up

to the sealed door. Use the code: A, B, Y. Go into the next area.

--[ Inner Base ]-----  
Move forward and kill the guards. The gunner will drop a Green Card. First of all, take the right route. Kill the guard and break the boxes for some N-Tek goodness. Climb into and through the vent. Break the boxes and enter the small hallway. Kill the guards. Get the Blue Card. Destroy the electrical panel and flip the switch. Go through the door. Kill the thug and gunner and get the Card. Head back through the vent now.

Go into the middle area and get the green card. Then, return to the central area. From the main area, take the left route and kill the guard and the gunner. Get the ammo and shoot the electrical box to break the force field. Flip the switch. Use the card on the door switch to open it. Use the access code: B, Y, Y to open the door. Go inside.

Okay, use the crates wisely in this room. They are your protection from these guns. First, take out the one on the right, then the middle, and then the one on the left. This is the easiest way, working your way from right to left. Go through the door and kill the guard at the end. Get the Silver Passkey. Now, head back to the central area.

Enter the elevator and activate it. The camera goes weird for a second and then you're at the bottom. Get the N-Tek and kill the guard. Start down the hall and kill the next guard. Enter the lift and take it down. Kill the three guards here and break the crates for goodies. Remember them in case you need them later. Look into the open room and take out the baddies as they appear. Go inside and flip the switch.

This opens the door in the large room. Go back and go through the door. Stock up in the previous room and kill the guard in this one. Once you're full, touch the Max Steel(tm) icon to continue.

--[ Sub Lab ]-----  
Kill the first guard quickly and target the one at the top of the ramp. If you don't you'll die quickly since he loves throwing millions of grenades. Climb up the ramp and enter the left crawlspace (blow up the barrels to find them). Get the N-Tek if you need it. Head back through the vent. Crawl through the right vent next. Kill the guards and get the ammo (I'm sure you need it now). Exit the room and open the left door.

Kill the guard and enter the room. Run over to the left and jump up on the box. Climb, hand-over-hand to the switch. Flip it. Jump on the box nearest you (on your right). Wait until you can jump onto the other box. Do so and then jump over to the closest ledge. Open the door. This camera is fast. Run and jump to the door on your left.

Move down the hall and kill the guards. Blow up the energy relay nearby. Kill the guards and get the items from their rooms. Go back through the camera room. Jump onto the crate when it's near you and then onto the other crate. Jump to the far ledge (not where you activated them and to where the energy field was at. Jump quickly to the next one and through the door. Kill the guard and enter the elevator.

--[ Dawn ]-----  
W00t. You get to fight Dawn now. Okay, she's annoying because she teleports, but if you go Turbo, she's a piece of cake. Just like the first boss. Don't

waste ammo on her. Just go turbo and kill her.

Touch the icon to exit the level.

--[ Deeper Penetration ]-----

Go through the door and kill the guard. Break the boxes and continue through the next door. Kill the two guards and get the health and armor if you need it. At the end of the hall, kill the two that come out of the left door. Now, go into the right door. Dodge under the first camera and kill the gunner. Next, run through the door before the camera activates the gun (easier than avoiding it).

Open the door to your right and kill the guard there. Get the armor and health if you need it. Exit and go past the steam when it dissipates. Kill the sludglings and go through the door to your left. Kill the guards and get the health and ammo. Exit. Get the N-Tek from the sludge room. Continue forward through the door.

Kill the guard on your left. Now, move through the steam like before. Go out the door. Kill the three guards and take the lift. Target the barrels and blow them up. This should kill the guard. Crawl through the vent. Go through the door and shoot the electric relay to drop the barrier. Go into the door.

Kill the guard and go through the next door. Kill the two guards and dodge the cameras (watch them and it'll be \*really\* easy). Enter the door that Jefferson entered to finish the level.

--[ The Final Countdown ]-----

Go through the door and through the right door. Kill the three guards here. Take the lift and go through the door. Run around the corner and kill the two guards. The furthest one away from you is the one you want to kill first since he'll lob grenades (though he's also fond of killing himself). Open the door and kill the guards. Get the silver keycard. Stock up and go back up the lift. Run down the hall and use the panel next to the door. Go through it.

--[ Bio Baddies ]-----

There are four of them. Here is the order they come out:

2 3 3 1

Kill them with grenades while they are trying to get around the glass and you'll be fine. Shooting them is also preferable to hand-to-hand combat. Still, they're simple enemies.

=== CLIFFSIDE MISSILE COMPLEX =====

Objectives:

- Capture the fake Jefferson Smith and find out where the real one is being held.

--[ Cliffs ]-----

Get the rifle and target the three guards to kill them. Next, head inside the cave. Go through the door and kill the two guards. Go through the next door and kill the guard there. Go outside and kill the two guards. Go in the door near the gunner. Climb through the vent and stock up. Exit the vent and the room and continue down the path. Kill the guard at the end and enter the door.

Go down the hall and kill the guard. Exit the hallway and target the electrical box next to the rocket launcher. Blow it up before it can blow you up. Next, target the guys over there and go through the door (you have to destroy the gun before it'll open). Kill the two guards inside. Go through the door to the Max Steel icon.

--[ Other Side of the Cliffs ]-----

Go through the door. Enter the first door. Kill the guard on your left. Next, run into the room near the guy you just killed and shoot the grenade guy before he can blow the both of you up. You can go Turbo and break the wall behind him to get more goodies. Leave.

Enter the next door. Kill the guy to your right. Now, run into the room and kill the gunner and two thugs. Get the Silver Passkey from the gunner. Use it on the lock and open the door. Shoot the barrels to kill one thug. Run around the corner and kill the gunner next. Walk out carefully. Blow up the power relay for the far gun. Move forward and blow up the relay hidden behind the cliff. Destroy both guns quickly.

Run down the path. Kill the gunner and enter the cave. Kill the thugs there. Okay, it's an annoying box puzzle.

```
SS
S1
E D F
C
```

```
A B
```

Move E right twice. Move C up. Move The first stacked box (1) up (stand on D).

Here's a map of the vent:

```
      |      |
EXIT --+      |      +-----+
      |      |      |      |
      |      |      |      |
EXIT --+      +-----+-----+
      |      |      |      |
      +-----++      |
              |      |
              +-----+-----+
                |
                |
                START
```

Just go to the exit, wait for the coast to be semi clear and drop in to kill the guards. If you're really hurting (and I can't imagine you would be), you can break the wall for some ammo and health. Otherwise, enter the elevator.

--[ Inside the Base ]-----

Exit the elevator and kick the hell out of the two thugs. Then kill the ones who run in with your gun. Go out the only door in this room. Head to the right, following the robot. If it sees you, shoot it, but be ready to destroy the gun that pops down. Flip the switch. If you want some ammo and stuff, go turbo and break the wall on the side opposite the switch.

Go out the door opposite the one you came in. Run up the hallway and kill the guards. Enter the door and then the door on your right. Kill the guard and use the console. Input: B, A. The lasers should all be moving towards the back now. Wait for the second wave and run and jump. Go through the door.

Okay, now go and jump in the pit (the far end of it) when the camera on your right is away from you. Break the energy relays. Target and shoot the cameras above you. Flip the switch. Climb up the ladder. Shoot the guns and run to the exit. Turn around and shoot the small light above you. Now, this part is annoying. Go through the door and shoot the relay on your right. Go through the door.

--[ Deep Infiltration ]-----

Open the door and kill the guard. Open the next door and start shooting the guards. Kill all five and shoot the guns. Now, head to the left. See the door you can't open? Turn left and go down the small hallway. Kill the guard and continue to the next room. Run past the spinning device and into the next room. Kill the two guards and use the panel.

The key here is to turn all of the dials so that they point to the similar colored area (South). Once that is finished, leave the room. Now, target the device and shoot it in the gap. Exit to the main room and go down the small passage on the opposite side of it.

Kill the guard. Run down the hall and into the next room. Kill the guard. Now, hiding behind the pillars, shoot the cameras on either side of the room. Walk up past the turrets and up the stairs. Break the two energy relays. Shoot the top glowing portion of the generator. Go into stealth mode and run through the room to the main room. Go through the door you have access to, kill the guard, and go through the next door.

--[ On the Inside ]-----

Kill the guard and break the boxes to stock up on anything you need. Go through the door at the end of the hall. Kill the two guards and exit the room.

--[ Big Bad Bot ]-----

Okay, use grenades, mines, and detpacks on it. When it goes out of commission, target the glowing parts of it to destroy it. It's easier to switch weapons in the start menu. Just keep your distance and you shouldn't have that difficult of a battle. The order of things to hit is: right arm, left arm, back).

Run through the open door and to the end of the railway. Go through the doors and up the right side of the room (there's a stairway). okay, it's an annoying code.

All you have to do is match the buttons with the lights. I hate that.

=== MAYAN TEMPLE =====

Objective:

- Investigate Dawn's jungle base.

--[ Getting In ]-----

Run up the path and kill the three guards. Go into the guard booth and flip the switch. Run inside and kill the guard. Go through the next door. Stock up and go through the next door. Target the guards and the electrical relay. Take them



out. Run around the corner and kill the next three guards.

Flip the switch and go through the door. Kill the guards on the right first and then take out the guns. Continue to the right and through the big doors. Kill the guard and climb up the boxes on the left side. Climb up on the wall. Jump down and head to the next guardhouse.

Kill the guards you can see. On the upper right building, you'll see rocket launchers, destroy it lest it destroy you. Kill and stragglng guards. Destroy the camera and enter the third door on your left. Flip the switch in the computer room and take the lift nearby. Exit the room. If you need to stock up, you can jump over to the ledge above where the camera was. If not, head towards the satellite dish and across the bridge. Jump over to where the rocket launchers were and enter the door.

Go down the hall. Kill the guards and continue. Paast the next door, kill the guards and go through the right door. Stock up and exit. Jump up on the right ledge and over the wall. Enter the large area to your right. When the tank comes out, take out the guards. The tank is easy. Just stay close to it and fire at the small machine gun whenever it starts firing. Once it's destroyed, kill the other guards and get the Silver Passkey. Enter the second place where the guards came out and flip the switch. Go back through the big gate and use the panel nest to the door there. Go on inside.

--[ The Main Temple ]-----

Enter the room and go through the door. Kill the guards and shoot out the cameras. Head down the hall and enter the last room. Break the crate and get the Gold Passkey. Now, head back down the hall and enter the right door. Use the panel next to it. Kill the two guards and get the Blue Card. Flip the switch and watch the cameras by pressing the buttons on the desk. Go back out to the hall and through the door on your right.

Kill the two guards and shoot the camera. Next, run down the hall and kill the guards as they come. Enter the door right across the hall from where the two run in and kill the guards. Get the Blue Card. Explore in here a little bit and flip the ewitch. When you find the map room, blow open the safe and get the Red Card. Head back out to the hall and go through the door you opened. Run down the hall and to the right. Use the panel with the code: B, B, A. Go through the door. Kill the guard and use the computer.

Exit the room and kill the guard. Run up the hall, through the door, and down the right hall. Go through the door and kill the guard. Crawl into the vent. Go through it and kill the guard. Touch the Max Steel(tm) icon to get in the truck.

--[ The True Temple ]-----

Make sure to search around this level. It has some really cool elements to it.

Kill the two guards that run in and get the blue card. Enter the door. The first priority here is to destroy the rocket launcher on top of the building. Next, kill the guards and get the Red Card. Jump down into the pit to the right of the entrance, kill the guards, and break stuff up to get the Green Card.

Climb back out and enter the doorway near the pit. Use the code: Y, A, B. Use the switch. Exit and destroy the guns after they've done their dirty work. Exit and run through the door where the guns killed the guards. Fight the different enemies, stock up and go through the last door.

--[ Psycho ]-----  
Run circles around him and shoot him. Otherwise, go turbo and go in for the kill. The easiest boss other than Dawn.

=== DAWN'S COMPLEX =====  
Objective:  
- Beat Dawn and rescue Jefferson.

--[ Complex ]-----  
Run around the railing and through the door. Run down the hallway. Open the door at the end of the hallway. All you have to do is shoot the pods at the top of the generators and kill all the enemies that remain. Then go through the door.

Kill all the enemies quickly and head through the left door. Destroy the machinery and go through the door. Kill the enemies and follow Dawn. Destroy the machines. Kill the enemies in the next room and go through the door. You know the routine, destroy the machines. Rinse, repeat, until you get to the end of the level.

--[ The Long Walk ]-----  
Walk up the hallway, destroying the machinery. go in the door at the end. That's basically it.

--[ Demon Dawn ]-----  
This thing is annoying. First of all, if it gets close to you, run. When it jumps up on the walls, dodge the crud it spews and target it. It will jump down at you. When it jumps down, shoot it in the head as its mouth is open. This will cause a goodly amount of damage. Continue this process. Don't ever try and take it on hand-to-hand or you will die horribly when it grabs you.

--[ Dawn ]-----  
Go turbo and kick her ass. She's as simple as the last time you fought her. Unfortunately, the last battle has probably left you hurting. She's an easy one, though. Just go Turbo and kick her ass.

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## CODES AND SECRETS

(From Mattel Interactive)

At the title screen, hold down the Start button and tap the following buttons in order: YABBYAXBXB. This enables cheat mode. And make sure...make sure that you do it during the actual LOGO, and \*not\* the main menu. If it's not taking (like it's going into options or starting a new game) then you're doing it wrong. Reset your DC and try again.

Now you can press X at the main menu to get the level select menu.

You can also, at any point within the game, access the following:

Left Trigger + Start + A = All inventory, weapons, health, ammo  
Left Trigger + Start + X = God mode  
Left Trigger + Start + Y = Win current mission

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- CJayC and Shadotak for putting up with my crap as long as they have.
- My ferrets, Kiki and Tuffy.
- Shonen Knife, just because.
- Fright Night, for giving me a break while writing this. The 80's nightclub scene is worth more than most Hollywood flicks today. Remember, vampires drive Jeeps. Also, if you've seen the Seventh Sign, you'll be led to believe that God drives a jeep by a bad camera cut near the end.
- And NOT to the makers of Detrol. That shit will give you UTI's. Remember, your bladder lets go for a reason. If you don't let it control your life, it'll screw with you and crud up your works. Plus, you don't want the side-effects. Believe me. I mean, have you heard them? They are on par with conditions for crack babies. I mean, really. No one needs that. NO ONE.
- Katie Holmes. She needs to do more teen b00b movies. So does Danica McKellar. OH yeah, and Ted Danson. Wait...did I type that out loud?

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