

Confidential Mission FAQ/Walkthrough

by SloDeth

Updated to v1.1 on Jul 3, 2001

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*      for Sega Dreamcast
*      FAQ/Walkthrough
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*      Guide By: SloDeth
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*      v1.1          July 3, 2001
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I. INTRODUCTION
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What is Confidential Mission?

Confidential Mission is the latest Light Gun game for the Dreamcast. It contains 30 training missions and three unique spy missions in three different modes of play. While it's not the longest game, it costs only \$20 at most stores. If you own a Light Gun already, go get this game!

Can I use this guide on my website?

It depends. Here's how it is:

YOU MUST E-MAIL ME (slodeth@iname.com) AND ASK FOR PERMISSION! A simple "may I please use your {NAME OF GAME} guide on my website(www.wherever)?" will do it, but any and all sucking up is appreciated. :)

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

Is this the latest version of the guide?

It depends. If you got it from my website(go.to/SloDethFAQs) or from GameFAQs (www.gamefaqs.com), it is the latest public release of the guide. If you got it from www.neoseeker.com(I'm a mod on the boards there, look for me), it is probably the latest version, give or take a day. If you found it at any other site, it may not be the latest version.

Can I send you E-mail?

Yes, but PLEASE read the Contact Info section at the bottom of the guide, after you make sure it's not one of the questions below!

What do I do first when I get this game?

If you're using a Light Gun, the VERY FIRST THING you should do is calibrate your gun! Go to the Options menu and select Gun Calibration. It's more than just putting the gun against the screen and pulling the trigger! Think about how you'll be holding the gun while you play. The ANGLE of the gun matters, so try tracing a path from that comfortable position to the corner of the screen. Put the gun against the screen, but keep it at the same angle. Repeat this for the three targets, and you're set.

How do I unlock so-and-so mode?

I've gone into more detail at the beginning of each section, but here's the quick run-through, in chronological order...

Unlock Another World - Beat Mission mode on any level difficulty with any number of lives, then beat the first eighteen missions at the Agent Academy.

Unlock Golden Guns - You get these when you beat the first eighteen missions at the Agent Academy. These are only for the Another World mode.

Unlock New Missions - Beat Another World.

Unlock Blasters - Once you beat the last twelve missions at the Agent Academy, you get Starfire Blasters for Mission mode.

Unlock Display Off Mode - I'm not sure exactly how to do this, but play through the game a few times to unlock it. Play both modes, play each mission individually...whatever, just have fun.

Unlock # of Credits Select - I haven't figured this out yet! In the Options menu, the # of Credits option is in gray. I don't know how to unlock it yet. I suppose it involves doing well in Partner Mode, or beating the game on Very Hard with only 3 lives, or it could be time-activated...who knows?

Why doesn't Auto-Reload work on my gun?

If you have an older gun, like from the original release, Auto-Reload probably doesn't work. They were designed to work with House of the Dead 2, so the designers of Confidential Mission somehow disabled it. You can either buy a different gun(see Section III) or play the game honestly!

How do I beat that last mini-game?

See the walkthrough in Section IV.

How do I maximize my score?

See the walkthrough in Section VIII.

I can't beat all those training missions...

They're pretty hard, eh? The developers did a good job! Even the advice I give in Sections V and VII certainly won't be enough. The secret is PRACTICE. When I began playing, I was just as overwhelmed as you. The more you practice, the better you will get, and eventually you will get lucky and complete the mission. This goes for every single mission available...I bet it's even possible to beat Reflex Basic 3 without cheating with some serious practice.

I can't remember which training missions I've beaten and which I haven't!

It's a very subtle difference. The gun on the door turns from black to white when you beat the level.

How big is the Confidential Mission save?

The save file takes up three blocks. It saves your high scores, what modes are available, and which training missions you've completed.

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II. VERSION HISTORY
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v1.1 - July 3, 2001 - Updated my high scores and fixed a rumor. Updated the intro to Another World.

v1.0 - June 13, 2001 - Finished the guide for Another World. Added the High Score and Partner sections. I think that's it...

v0.99 - June 5, 2001 - Added the final mission and fixed the guide up. All that's left is Another World...

v0.98 - June 4, 2001 - Added the second Mission Walkthrough and added some questions to the FAQ. Added a gun to the Controller section.

v0.95 - May 29, 2001 - Fleshed the guide out, fixed a few errors, and added the first Mission Walkthrough in three sections.

v0.9 - May 27, 2001 - First public release. Controller Options and the Agent Academy walkthroughs are complete. I'm not too fond of the current formatting, so I'll work on it.

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III. CONTROLLER OPTIONS
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In this section, I'll take a look at your options in terms of controllers for the game. There have been many options added since the Dreamcast's release... I've only tried the first three of these, so if you have anything worthwhile to add to this section, please e-mail me about it!

Standard Dreamcast Controller-----Available at: all retail stores

Considering this is a game designed for LIGHT GUN use, using the standard controller is a bad idea. There are people who honestly prefer the controller, but I can't understand why. Sure, it has increased accuracy, but you have to sacrifice speed and FUN. Only choose this if you need the extra accuracy for one of the training missions, or if you can't afford a Light Gun.

MadCatz Dream Blaster-----Available at: www.madcatz.com

This is my weapon of choice. These have auto-fire and auto-reload, a rear D-pad hat for one-handed control, and rubber grips for comfort. Unfortunately, the accuracy is not so good...it's pretty jerky. I don't notice the problem much, but sometimes I notice that a perfectly-aimed shot just doesn't hit the right spot. Note that there are two generations of MadCatz guns: the first one's auto-fire and auto-reload only works with House of the Dead 2, and the second one only works with Virtua Cop 2 and Confidential Mission.

Interplay Starfire Blaster-----Available at: most retail stores

This is the first and the worst. The accuracy isn't so good, it's heavy, and you must hold it with two hands. To put it simply, it's not the best choice.

Mini Light Gun-----Available at: www.goldenshop.com.hk
(and www.levelsix.com for \$5 more)

This seems like the best choice to me...it's cheap, small, and accurate. It has a built-in rumbling feature, and functioning auto-reload and auto-fire.

Mini-Gun 2-----Available at: www.goldenshop.com.hk

Same as the one above, except it trades the rumble feature for Silent Scope support. I'm not sure if it actually works, but that's what it says...

Jolt Gun-----Available at: www.goldenshop.com.hk

These seem to be another wise choice. It's just like the Mini Light Gun, except it is longer and it has a built-in kickback function.

Japanese/European Light Gun-----Available at your local importer

These are NOT an option! If you have the American version of the game, you can only use American or Universal guns! Although the Japanese guns are more accurate, you'll need a Japanese version of the game to use them.

Sega Mouse-----Available at: most retail stores

Yes, the Mouse works with the game! If you can't get a Light Gun, this seems like a good idea to me. It has the accuracy of the controller with nearly the speed of the Light Guns.

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IV. MISSION WALKTHROUGH
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Well, it's pointless to write a typical "walkthrough" for the mission, since it couldn't be any more straightforward. In this section, I'll explain the basics behind the mission mode, i.e. how to handle each scene, what to do in the

mini-games, and how to defeat the bosses. Later in the guide, I go into depth with the more advanced strategies, like how to maximize your score.

--*--*--*--*--*--*--*--*--*-- MISSION ONE: THE MUSEUM --*--*--*--*--*--*--*--*--*--

You start out in a room in the museum. Take out a few cops in the room, then chase the midget in a blue suit out the door. This is the first time you see some civilians - you know, those frightened people in bright shirts with their hands on their heads? Every time you shoot them, you lose a life and 30k points. After the way is clear, you have to take out a few cops here and there, including some terrorists who break through the window. The next room is more frantic - cops appear from all directions. In this room, you'll probably find a few powerups that you haven't seen before. For example:

Assault Rifle - this is a rapid-fire gun with 44 bullets. When you fire, it releases a little spray of bullets. These are usually placed in strategic places where they will come in handy soon...

Body Armour - it pretty much gives you an extra life. It disappears after one hit. Also, when you get shot with it, the screen turns yellow instead of red.

Briefcase - shoot it for 3k points. Three floppy disks pop out of the case - shoot them for 5k points each.

C M F Symbols - if you shoot a letter symbol, it adds to the total in the lower left corner. If you collect one of each letter, you get an extra life.

Grenades - when you shoot it, it blows up. All the enemies in the immediate area die, and any powerups in the area are magically collected for you.

Okay, back to the game! After that room, you experience your first mini-game. Some poisonous gas is flowing through the vents. Luckily, you have your plaster gun with you! You must hit five exact spots to seal up the vents. This is an easy one. It only takes one shot to seal each one up, but it has to be in the dead center of the target. Take your time and line up your shots.

IF YOU SUCCEED, you get out relatively |IF YOU FAIL, it's not a big deal. You unharmed. You remain dizzy for awhile,|only have to fight a few more enemies and it will be hard to shoot the next |under the influence of the poisonous few enemies. |gas.

The boss sneaks under the door, so you need to take another path. Open the door and shoot the two guards in the back. When you look over the edge, you have a big battle to fight. Shoot the enemies on top of the other building, then take out some enemies on the ground. There are enemies running back and forth without stopping to kill you - try to take them out early. After that, it's time for another mini-game! This time, you must shoot the clock across the field with only one shot. Put your gun right up to the screen and fire! If your gun isn't very accurate, you should wait for a few seconds until the clock is bigger and it stops moving. The longer you wait, the easier it is...

IF YOU SUCCEED, you zoom down the line |IF YOU FAIL, you have a much tougher into the next building. In this room, |battle. You jump off the building into enemies pop up from all directions, but|a warehouse room. This place almost it still isn't hard. There is one |always takes one of my lives because civilian in the closet, so don't shoot |enemies come in large groups. Do your him! When you leave the room, you |best. When you get out of the enter a courtyard. This is a much |warehouse, you enter the courtyard.

easier scene than the one that happens |Zooming in on the building in the
when you fail the mini-game. Relax, |corner can be tough...don't let the
and take out the enemies in the |powerups distract you! Concentrate on
buildings, on the roofs, and on the |the enemies FIRST. After that, you
ground. Enter the building to engage |enter the building to engage the boss.
the boss... |

To start out, he runs around the balcony. A few various cops pop out, but these are simple. When he jumps out, take several shots at him while he's out in the open! Note that you should shoot at him every chance you get - the more shots you take at him, the sooner the battle ends. Then, he runs around with some remote control that activates traps inside the columns. These traps are always either guns or missile launchers. Take out the guns quickly, and take out the rockets without worrying about the launcher itself. After he runs around for awhile longer, he starts activating traps on the big statue in the middle. Be patient and take them out accurately. Again, continue shooting at the boss whenever you can. When the camera switches to a cop behind you, shoot him, then turn around and deliver the final blow to the boss.

--*--*--*--*--*--*--*--*--*--*-- MISSION TWO: THE TRAIN --*--*--*--*--*--*--*--*--*--*

You start in a room in the front of the train. Terrorists walk back and forth, with the exception of one terrorist through a door in the back. In the next room, enemies pop out from behind the seats - do your best not to take out the civilians. In the next room, you can see down a hallway. As you stand on a little balcony, shoot down on the enemies below. You do have two difficult shots in this room - there's an enemy hiding behind the balcony on the other side, and one comes up behind you later. Two enemies come crashing through the side of the train. When you turn around, kill the enemies early, because Irina will get in the way soon. After that, you climb up the stairs. Enemies cross the hallway in front of you - there are no civilians passing through, so shoot everything that crosses! In the hallway, watch out for the lady coming out from the door on the left. It's easiest to wait until she goes back in her room, and you'll still have plenty of time to take out the terrorists behind her. You then exit through a window in the back of the car.

On the roof, you have to deal with some terrorists on snowmobiles. Hopefully, you'll have an Assault Rifle from the train for this scene. The train is moving quickly, as well as the terrorists. Concentrate on the ones with the targets over them for now. After awhile, you turn around to zoom in on two snipers on the back of the train. It zooms in and zooms out quickly, so it will be difficult to snag the Assault Rifles on the same car. After one more round of snowmobile terrorists (this time on hills), the first mini-game pops up. For this one, you must tap the B button quickly. Yay, button-mashing... for my MadCatz gun, I hold the barrel of the gun in my left hand and put my right thumb on the B button.

IF YOU SUCCEED, you look into the car |IF YOU FAIL, you swing down into the
under you to take out the enemies. You|room. You have to kill a few more
happen to be upside down, so it's not |enemies, but at least you're upright.
that easy... |

In the next car, you shoot enemies ahead of you, then you hide behind the stairs. Enemies come from everywhere, but they come slowly, so don't worry. After you go forward in the room, the civilians become annoying. Do your best to shoot around them. At one point, a terrorist lobs grenades at you while a civilian runs through the train. Shoot the grenade in the air, wait for her to

pass by, THEN take him out. Terrorists also pop out from behind the bar, so look out for them.

In the next car, you simply plow through...you don't have time to shoot all the enemies, so take care of the threatening ones first. Next, you climb up onto the train again. You have to eliminate two sets of enemies up here. It's really not a problem. For the next mini-game, you must shoot out a red peg keeping the trains together. To do this quickly, you should definitely use the alternate reloading technique - that is, hold the barrel of the gun with your left hand, and put two fingers in front of the barrel while shooting to reload. This way, you can maintain your aim on the small target instead of disrupting it by shooting off the screen.

IF YOU SUCCEED, you go straight to the boss. | IF YOU FAIL, you have to take four enemies before you fight the boss.

The bosses in this level are inside a tank and a helicopter. On both of these, you want to take out the guns first. The tank launches very fast missiles at you, while the helicopter summons snowmobile terrorists to fire at you. When the tank is directly behind the train, you should shoot the barrels and crates off the train to slam into the tank - this will cause some serious damage. Once you take out all the guns on the helicopter, it will crash directly into the tank.

After that, it's just you against the tank. When an enemy pops out of the tank, he will do one of two things - fire missiles, or shoot directly at you. If he fires missiles, shoot the missiles with RED smoke behind them. These create a chain reaction that take out some or all of the other missiles. After a few shots at the terrorists inside, the tank will crash into a water tower.

--*--*--*--*--*--*--*--*--*--*-- MISSION THREE: THE SHIP --*--*--*--*--*--*--*--*--*--*

In the beginning, you slide down a tube with a bunch of turrets. Shoot early, shoot often. It's pretty tough, since everything moves so quickly. At the bottom, you land in a room with about twenty tubes in it. Enemies will pop up from everywhere, so shoot quickly. After you turn around and look at a sign, you go through a set of automatic doors.

Kill the enemies immediately through the door. The next room is a long hallway with doors on either side, an exit at the far end, and two balconies. As usual, enemies come from everywhere. They start down the hallway, then come from the balcony, then from the right side of the screen. When you go into the hall itself, you see one doctor, then a few enemies behind him. When you turn around and enter the door, you find a stairwell. Take out the enemies on the stairs then go down. There's another doctor with terrorists around him. After this, you go into the main room of the level.

This room is absolutely huge, and you will shoot enemies in all parts of it. The first set comes from the left side around a set of crates. The next set is up much higher - they are hard to see, but there are about three on the top of the submarine in the middle of the room. Next, there is a line of them on the far end of the room on a balcony. Shoot these from the middle outward. Next, you look to your right for a few sets of enemies up high and on the steps across from you. The ones on the steps are difficult because of their height and the protection from the balcony, so shoot for their heads. After that, you turn around and go into the crates on the left side of the room. You have some close combat until you emerge on the other side. After you shoot some enemies on the steps, a horde of six enemies pop up across the ENTIRE screen -

hopefully you grabbed the Assault on the stairs. After you climb the stairs, you must kill a few more sets of enemies on the railing above and among the crates below. After that, you climb the stairs for the final battle.

The boss has three main attacks...

1: He drops some bombs that divide into smaller ones. Shoot them all. After that, he appears into the background - shoot him at least once.

2: He drops some weird missile-launchers on the ground. This can be a real hassle if he drops too many of them. Take out as many as you can early on. When they start launching, concentrate on the missiles, then shoot the launchers when they get to the bottom of your screen.

3: A big cloud of missiles appears in the air. Only the ones with targets are a threat, so take them out first. He rolls into the background at the end, so shoot him at least once.

When he's not doing one of these attacks, he just runs around. Shoot him while he does this, although it doesn't do much damage. About halfway through, he activates his suit and becomes invisible. You can still see his sword, so use that to judge his location. He adds one attack to the above three - a white cloud of smoke appears. You see him running across the screen, but then he runs down the edge of the other screen to attack you. Aim at the side where he SHOULDN'T be, then shoot when you see his sword. At the end, he runs towards the door, then he just stands there. Shoot him quickly and repeatedly. He falls backwards onto the submarine.

After a cutscene, you enter the final mini-game. For this one, you must align three different sights of a satellite. The first is a submarine from the left side of the screen. The second is controlled by you and the D-pad; the third is controlled by the second player or the computer. Once all three of the sights align, the crosshair turns yellow - when this happens, pull the trigger quickly! You only have as much time as it takes for the submarine to cross the screen. This can be difficult to do with a partner, but it's much easier with the computer. Line up with the submarine, THEN concentrate on the other person aligning as well. If you succeed, the mission is complete; if not, the game is OVER. You really want to succeed with this mini-game!

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V. AGENT ACADEMY WALKTHROUGH

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If you've ever played the Police Trainer games in the arcade, you'll understand these exercises immediately. They are designed to train you in one of six different gun concepts. However, they are quite difficult...you will need practice to perfect them. This is the hardest part of the game by far, so I have included detailed instructions for each one...

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Justice Shot

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In these levels, you try to score Justice Shots against the enemy - that is, a shot that hits the enemy's right arm, knocking the weapon out of his hand. This is a "stylistic" bonus, as the manual says...that's right, kids, it's cooler to disable your enemies than kill them! Justice Shots are worth extra points in the game, but you usually get them by luck, not skill.

BASIC ONE: Polygon people with red arms pop up. Shoot the red arms to kill them. Take it slow and work on your accuracy. You need 25 hits in 30 seconds.

BASIC TWO: Polygon people with red arms pop up and move around. This isn't so easy. There are plenty of them, so I recommend you constantly switch targets instead of shooting several bullets at the tough ones, like the one with his arm fully extended forward. You need 25 hits in 30 seconds.

EXPERT ONE: You must score 18 Justice Shots against real enemies. In the beginning, try to score Justice Shots on each enemy. Try shooting to the left of the arm (NOT at his chest), even if it doesn't hit the arm itself - essentially hitting the air near it. Then, move slowly and steadily towards the arm. It's hard to describe...it's like on The Price is Right where you try to get as close to the price without going over...just try to get close to the arm without hitting the chest. When it gets closer to the end, concentrate on speed and rely on luck more than accuracy. You need 18 points.

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Judgment
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This is one of the more fun levels. Circles pop up with numbers and colors on them - you must shoot them all in any order without a problem, but the goal of this exercise is to shoot them in the correct order. They are time-activated, so if you shoot the ones closer to 0/red, you will have more time to shoot the others. For these, just relax and shoot them in the correct order.

BASIC ONE: Get used to the way these missions work...it shouldn't be a problem. You need to hit 95%(19 of 20) of the targets.

BASIC TWO: This one is more frantic. The numbers count down faster, but you can still relax on this level. Take your time and shoot them in the correct order. As for reloading, notice that the objects come in sets - just reload after each one. The most objects you have on-screen at a time is five, so you won't have any problems. Also, when you reach a set with four objects, they always go in clockwise order. You need to hit 95%(19 of 20) of the targets.

EXPERT ONE: This is just like the real game - enemies pop up, and you must shoot them. This scene is about halfway through the third mission. The whole thing about shooting enemies in the correct order really doesn't apply that much...if an enemy is red, shoot it, but otherwise just shoot them in the most convenient order. You need 26 points.

=====
Reflexes
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Oh boy. This is the hardest set of the six. For the Basic levels, you see a 4x4 grid of panels. These flip to reveal red, circular targets. You must shoot 95%(yes, 95%...that's 19 of 20) of these targets. They disappear quickly, so speed is the only option.

BASIC ONE: Shoot the red circles as they appear. Make sure you shoot each one. I think you fail the mission if you only miss two, so don't put yourself in a desperate situation. They get faster towards the end, but it's still not too tough.

BASIC TWO: This is the most difficult mission of them all! To add to the difficulty, only about half of the panels that flip have red circles on them. They get faster as you progress, until they go much too fast in the end. Let the adrenaline flow through you and use your sixth sense to get the circles. In the end, all you can do is hope you get lucky...anyone can handle rapid circles close together, but you're screwed if they start appearing in opposite corners.

EXPERT ONE: If you handled that last mission, this should be no problem! Shoot the enemies as they appear. Honestly, this is too simple...there are parts of the mission itself harder than this. You need 34 points in 30 seconds. This scene is right at the beginning of the third mission.

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Who's The Enemy?
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Good question! In these missions, you must shoot the enemies while leaving the civilians alone. I thought these would be the most fun, but they're also pretty difficult. For the Basic levels, you need to learn what the enemies look like until it's drilled into your head. If you can't separate the good from the bad in no time flat, you won't make it through these missions.

BASIC ONE: Shoot the bad guys. They're the ones with guns and other weapons, in case you couldn't tell. Take it slow and easy...

BASIC TWO: This is next to impossible. You have fifteen seconds to kill 18 enemies, but it isn't that simple. It's all exponential - you have less and less time to kill each successive enemy. In the end, you will only have a few milliseconds to identify and kill the enemy. Because of the intense time limit, you can't make any mistakes during the first fourteen seconds, and the last one can still take you down if you shoot a civilian(you lose three points).

Okay, here's the game plan...you have to kill 18 enemies in a row without messing up AT ALL. Take your time with the first few enemies before you feel the time constraints. Later on, you won't have time to make sure you're shooting the right person - just use that sixth sense again and hope for the best. The only way to identify those enemies is with PRACTICE - the more you play, the easier it will be to identify them. Even with practice, there are still some tough ones, like Prom Boy with his flowers and the guy with the pink shirt that looks like my Latin teacher. Also, the last few enemies come in sets of three instead of pairs - again, use that sixth sense and hope for the best. As for counting to 18, it's simple - as long as you hit an enemy with each hit(this is the ONLY way to succeed!), and you reload after exactly six shots, you'll have 18 points after three reloads. With those 18 points, STOP AND PUT THE GUN DOWN. You don't want to ruin it by shooting a civilian!

EXPERT ONE: This is the easiest expert level by far. While the train is filled with civilians, a little patience and precision will pull you through. Just shoot the guys in camouflage. This scene takes place on the train in the second mission. You need 26 points.

=====
Timing
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These missions aren't so difficult. In the Basic levels, you must shoot the floating enemies behind moving layers of pillars. All you have to do is wait for an opening in the pillars and take the shot. The Expert levels are more difficult, because you have to deal with real civilians and dangerous enemies.

step in the middle to shoot at enemies in the back corner.

After the mini-game, you have to take out snipers on the RIGHT building instead of the one in front of you. The yard below is more frantic. After the second mini-game, either path leads you to a more difficult room with MORE CIVILIANS. The courtyard is also packed with them. The boss himself doesn't change...

--*--*--*--*--*--*--*--*--*--*-- MISSION TWO: THE TRAIN --*--*--*--*--*--*--*--*--*--*--

The scenes in the train cars are much more difficult - the civilians stay in the way longer, and there are more of them. In the third car, a short-range attacker stands directly in your way, like a civilian...tricky, eh? Kill him and his friend. In the next hallway, there are two civilians instead of just one. When you climb the stairs, the hallway is a bit different - terrorirists AND civilians run across, so try not to shoot the wrong ones. The rooftop with the snowmobiles is exactly the same.

When you descend into the cars again, you're in for some trouble. Civilians are EVERYWHERE. Do your best not to shoot them! This is the toughest area of the game, IMHO. When you climb the roof, the enemy positions have changed, and you find one civilian behind you. The boss seems to be harder - the helicopter guns are more difficult to hit.

--*--*--*--*--*--*--*--*--*--*-- MISSION THREE: THE SHIP --*--*--*--*--*--*--*--*--*--*--

The trip down the tube is exactly the same. At the bottom, the enemies from the pipes are in different positions, but it's an easier scene overall. In the hallway, instead of lingering in the doorway, you deal with one set of enemies before charging through. This makes the scene much easier, since you deal with the enemies on the balcony from a shorter distance. The civilians(doctors) get out of the way quickly, so they aren't much to worry about. When you go down the stairs, you look briefly upstairs to see some enemies.

In the large room, most of the enemies have changed places. Luckily, the doctors don't get in the way in here...there's one in the very beginning, one among the boxes, and one to the right before you ascend the stairs. The boss launches more stuff - missiles, launchers, and even bullets.

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VII. NEW AGENT ACADEMY MISSIONS
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When you beat the game on Another World mode, you unlock 12 new missions. If you thought the first 18 were challenging, you ain't seen nothing yet!

Justice Shot

BASIC THREE: The enemies move much faster. This still isn't very hard as long as you keep on shooting. You need 25 points in 30 seconds.

EXPERT TWO: You need 25 points total. Again, if you beat the previous level, you won't have a big problem. Follow all the previous advice and you'll make

it through easily.

Judgment

BASIC THREE: This is insane! The numbers count down more quickly, and you have more targets to deal with - six at a time in the end. Unless you have a rapid-fire gun, you'll have to shoot the targets in the correct order. In the beginning, you can try only shooting the targets when they are red, then moving to the next red target...this will prepare you for doing it later in the level. With six targets at a time, it's difficult to shoot them in the right order, but it's your only choice. Use that sixth sense to decide on a pattern as soon as you see them, then execute the pattern quickly. If you did well in the beginning, you can miss a few in the end, and you WILL miss some...don't worry. Luckily, you only need to hit 90%(9 out of 10) of the targets instead of 95%.

EXPERT TWO: This time, you need 28 points instead of 26. You can only miss two of them. Shoot as quickly as you can.

Reflexes

BASIC THREE: Yeah, right! I sincerely believe this level is impossible for humans, so I'll reveal a little secret to you...there is a way to cheat through this exercise. Hold your gun with two hands - one for the trigger, and the other for the Start button. As soon as you see the first red target, press Start. Aim your gun directly at it, then quickly press Start, fire, and press Start again. If you did it correctly, you're paused again and the target is destroyed. If another target has appeared, do the same...otherwise, un-pause and pause again as soon as you see another target. If you are running low on bullets, or there are no targets on the screen at the time, aim off-screen and press Start-fire-Start. Repeat until the mission is over. Even cheating like this will take a little practice. The faster you go, the more targets you will be able to shoot.

EXPERT TWO: Just like the first one, only you need 38 points instead of 34. You CAN use the cheat above, but I don't recommend it. Speed is key here. As long as you don't waste so much time that you get shot by the enemy, you should be going fast enough to kill enough enemies before time runs out.

Who's the Enemy?

BASIC THREE: Geez...this is tough. However, if you handled the one before this, then this one shouldn't take too much more practice. You need 20 points instead of 18, so you need to reload thrice, then take two more shots. After 18, I recommend you stop shooting for a second so the pace will slow down and you can easily finish the round.

EXPERT TWO: You're back on the train. This time, you need 28 points - I believe this means you can only miss three enemies overall. The hardest part of this exercise is when the enemies cross the hall at the end of the train. You can only see a door's width of the enemy as they run across. Aim your gun at the middle, then take a shot whenever you see camouflage. This will take some luck and skill. Whatever you do, don't shoot the civilians!

Timing

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In Partner Mode, you and a friend go through the Mission as usual, except the enemies are color-coded. Only Player One can shoot the red enemies, and only Player Two can shoot the blue enemies. If a player shoots the wrong enemy, the enemy freezes for a second. If an enemy shoots the player, the color disappears and either player can shoot him.

The game judges how well you and your partner battle together. You share one credit together (which you divide up at the main screen), but when one player dies, the game ends for both players. The rating is based on how far you get in the game and how well you do together. For example, instead of each player only dealing with their own enemies, go for Assist Shots. If two blue enemies pop up on the screen, Player One should shoot the second enemy to "hold" him in place while Player Two deals with the first one.

I can't really help much in this mode...I've gotten an E+ on my own, and a D- with my friend...

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X. HIGH SCORES / RATINGS

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At the end of every action mode, your score is reported, along with a letter (either E, D, C, B, or A). In this section, I've provided a table with my personal high score and the score you need to get an A rating. I put a ? by the ones I'm not absolutely sure about.

* UPDATE * It turns out there's an S ranking as well...there might even be an SS and an SSS behind that one. Maybe if I had a better gun, I could tell you more...

REGULAR:	MISSION 1	MISSION 2	MISSION 3	ALL
for A rating:	+700,000	+650,000	+500,000	+1,500,000?
my high score:	720,380	657,285	551,541	1,615,103

ANOTHER WORLD:	MISSION 1	MISSION 2	MISSION 3	ALL
for A rating:	+600,000	+400,000	+600,000	+1,500,000?
my high score:	627,261	530,205 (S) (+500k for S)	669,882	1,707,525

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XI. READER-SUBMITTED STRATEGIES AND INFO

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I got these two e-mails from Dan-Zero, one of the best CM-players in the world:

"Hey there....

I am an avid arcade gamer, and I've played the Arcade Confidential Mission to death, in the 27", upright 50", and in the sit down deluxe 50" (Lost World style) cabinets.

I like your DC CM FAQ because it mirrors the arcade game quite well, save for

the extra 2 player modes and the training areas...the missions are EXACTLY the same....in the arcade, no extra modes like the ones I mentioned above.

My highest score is a robust 1.95 million, as of this writing, and on the Hitmaker Internet Ranking, I rank #3 in North America and #24 in the world.

I can help you with whatever you need with CM, because as I said, I played the game to death, I can help you with the actual game, the 3 missions.

I am going to attempt to play it tomorrow, as well. Last game, I did not take a single hit in Missions 1 AND 2 (and if you hit all the life ups, you'll have 6 lives at the end of Mission 2), but I run into problems at the last scene in Mission 3, when you are on the stairs and the enemies pop out from behind the crates...too many "sights" to worry about, and I used to have a problem with the general....but he's easy now...just would like to say that when he fires those missile-like projectiles, it is a good idea to concentrate on the sights, but keep in mind that he will come out of hiding and fire on you while you're distracted, so as soon as he lets them fly, shoot as many as you can, when he comes out, hit him once to eliminate the threat, and hopefully you can shoot the rest of the projectiles before they damage you.

And if you complete Mission 3's mini game, you get a 20000 point bonus for each life badge you have left, I dunno if it applies to DC's version, however.

And maybe you'd like to let the people know, since I'm obsessed with points for a better Internet Ranking (to enable it on the arcade machine, hold down a start button while inserting coins...your points will show on the screen as well whenever you shoot something (point values will appear), so that is a bonus. Hitting the B button on the train mini game gives you 100 points per tap, and shooting the red pin that holds the train together gives you 500 points per shot, so shoot for a high score!

By the way, over 1.5 million in the arcades gets you an "S" grade, and there is also "SS" and "SSS" grades.

Hope this helps, I need to get over 2 million next play."

And the next one...

It's really cool in the Lost World style-cabinet, with the big screen and the bench with the two guns, but I got my score on the 50" upright style one.

>1) When you shoot enemies, do you shoot them three times, or do you just >shoot once and move on? I usually take three shots, but it costs lives big->time. I'm sure it matters more in the arcades, since you have to pay for the >credits.

In case you didn't know, CM is kinda of like a pseudo-sequel to the Virtua Cop series, they used the same type of green-to-red sights and Justice Shots were also in them...except they called shooting 3 times on one guy a "3 Point Shot".

It IS essential, especially in the arcades, to shoot them three times, but unlike Virtua Cop 1/2, if you get a Justice Shot, you can still shoot them twice more for even MORE points, not to mention the 1500 bonus you got, as well. I ALWAYS try to shoot everyone 3 times, except for the running enemies, and if I accidentally shoot them in the head, they get blown back without a chance to shoot anymore. So go for the Justice shot, then shoot them twice more, if you can't get the Justice, just shoot them 3 times for maximum score,

when it is safe.

>2) I can't seem to get an A rating on the second mission itself. Do you have any >other advice for it?

In the arcade game, you don't get individual ratings for the missions, your total score is graded, anything above 1.5 million is S, and then there are SS and SSS ratings, as well.

Hmm, the second mission isn't as bad as the first...you know and I know to avoid the hostages, except you lose 50000 points in the arcades if you shoot one...Um...like I said, go for the Justice AND Combo shots, and that one spot where you get the grenade (obtained after defeating the guy that throws one at you inside the train) there is another nearby briefcase, make it appear, then use the grenade, the points for the disks will double to 10k, and thats nice.

I never have completed the 1st mini game on the second mission, however, you have to tap the Start button, so that means you have to put the gun down and mash away. Not as easy as it sounds.

Shooting the tank at the end gets you 100 points per hit, and shooting the red missiles that the boss fires gets you 1500 points each in the arcade, and I was thinking of not shooting the tank so often to get points, but there are some risks involved.

I get 800,000 on Mission 1, 1.4 million on Mission 2, so that means I get just about 600,000 points on Mission 2, then there's Mission 3, guaranteed to make you burn 1 credit. Keep in mind I only used one continue to get my 1.95. And I'm going to play it again later today...see what I can do to move up in the rankings.

Those training missions on the DC sound much too easy, personally, but it is a cool idea to improve your skill.

I've been playing gun games all my life, including the Virtua Cop series (last time I played VC2 I got 195 Justice Shots) so CM is a great game, and even I find it challenging at times, especially mission 3.

My best advice is to be quick, shoot all enemies 3 times when safe, and ALWAYS try for the Justice Shots.

Hope that helped too, and good luck!"

There's some good info in DanZero's letters, so read them! Thanks again, Dan.

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XI. CONTACT INFO
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Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:
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Include the name of the game or guide in the subject. CM is enough.
E-mail me just about ANYTHING: questions(not answered in the guide), comments,
praise, constructive criticism, requests...
Ask me if you can use this guide. I will almost certainly let you, as long as
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Try to use correct spelling, decent grammar, and capitalization. I'm not a big
fan of people who like to freestyle with their spelling...
AOL slang is not up to my standards. Don't use "r u" instead of "are you" or
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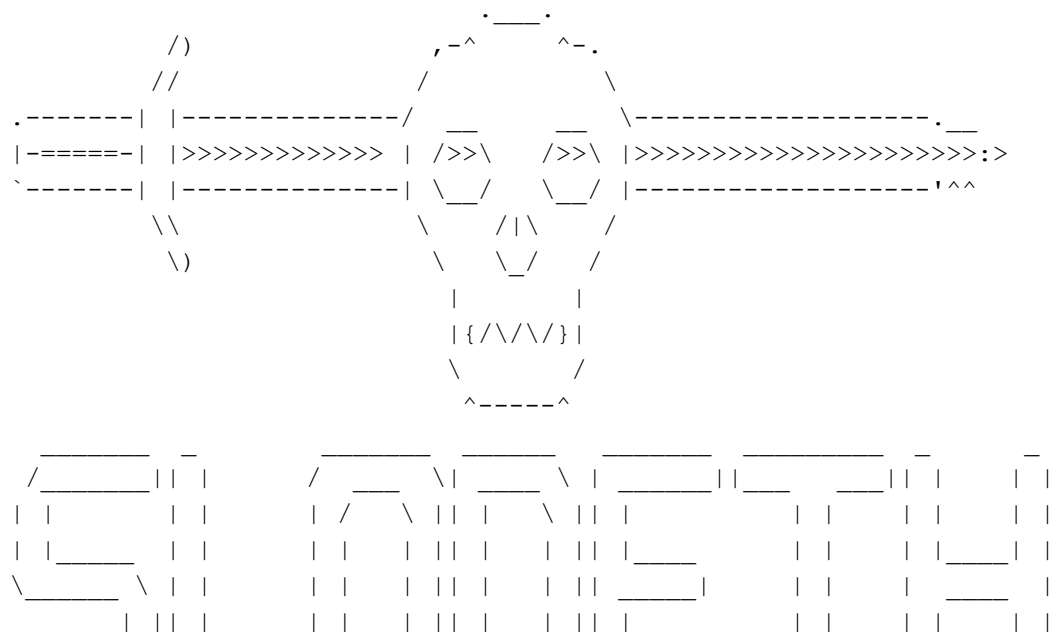
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If you're looking for me on a message board, you'll probably find me on the
GameFAQs boards. I go to the FAQ Contributor board the most often, and I visit
the boards of the games I've written for. Also, I'm a mod on the Neoseeker
boards, so look for me there.

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