

Perfect Dark FAQ/Walkthrough

by Kodos86

Updated to v7.0 on Sep 23, 2002

Perfect Dark FAQ/Guide

By Kodos86

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9/23/02

Version 7.0

Platform: Nintendo 64

0. TABLE OF CONTENTS

- 0. Table of Contents
- 1. Introduction
- 2. Updates
- 3. Tactics/General Tips
- 4. Weapons
- 5. Equipment

- 6. Walkthrough
- 7. Co-Operative
- 8. Counter Operative

- 9. Combat Simulator
- 10. Challenges
- 11. Combat Simulator Settings

- 12. Cheats
- 13. Cheese Walkthrough
- 14. Hidden Weapon Locations
- 15. Perfect Dark Fun
- 16. Mysteries
- 17. Rumor Debunking
- 18. Characters
- 19. Guard Dialouge

- 20. FAQ
- 21. Credits
- 22. Legal Info

1. INTRODUCTION

Welcome to my guide for Perfect Dark, one of the best games ever made (in my opinion). I'll try to give the most complete information I can (although I haven't completed the game yet, so I can't give tips for everything). For each stage, I've given a guide for each difficulty. However, for easier stages/difficulties, I've only given a fairly short walkthrough. Also, if some of my Perfect agent strategies seem similar to marshmallow's (in his Perfect Agent guide), that would be because I used his strategy to beat that stage.

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2. U P D A T E S

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- Version 7.0: Added the rest of the Combat Simulator Challenges, which should (9/23/02) complete the guide.
Completely redid the level strategies in Counter Operative to include PA objectives.
Started a combat simulator settings section.
Put in 2 reader hints for the Attack Ship on PA difficulty.
- Version 6.0: Rearranged the guide into a more coherent setup.
Added the Guard Dialouge section.
Added a mysteries section.
Added a rumor debunking section.
Added a part in the Combat Simulator section about how to make your multiplayer ranks go up faster.
- Version 5.1: Updated the contact information with info about my new e-mail address.
- Version 5.0: Added in the first 10 multiplayer challenges.
- Version 4.5: Added the Perfect Agent walkthroughs for Maian SOS and War, completing the walkthrough section.
Added a reader tip for Combat Simulator.
- Version 4.0: Added Hitman Howie D's information on the Classic Weapons.
Added the ammunition types to the weapons section.
Rearranged and expanded the cheat section.
- Version 3.0: Changed some of the layout.
Added the walkthrough for Unlimited Ammo- Sentry Gun.
Added the Perfect Dark Fun section.
Added the opposition sections to the Walkthroughs.
- Version 2.1: Added the Characters section.
Started the Challenges section.
- Version 2.1: Fixed the Margins.
- Version 2.0: Added the Combat Simulator section.
Added the Counter-Operative section.
Added the Co-Operative section.
Added the Cheese Walkthrough.
Added the Hidden Weapons Locations.
- Version 1.0: Initial update.

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3. T A C T I C S / G E N E R A L T I P S

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Here, I'll give you some tactics for completing Perfect Dark (however, you probably will need most of these mainly for Perfect agent).

Automatics

Ah, the joy of automatics- getting to let loose the entire clip in a matter of seconds. Well, the "spray and pray" method may work in agent, but in the higher difficulties, you need to conserve ammo. It's better to fire a short burst or single shot (or even better, aim). You'll be more likely to hit the enemy, and you'll save ammo. However, if your dealing with a crowd of enemies, it may help to just spray the clip at them.

There are some people you should be afraid of...

These people (marshmallow calls them "scary people") would be the enemies that have high amounts of health or deadly weaponry. These would include guys with double weapons, guys that can cloak, anyone with an explosive, any full-grown Skedar, etc. It's good to avoid them, but you usually can't.

Explosives can be harmful to your health

Ah yes, explosives. Great for eliminating big groups of enemies. Just be sure you don't stand near where they are going to go off, or there won't be much left of you. Nuff said.

Happiness is a HeadShot

As I said, go for head shots if you want to eliminate any enemy, get them in the head! The chest would be second best, although it takes a bit longer. Anything else, don't hit unless necessary. This doesn't apply to the Skedar; they have different weaknesses that we'll come to later.

Don't shoot the scientist!

Unfortunately, it only takes one dead scientist, civilian, etc. to fail your mission, and they're incredibly weak. Just don't blast them.

Speed Strafing

This becomes one of the most useful techniques in the game. Just hold on the sidestep button while running to go faster.

Take advantage of the guards' glitches

No Goldeneye glitches here! Unfortunately for us, the guard glitches from Goldeneye have been fixed. Remember how guards in Goldeneye wouldn't shoot over some platforms? Now they will. And don't try to get right up against them so they can't hit you. Now they'll just punch you. The one that still works is the kneeling glitch. Once they've kneeled down, they can't turn while firing, and have to stand up to move.

Use Shields, When Provided

I'm not just talking about the shields you can get throughout the stages. I'm referring to the stuff like chairs, tables, etc. If it doesn't move gives you some cover, and won't blow up in your face, use it! This also applies to human shields.

Run-Away! Run-Away!

This is actually a lifesaver at times; if you have to reload, are outnumbered, etc., and there are large amounts of guards in front of you, run away! It will at least prevent them from getting off large amounts of shots at you.

Surprise the guards

If you catch the guards off guard (no pun intended) it'll be easier to survive. Also, you may attract guards depending on how loud of a weapon you use.

Use the right weapon for the right job.

This is pretty simple. Each weapon is good for something. Just know when to use

them. Obviously, you wouldn't try sniping with a DY357, or close quarter combat with a Slayer.

Hand Grenades 101

Using hand grenades SHOULD be fairly simple: pull the pin and throw it. Too bad the guards are so inept at it, which makes them even more dangerous with them. The guards obviously think nothing of blowing up themselves and all their coworkers, just to kill you. Thus, if you see someone pulling a pin, or yelling something like, "Fire in the hole", scramble for cover IMMEDIATELY!

A few other general tips:

- Know a stage's layout before trying to beat it on Perfect Agent
- Side step instead of using the joy stick

So, What's Different In the Higher Difficulties

The first thing you'll notice is extra objectives. The stages' layouts stay the same (except for Deep Sea), but some areas of the stages are locked in other difficulties. The enemy AI is much higher in Perfect Agent, then in, say Agent. The enemies are more accurate, do more damage, are stronger, and are smarter.

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4. W E A P O N S

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Here's how this section works:

Name of weapon

Primary function: the weapon's primary function
Secondary function: it's secondary function
Reload: how fast it reloads
Ammo type: The type of ammo it uses (pistol, SMG, rifle, etc.)
Clip size: the clip size (duh)
Max Ammo: How much ammo it can carry (not counting the clip)
Double Weapon: this only appears if it can be carried double
Scope range: it's range, if it has a scope (only appears if it has one)
(Then would follow a description of it)

Pistols

Falcon 2

Primary function: single shot
Secondary function: pistol whip
Reload: 2.09 sec.
Ammo type: Pistol
Clip size: 8
Max ammo: 800
Double Weapon
Scope Range N/A (x2 with Falcon 2 Scope)
Other versions: silencer, scope

The Falcon 2 is your standard starting weapon for most of the stages. The

silenced version is quieter, and good for stealth missions. The scope gives you extra aiming capabilities. You'll usually have to try to get headshots with this.

Magsec 4

Primary function: single shot
Secondary function: 3 round burst
Reload: 1.63 sec.
Ammo type: Pistol
Clip size: 9
Max Ammo: 800
Double Weapon
Scope Range: x2.4
Based on: Beretta M93R-A6 Auto 9

This has to be the PD version of the Klobb! Despite its scope, it has horrible accuracy! If you use the 3-round burst, the accuracy deteriorates even further. Good stopping power almost saves it, though.

Phoenix

Primary function: single shot
Secondary function: explosive shell
Reload: 2.6 sec.
Ammo type: Pistol
Clip size: 8
Max Ammo: 800
Double Weapon

This is one of the best pistols in the game! You should always use the secondary function, since that fires explosive shells (you don't have to be as accurate). It also makes a cool sound when you fire it.

DY357 Magnum

Primary function: single shot
Secondary function: pistol whip
Reload: 3.18 sec.
Ammo type: Magnum
Clip size: 6
Max Ammo: 200
Double Weapon
Based on: Colt Annaconda

Some things haven't changed. This isn't much difference then current six-shooters. It has horrible recoil, but great stopping power. It also takes forever to reload.

DY357-LX

Primary function: single shot
Secondary function: pistol whip
Reload: 3.29 sec.
Ammo type: Magnum
Clip size: 6
Max Ammo: 200
Double Weapon

This is the PD version of the Golden Gun. It has all the same stats as the

DY357, except that it kills instantly, which compensates for it's slow rate of fire.

Mauler

Primary function: single shot
Secondary function: charge-up shot
Reload: 2.26 sec.
Ammo type: Pistol
Clip size: 20
Max Ammo: 800
Double Weapon

The Mauler's primary function is horribly weak. Its saving grace is the secondary function, which charges up 5 shots and kills instantly (however, you'll lose the ammo you had charged if you reload).

Sub-Machine Guns

CMP150

Primary function: rapid fire
Secondary function: follow lock-on
Reload: 2.5 sec.
Ammo type: SMG
Clip size: 32
Max Ammo: 800
Double Weapon
Based on: Steyr TMP

The CMP150 is usually found in any stage with DataDyne. It seems to be the PD version of an Uzi, and has good stopping power and rate of fire. The follow lock-on feature lets it lock onto a target you've aimed at, and is very helpful in dealing with cloaked enemies.

Cyclone

Primary function: rapid fire
Secondary function: magazine discharge
Ammo type: SMG
Reload: 2.47 sec.
Clip size: 50
Max Ammo: 800

The Cyclone is probably one of the coolest machine guns in the game. It has great stopping power, although it is in no way accurate. The secondary function discharges the entire clip at once.

Callisto NTG

Primary function: rapid fire
Secondary function: high impact shells
Reload: 2.83 sec.
Ammo type: Rifle
Clip size: 32
Max Ammo: 800

This Maian weapon works great against Skedar. The primary function has a high

rate of fire. The secondary has greater stopping power, but slower rate of fire.

RC-P120

Primary function: rapid fire

Secondary function: cloak

Reload: 3 sec.

Ammo type: SMG

Clip size: 120

Max Ammo: 800

This has to be one of the best weapons in the entire game. It has a ridiculously big clip, and great stopping power. Its secondary function uses the ammo to power a cloaking device.

Laptop Gun

Primary function: rapid fire

Secondary function: deploy as sentry gun

Reload: 2.58 sec.

Ammo type: SMG

Clip size: 50

Max Ammo: 800

Scope Range: x2

The laptop gun has great stopping power and clip size. The secondary function sets it as a drone gun, which is best for multiplayer.

Assault Rifles

Dragon

Primary function: burst fire

Secondary function: proximity mine

Reload: 1.75 sec.

Clip Size: 30

Ammo type: Rifle

Max Ammo: 400

Scope range: x2

The Dragon has average stopping power and fairly good accuracy. Setting it as proximity mine is great for multiplayer.

K7 Avenger

Primary function: burst fire

Secondary function: threat detector

Reload: 2.82 sec.

Ammo type: Rifle

Clip size: 25

Max Ammo: 400

Scope range: x3

The K7 Avenger has the greatest stopping power and rate of fire of all the assault rifles. Unfortunately, it's sub-average clip size means that you'll have to reload a lot. The threat detector shows you where threats such as mines and drone guns are.

AR34

Primary function: burst fire
Secondary function: use scope
Reload: 2.51 sec.
Ammo type: Rifle
Clip size: 30
Max Ammo: 400
Scope range: x3
Based on: FAMAS Assault Rifle

The AR34 is probably the most accurate of the assault rifles in PD. It's secondary function lets you walk with the scope zoomed in, and is pretty useless.

Super Dragon

Primary function: burst fire
Secondary function: grenade launcher
Reload: 2.18 sec. (secondary: 2.39 sec)
Ammo type: Rifle (secondary: grenade rounds)
Clip size: 30 (secondary: 6)
Max Ammo: 400 (secondary: 40)
Scope range: x2

The primary function for the Super Dragon is the same as the regular Dragon. What separates it from the Dragon is it's secondary function: a grenade launcher! This becomes very helpful when dealing with large amounts of enemies.

Other Rifles

Shotgun

Primary function: shotgun blast
Secondary function: double blast
Reload: 6.65 sec. (2.3 sec. per round)
Ammo type: Shotgun Shells
Clip size: 9
Max Ammo: 100

The shotgun has good stopping power, and very slow rate of fire. Like a real one, it pumps after every shot. Since the shells scatter, it does more damage at close range. The secondary function fires 2 shots at once. To reload, each shell is loaded one-by-one, though you can stop the reload by pressing "Z".

Sniper Rifle

Primary function: single shot
Secondary function: crouch
Reload: 2.22 sec.
Ammo type: Rifle
Clip size: 8
Max Ammo: 400
Scope Range: x30

PD's sniper rifle beats Goldeneye's by a long shot! The Sniper Rifle (or CI2020, according to the manual) is extremely accurate over long distances.

However, it should never be used for close quarter combat, as its rate of fire is too slow.

Farsight XR-20

Primary function: rail-gun effect
Secondary function: target locator
Reload: 2.62 sec.
Ammo type: Orbs
Clip size: 8
Max Ammo: 100

The ultimate sniping weapon! The Farsight utilizes an X-ray vision for aiming. It has the ability to shoot through any amount of obstacles, doors, walls, people, etc. It also kills instantly. The target locator seeks out specific targets (a multiplayer favorite). However, it is a poor choice for close quarter combat, because of a slow rate of fire.

Explosives

Devastator

Primary function: grenade launcher
Secondary function: wall hugger
Reload: 2.23 sec.
Ammo type: Grenade rounds
Clip size: 8
Max Ammo: 40

The Devastator's primary function is a basic grenade launcher. The secondary function fires a grenade that grips onto a surface before exploding.

Rocket Launcher

Primary function: rocket launch
Secondary function: targeted rocket
Reload: 2.86 sec.
Ammo type: Rockets
Clip size: 1
Max Ammo: 3

The name says it all, you fire a rocket, and everything in its radius goes boom (including you if you're too close). The secondary function lets you lock onto a target, which the rocket follows around until it hits.

Slayer

Primary function: rocket launch
Secondary function: fly-by-wire rocket
Reload: slow
Ammo type: Rockets
Clip size: 1
Max Ammo: 3

Its primary function is a basic rocket launcher. The secondary function fires a rocket that you can control, and detonate by pressing "Z".

Grenade

Primary function: 4-second fuse
Secondary function: proximity pinball
Reload: fast
Ammo type: Grenades
Clip size: 1
Max Ammo: 12

Pull the pin, throw it, wait 4 seconds, and BOOM! Or, you can alternatively use the secondary function, which sends it bouncing around until it hits something.

N-Bomb

Primary function: impact detonation
Secondary function: proximity detonation
Reload: fast
Ammo type: N-Bombs
Clip size: 1
Max Ammo: 10

This works like a grenade, except that it unleashes a large blast radius. Those near the center are killed; anyone farther away, but still in the radius is dazed (you can also get dazed or killed by it). It can be set for impact or proximity detonation.

Timed Mine

Primary function: timed explosive
Secondary function: threat detector
Reload: fast
Ammo type: Timed Mines
Clip size: 1
Max Ammo: 10

The name says it all. It's a timed grenade. Boring.

Proximity Mine

Primary function: proximity explosive
Secondary function: threat detector
Reload: fast
Ammo type: Proxy Mines
Clip size: 1
Max Ammo: 10

You stick it to any surface, if something walks on it, BOOM!

Remote Mine

Primary function: remote explosive
Secondary function: detonate
Reload: fast
Ammo type: Remote Mines
Clip size: 1
Max Ammo: 10

It's a mine that you manually detonate. Need I say more?

Other

Unarmed

Primary function: punch
Secondary function: disarm
Reload: N/A
Ammo type: N/A
Clip size: N/A
Max Ammo: N/A

Only use if you're out of ammo. If you can hit someone in the back, you get a KO. Otherwise, use the disarm function to take their weapons.

Reaper

Primary function: reapeage
Secondary function: grinder
Reload: 3.82 sec.
Ammo type: Reaper ammo
Clip size: 200
Max Ammo: 800

The Reaper is, without a doubt, the most inaccurate weapon in the entire game. Its saving grace would be that it can fire a huge amount of shots at the enemies. Ducking will make it slightly more accurate, but there is no point in aiming. Just point it in the enemy's direction, and spray. The grinder works like a chain saw.

Combat Knife

Primary function: slash
Secondary function: throw poison knife
Reload: (secondary function: 1.65 sec)
Ammo type: Knives
Clip size: 1
Max Ammo: 10

Oh yeah. The hunting and throwing knife from Goldeneye combined into one. Actually, this isn't that bad of a weapon once you run out of ammo. The throwing knife takes a few seconds to take out an enemy.

Crossbow

Primary function: sedate
Secondary function: instant kill
Reload: 3.91 sec. (1.36 sec. per round)
Ammo type: Bolts
Clip size: 5
Max Ammo: 69

This is a pretty cool weapon. The primary function knocks out the enemies without killing them; instant kill does just that. Its reload is similar to the shotgun.

Tranquilizer

Primary function: sedate
Secondary function: lethal injection
Reload: 2.05 sec.

Ammo type: Sedatives
Clip size: 8
Max Ammo: 200

The tranquilizer's primary slowly sedates the enemies (useless except for multiplayer). The secondary function kills instantly, but uses half the clip and is only for close range. It makes a funny popping sound when you reload, though.

Laser

Primary function: laser blast
Secondary function: short stream laser
Reload: N/A
Ammo type: N/A
Clip size: N/A
Max Ammo: N/A

This might actually be useful, if it appeared more often. But, it only appears in Carrington Defense, in which the enemies already have super shields, making it useless. Its secondary function is more a gadget.

Psychosis Gun

Primary function: psychosis
Reload: medium
Ammo type: Psychosis serum
Clip size:?
Max Ammo:?

The Psychosis gun looks like the tranquilizer, except for one important feature. When you shoot someone, they go crazy and think the other guards are enemies. Thus, an infected guard leaves you alone, and attacks the other guards. The downside is that you can get only a few shots, even if you put on infinite ammo.

Classic Weapons

All of the classic weapons are from Goldeneye, and must be earned as cheats. They do not have secondary functions. The Goldeneye name appears in parenthesis.

PP9I (PP7)

Primary function: single shot
Reload: 1.39 sec.
Ammo type: Pistol
Clip size: 7
Max Ammo: 800
Double Weapon
Real name: Walther PPK

The PP7 is back. This has moderate stopping power, meaning you need to go for headshots.

CC13 (DD44)

Primary function: single shot
Reload: 1.39 sec.

Ammo type: Pistol
Clip size: 8
Max Ammo: 800
Double Weapon
Real Name: TT33

This is much more powerful than the PP9i. It also attracts plenty of guards.

KLO1313 (Klobb)

Primary function: rapid fire
Reload: 1.39 sec.
Ammo type: SMG
Clip size: 20
Max Ammo: 800
Double Weapon
Real name: Skorpion

Urgh! This was the worst Goldeneye weapon, and it's the worst PD weapon.
Incredibly weak, loud, and horribly inaccurate.

DMC (D5K)

Primary function: rapid fire
Reload: 1.39 sec.
Ammo type: SMG
Clip size: 30
Max Ammo: 800
Double Weapon
Real name: MP-5K

This was one of the best weapons in Goldeneye. Good stopping power, no recoil,
fast rate of fire.

ZZT (ZMG)

Primary function: rapid fire
Reload: 1.39 sec.
Ammo type: SMG
Clip size: 32
Max Ammo: 800
Double Weapon
Real name: Micro-Uzi

Great rate of fire. Great stopping power.

RC-P45 (RC-P90)

Primary function: rapid fire
Reload: 1.39 sec.
Ammo type: SMG
Clip size: 80
Max Ammo: 800
Double Weapon
Real name: FN-P90

This just has to be one of the best classic weapons. It has a huge clip and
does a lot of damage. It also has a cool buzz-saw sound and goes through doors.

KF7 Special (KF7)

Primary function: burst fire
Reload: 1.39 sec.
Ammo type: Rifle
Clip size: 30
Max Ammo: 400
Scope: x2
Double Weapon
Real name: AK-47

This has a moderate amount of damage, although it is very loud. However, after having it in almost every stage in Goldeneye, you're probably still sick of it.

AR53 (AR33)

Primary function: burst fire
Reload: 1.39 sec.
Ammo type: Rifle
Clip size: 30
Max Ammo: 400
Scope: x3
Double Weapon
Real name: M16 A2

The best weapon from Goldeneye returns! This will drop any guard with a few shots, has an excellent scope, and goes through doors!

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5. E Q U I P M E N T

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Data Uplink/Reprogrammer

You use this in several stages to either open locked doors, hack into computers, or reprogram stuff.

Camspy

This is used in a few missions to take pictures of things. It can go almost anywhere, and can open doors.

Night Vision

These are used in some stages to see in the dark. Keep in mind that if you put them on while the lights are on, you'll be blinded.

R-Tracker

Use this to locate some targets or personnel.

Combat Boost

This makes it look like every thing has been slowed down. It actually lets you react faster, as the enemy reaction time appears to be slowed down.

x-ray Scanner

Use this to see through walls. You can only see things at fairly close range

when you out them on, so only use them when there aren't any guards around.

Horizon Scanner

Futuristic binoculars. These are extremely useless.

IR Scanner

This lets you spot cloaked enemies, cracks in walls, and lets you see in the dark.

Cloaking Device

The cloaking device makes you invisible, although it will temporarily stop cloaking you if you fire a weapon. It has a limited amount of time you can be cloaked before it disappears.

Door Decoder

Use this in the G5 building to open the safe.

Comms Rider

This has to be planted on the antenna in Area 51.

Alien Medpack

Used to revive Elvis in Area 51: Escape.

ECM Mine

Used in the first stage to jam two terminals.

Tracer bug

Plant this on Cassandra's limo in the Chicago stage.

Backup disc

Used to restore Dr. Carroll's personality in the Deep-Sea stage.

Target amplifier

Plant these on the 3 special pillars in the Battle Shrine.

Drugspy/Bombspy

These are variants of the camspy. The Drugspy is used in the airbase to drug enemies. The bombspy can be used to blow up enemies in Mr. Blonde's revenge.

Suitcase

Stick your gear in this in the airbase, to avoid setting off the metal detectors.

Mission 1: Datadyne Central

DataDyne Central: Defection

Objectives

1. Disable internal security hub. SA
2. Obtain keycode necklace. SA
3. Download project files. PA
4. Disable external comms hub. SA
5. Gain entrance to laboratory. A

Weapons

Falcon 2 w/ Silencer (x2)
CMP150
Falcon 2
Laptop Gun (PA only)

Opposition

DataDyne Security: These guys are on the upper floors, and have CMP150's.

DataDyne Shock Troopers: There are several of these guys with CMP150's on the ground floor. There is also one on the upper floors armed with double silenced Falcons.

Agent

Jump off the roof, and blast the guy there. Go through the door, through the next room, and down the stairs. This should take you to the 23rd floor. Kill the guards there, and take the elevator all the way down to the ground level. Now the music gets fast paced. There are a lot of guards on the ground floor, but you don't have to worry about them. Exit the elevator, go down the stairs, head to the left, and go through the door there. This will take you to another room. Go through the next door, and through some fake walls to the laboratory elevator. Open it.

Special Agent

This time, you'll have security cameras to frustrate your actions at the beginning of the stage. Look over the edge of the roof (don't jump down yet). Wait until you see the guard walk by, and pop a cap in his head. Now, jump off of the platform you started on, and head through the door. Go down the ramp, blast the guard, and go to the corner to the LEFT of the next door. There should be a computer-type thing. Plant an ECM mine on it (objective 1 complete) (if you're not sure if it's the right one, press B in front of it, and it will tell you that you need to plant an ECM mine on it, if you're at the right thing). Now, go through the door to the stairwell. Go down the stairs, blast the guy that's on them, and go into the next room. Now, you'll get a message saying you're near Cassandra's office. There should be a guard by a table, and another one near him. Blast them both. Now, go over to the table. There is a buzzer on the table. Press it; it will unlock Cassandra's office. Now, switch to pistol whip or unarmed. Go into Cassandra's office (through the huge double doors in the middle of the room). Knock out Cassandra, and take her

necklace (don't kill her or her assistant, or you will fail). (Objective 2 complete). Now, go over to the elevator, and take it all the way down to the ground floor. Blast the Shock Troops on the ground floor. After they are dead, go into the room that was to the RIGHT of the stairs from the elevator (not the exit room). Go in, and blast the guards there. Now, there is a computer screen like the one at the beginning on the wall. Plant an ECM mine on it. (Objective 3 complete). Now that this is done, go to the laboratory lift.

Perfect Agent

At the start, look over the edge of the platform. Blast the guard in the head as he walks by. Jump down, look near the door, and blast the security camera. Go through the door, and shoot the guard in the next room. Now, look straight across the room. You should be able to make out a security camera. Blow it up. Go over to the ramp down and blow up the security camera there. Go over to the security hub, and plant an ECM mine on it. (Objective 1 complete). This will shut off all the security cameras temporarily. Head down the stairwell, and blast the guy on the stairs. Go through the door, and blast the 2 guys in the next room. Activate the buzzer to unlock Cassandra's office door, enter her office, knock her out, and take her necklace. (Objective 2 complete). There is another door, leading to more ramps to the right of Cassandra's office. Go through there, and all the way down the stairs. Go through the door at the end of the stairwell. Go straight past the elevators, blasting anyone you see. At the end of that hall, take a right, and head down another hall. Go through the set of doors at the end of it, and shoot the security camera. Head along through that section. This will lead to a hall with two offices. Open up the first one, and blast the Shock Troop in there. Take his weapons to get 2 times Falcon 2 Silenced (Note: I've encountered a glitch where one of his pistols falls through the floor, to the ground level). Now, go up to the other office (the door is locked). You should hear a telephone ringing, and someone talking like a hick. Wait by the LEFT of the office. Once the guy in there finishes talking, he'll come out and shout, "Intruder! Help Me!". Don't go up to him yet, as if you do you'll stop him from running (you'll understand why in a second). Follow him at a distance, and he will run over to a security room that had been locked. Run in and grab the 2 Falcon 2's and a LAPTOP GUN! YES! Anyone, go over to him now, and, after some dialogue, he'll head over to the elevator. Follow him into there. He will take the elevator up the floor above you. Just follow him (he knows where he is going), and take out any guards you see, as well as one security cam (the security system should be back online by now). He will go over to an empty room with a computer on a desk. Close the door, and wait while he logs on. Once he tells you that he's in, kill him or knock him out. Use your data uplink to download the project files. (Objective 3 complete). Go over to the elevator, whip out the Laptop Gun, and take the elevator down to the ground floor. There are now two ways to do this, depending on how good/bad you are at this game. If you're doing fairly well, you can just go around and blast the guys on the ground floor. Or, you can toss your laptop gun into there as a sentry gun, go back up, let it kill them, go back down, eliminate the survivors, and pick up your Laptop gun, either way, once that's done, go into the room with the other comms hub, kill the guards in there, and plant the ECM mine. (Objective 4 complete). Go to the section of the ground floor leading to the exit, kill the guards there, and head through the lift.

DataDyne Research: Investigation

Objectives

-
1. Holograph the Radioactive Isotope. A
 2. Start the Security Maintenance Cycle. SA
 3. Shut Down the Experiments. SA
 4. Obtain the Experimental Technologies. PA
 5. Locate Dr. Carroll. A

Weapons

Falcon 2
CMP150 (x2)
Proximity Mine
K7 Avenger
Dragon

Opposition

DataDyne Troopers: These enemies are scattered throughout the stage armed with CMP150's. The ones near the end have Dragons. One has a K7.

Agent

Exit the elevator, and head to the LEFT. Keep heading down that path, and blast the guard you'll run into. Head through the door, and shoot the guards in the next room (you can't shoot them through the glass- it's bulletproof. Head through the next door, which will take you to a big room. After killing the guards in there, head through the doors to the right, marked "CAUTION". Kill the
2 guards after the door. Head past them, until you can see a room that seems to be green. If you go in the green room, you will eventually be damaged by the radiation. Send in the camspy in to photograph the isotope. (Objective 1 complete). If you want to, you can speed-strafe through the radioactive room, and pick up some proximity mines. Head back to the big room, and go through the other door (it's to your left as you exit the area you were in). Go through there, and straight down the next path (there are several guards in this room). At the end of the path, take a right, and continue heading forwards. This should
eventually lead to a room with 3 laser grids. You'll take damage if you touch them, and you can't walk through them. Wait for a cleaning bot to come by; the lasers disappear as the bot goes up to them. That would be when you should bolt through the get to the end of the hall. Head through the next room and to another room with 2 guards and a computer. Use the data uplink on the computer to unlock the doors. Head through, and keep heading forwards until you get to a big room with plenty of guards. Kill the guards, and go through the door in front of you. If you speed-strafe through, you can avoid the drone guns. Open up
the door at the end. (Objective 2 complete).

Special Agent

Exit the elevator, and head to the LEFT. Keep heading down that path, and blast the guard you'll run into. You'll have to wait for a cleaning bot to come by here, so open up the door in front of you, and kill the guys in that room. Close
the door, and return to the hall. To the left of the door in front of you, you should notice a maintenance hatch. Wait for a cleaning bot to come by, and the hatch will open up for it, head in. Head in and you should see some glass. Go over and break the glass, and jump down. This is a computer on the wall directly
in your path. Activate it, and afterwards, look forwards from there, and the

wall computer to the left. (Objective 2 completed). Head forwards, kill the two guards, and head through the door. Now, go straight, and take a right; this will

lead to a long stretch of hallway, with several guards behind crates. Carefully plow them down while heading through, using the crates for cover. The hall will lead you into the big room that leads to the isotope section. Kill the guards there, and head through the CAUTION doors. Photograph the isotope with the camspy (Objective 1 complete), and head back into the big room, and through the doors leading to the main hallway. Kill the guards in the hall by blasting them with your CMP150 (preferably with the secondary function), and then head through

the first path to the right. It leads to a lab; blast the two guards, and go over to the scientist to make him start the experiment. Head back to the hall, and head forward to the end of it (there are a few more guards). At the end, go to the LEFT, through a pair of doors into another lab. Kill the guards and make the scientist shut down the experiments. Now, look around, there is another pair

of doors leading to the final laboratory. Head in, and go over to the guard. Now, the previous scientists were smart, and just shut down the experiments. This scientist happens to think he is a Navy SEAL or something, and tries to set

off the alarm. Don't worry, wait till he goes up to a console, and then knock him out. That one is the alarm; 2 others are inactive, and the other one shuts down the experiments. Activate it to shut the experiment down. (Objective 3 complete). Now, head out of the labs, and use the path to the right. This will lead you to the laser room. Wait for the bot to come by, and follow him through as he turns the lasers off. Go into the next room, and blast a few guards there.

There is a shield inside the glass thing if you need it. Go to the data uplink room, and blast the guards with the Dragons. Now, start the uplink on the computer, but immediately turn around and pull up your weapon and blast the 2 guards that try to ambush you. Use the uplink on the computer, and head through until you get to the next big room. Blast the guards, and head over to the door to Dr. Carroll. IMMEDIATELY, back away, from the door, as some Goldeneye drone guns will say "Hi" by blasting you. Use the Dragon to blast them, and head down the hallway, and open the door at the end.

Perfect Agent

This stage is a bit easier than the previous one. At the beginning, exit the elevator, head left, and blast the guard. Go up to the door at the end of the hall, open it, peek in, run out, and close it. Wait for the guards to rush out, and blast 'em. Now, wait for the cleaning bot to come by, and let you through the maintenance hatch. Head through, break the glass by the ledge, and jump down. Head through, and activate the 2 computers in the order you see them, and blast the guards there. (Objective 2 complete). The hall will eventually lead to

the big room that leads to the isotope. Carefully blast the guards in there, and

head over to the CAUTION doors. Open them up and double-tap the 2 guards there. Send in the Camspy to photograph the isotope. (Objective 1 complete). Note: Under NO circumstances should you grab the Proxy mine there. Anyway, head to the

laboratory halls. You want to blast the guys in there without taking much damage, so either let them come to you or be very accurate. Continuing, head into the hallway. Go to the first side passage on the right, kill the 2 guards there, and make the scientist shut down the experiment. Continue forwards to the

first side passage on the left. Head in, and by the consoles, you should see a platform going up and down. Go down, and you'll see a guard with a K7 Avenger.

He has his back to you, so pop him in the head, take the K7 (experimental item 1), and head back to the halls. Go over to the next passage to the right (there may be some guards there) and head in. Blast open the glass thing, and grab the Night Vision goggles (experimental item 2). Then head all the way to the end of the hall, blast the guards there, and go through the passage on the left. Kill the guards and make the scientist shut down the experiments. Now, look around, there is another pair of doors leading to the final laboratory. Head in, and go over to the guard. Now, the previous scientists were smart, and just shut down the experiments. This scientist happens to think he is a Navy SEAL or something, and tries to set off the alarm. Don't worry, wait till he goes up to a console, and then knock him out. That one is the alarm; 2 others are inactive, and the other one shuts down the experiments. Activate it to shut the experiment down. (Objective 3 complete). Go back to the halls, and through the right passage. Kill the guards it leads to, an head to the laser room. Wait for the bot to come by, and go through the lasers as he temporarily deactivates them. At the end, open the door and blast the Dragon toting guard it leads to. Go forwards and kill the 2 or 3 guards in the next room. Go to the uplink room, and kill the 2 guards there. Pick up a Dragon, and toss it as a proximity mine near the entrance to this area. Use the uplink on the computer to unlock the doors (you should hear an explosion as 2 guards kill themselves on the Dragon) and head forwards once you are done. This takes you on another path, leading to the final big room. Using the K7, carefully pick off the guards in this room. To the LEFT of where you entered the room, there is another door. Go through down a path laden with several shocktroops, as long as you're careful, you should be fine. At the end you will be able to grab the 3rd experimental item. (Objective 4 complete). Now, head back to the big room. Put your K7 Avenger on the threat detector. Open the door leading to Dr. Carroll's hallway, and IMMEDIATELY move back, or you will be mowed down by 2 Goldeneye drone guns, Use the K7 to pick them off, and then head down the hall, and open the door to Dr. Carroll. (Objective 5 complete).

DataDyne Central: Extraction

Objectives

1. Access the Foyer Elevator. A
2. Reactivate the Office Elevator. PA
3. Destroy the DataDyne Hovercopter. SA
4. Defeat Cassandra's Bodyguards. A
5. Rendezvous at the Helipad. A

Weapons

Falcon 2 w/ scope
CMP150
Shotgun
DY357 Magnum
Rocket Launcher
Grenade
Dragon

Opposition

DataDyne Shock Troops: More of these buffoons, armed with CMP150's.

DataDyne Female Guard: Cassandra's guards, they carry Shotguns.

DataDyne Gunship (SA and PA): These flies around and fires machine guns at you. If you allow it to survive when you get to the top, it will shoot rockets.

Agent

The lights have been turned off, so pop on your night vision goggles. Keep in mind that you have to protect Dr. Carroll in this mission. Move through the ground floor (there is only one path), blasting every guard in sight. Once you get to the elevators, call down the elevator, head in, (Objective 1 complete) and turn off your night vision. Once you get up the elevator, head out, and call the elevator next to yours. Once that one takes you to the next level, head through that level, being sure to kill the guards and pick up a few shotguns, until you get to the stairwell, head up the stairs, into exit from them into the room that led to Cassandra's office. Kill the lone guard there, and pick up the rocket launcher. Head through the other door, up another flight of stairs. This will take you to the room that had the security hub. There, you'll find several guards. Fire a rocket at the guards near the security hub, and flip the lights back on after they turn them off. The bodyguards will be momentarily blinded, so take advantage of this, and blast the rest of the bodyguards. (Objective 2 completed). Now, head up the helipad. (Objective 3 completed).

Special Agent

The lights have been turned off, though they will go back on after 90 seconds, so put on your night vision. You also have to protect Dr. Carroll. Open the first door; the guard shouldn't see you, so pop him in the head. Go to the next door, open it, and move back as you do so. If you do it right, the guard won't see you; pop a cap in his head. Slowly side step out and you'll see a guard behind a blockade; pop him in the head too. Side step out a little more, and repeat the above on another guard. Now, look through the barricades, and you can see two guards at the top of the stairs; blast them both in the head. Continue on, doing the same to a guard behind a couch. Then side step out and blast the 2 guards near the reception desk. Continue onward and blast one more guard. Head up the stairs and get in the elevator to the 21st floor. (Objective 1 complete). Once you get up, you should hear something taking off. If you're wondering what is, the answer is that is the bane of your existence for most of this stage. Quickly take the next elevator up to the next floor (22nd). Get out of the elevator, and head along the path to the stairs. Once you get to the first window, you'll see what was making the noise: a DataDyne helicopter. Don't even try to stand and fight. Just RUN to the stairs or you will be mowed down. You have to kill the bodyguards on this and the previous level, but that can wait. Head up the stairs to the room that led to Cassandra's office. Blast the guard, and pick up the Rocket Launcher. Switch it to the secondary function, and get some cover. Once the helicopter shows up, get a lock on it (be absolutely sure you have targeted rockets on), and fire. It should blow up the copter. If not, use lots of gunfire to finish the job. (Objective 2 completed). Now, go down to the 21st and 22nd floors, and take out the female bodyguards there. Once that's done, head up to the room where you put the ECM mine on in the first stage. Cassandra has a trap, with several bodyguards. Put up the CMP150, and try to kill the guard on the upper landing before Cassandra stops talking. When she does, put on your night vision, and FIND COVER! Go over to the switch, and turn the lights. The guards will momentarily blinded, so use this opportunity to

blast them to kingdom come! (Objective 3 complete). Now, head up to the helipad.

(Objective 4 complete).

Perfect Agent

The lights have been turned off, though they will go back on after 60 seconds, so put on your night vision. You also have to protect Dr. Carroll. Open the first door; the guard shouldn't see you, so pop him in the head. Go to the next door, open it, and move back as you do so. If you do it right, the guard won't see you; pop a cap in his head. Slowly side step out and you'll see a guard behind a blockade; pop him in the head too. Side step out a little more, and repeat the above on another guard. Now, look through the barricades, and you can

see two guards at the top of the stairs; blast them both in the head. Continue on, doing the same to a guard behind a couch. Then side step out and blast the 2

guards near the reception desk. Continue onward and blast one more guard. Head up the stairs and get in the elevator to the 21st floor. (Objective 1 complete).

Once you get up, you should hear something taking off. If you're wondering what is, the answer is that is the bane of your existence for most of this stage.

The

next elevator is locked, so run along to the computer (it's the only way you can

go on this floor) while dodging the helicopter (that is what was lifting off), and cue the computer to unlock the elevator. (Objective 2 complete). Now, race back to the elevator and go up to the next floor. Get out of the elevator, and head along the path to the stairs. Don't even try to stand and fight the helicopter (once you get to the section with windows). Just RUN to the stairs or

you will be mowed down. You have to kill the bodyguards on this and the previous

level, but that can wait. Head up the stairs to the room that led to Cassandra's

office. Blast the guard, and pick up the Rocket Launcher. Switch it to the secondary function, and get some cover. Once the helicopter shows up, get a lock

on it (be absolutely sure you have targeted rockets on), and fire. It should blow up the copter. If not, use lots of gunfire to finish the job. (Objective 3 completed). Now, go down to the 21st and 22nd floors, and take out the female bodyguards there. Once that's done, head up to the room where you put the ECM mine on in the first stage. Cassandra has a trap, with several bodyguards. Put up the CMP150, and try to kill the guard on the upper landing before Cassandra stops talking. When she does, put on your night vision, and FIND COVER! Go over to the switch, and turn the lights. The guards will momentarily blinded, so use this opportunity to blast them to kingdom come! (Objective 4 complete). Now, head up to the helipad. (Objective 5 complete).

Mission 1: DataDyne complete.

Mission 2: Carrington Villa

Carrington Villa: Hostage One

Mission Objectives

-
1. Save the Negotiator. Agent and Special Agent only
 2. Eliminate Rooftop Snipers. SA
 3. Activate the Wind Generator. A
 4. Locate and Eliminate the DataDyne Hackers. PA
 5. Capture a DataDyne Guard. PA
 6. Rescue Carrington. A

Weapons

Sniper Rifle

CMP150 (x2 in Agent and Special Agent)

Laptop Gun (Perfect Agent only)\

Devastator

Opposition

DataDyne Security: More of these guys, armed with the CMP150.

DataDyne Snipers: These soldiers are positioned on the top of the villa, and fire Sniper Rifles at you.

Agent

Right at the start, use your Sniper Rifle to kill the 2 guys guarding the hostage negotiator. (Objective 1 complete). Head down the path, blast the guy, and grab his CMP150. Keep heading down the path, it will lead to an area next to the main part of the villa. There are a lot of snipers here, but you don't have to worry about them if you speed strafe. Go up the stairs to the villa, and head in. Blast the guards in front of you, and head down another path of stairs (inside the building). From those stairs, head straight head straight all the way, take a right, and head down some more stairs. From those stairs, head straight, and go through the second door on your left. Through the door, head down some more stairs and through the door to your right. Kill the guard in there, and forwards, and take a right. Turn on the two computer things in there, and head backwards, turn left, go forwards, and take another left. Turn on another computer thing in this room. (Objective 2 Complete). Head forwards from the computer thing, through a set of doors. You will come to a cross-paths sort of thing. First head to the right, and kill the 3 guards there. Then go along the left path, which takes you to a wine cellar. Kill the guards there, get the key from the last one, and go through the door at the end of the cellar. (Objective 3 Complete).

Special Agent

Right at the start, use your Sniper Rifle to kill the 2 guys guarding the hostage negotiator. (Objective 1 complete). Head along and grab the first guard's CMP150, jump down the ledge, and head forwards to a series of short stairs. Look up, and you should see a purple sniper (wonderful camouflage, yeah, right). Blast him. Head into the big area, and you'll have several snipers shooting at you. Take cover, and blast them (they only take 1 hit to die). Once you're you've killed most of the snipers, head up to the top of the house. Kill any snipers that might be remaining (Objective 2 complete), and head into the house, while blasting any guard in sight. Go down to the basement, as detailed in the agent strategy, and activate the wind generators. (Objective 3 complete).

Eliminate all the guards in the wine-cellar floor, grab the key, and open the door to Carrington. (Objective 4 complete).

Perfect Agent

This level is insanely hard, mostly due to the large amounts of guards. Unlike the previous difficulties, you start the level on the docks, as the negotiator. Whip out your Laptop Gun, and kill the startled guards. Blast the sniper in front of you, and turn around and blast the Sniper in the distance. One thing you should keep in mind is that you have to capture a DataDyne guard sometime in the level by knocking him out. You'll have to complete this as the opportunity presents itself (like a surrendering guard, or if you knock a gun out of someone's hand). Anyway, head into the house. Head in and you'll be greeted by some guards; blast them while trying to avoid too much damage. Head along the first floor carefully taking out the guards. Go up the stairs to the next floor, and kill the 2 guards there. Head forwards, and kill the rest of the guards on this floor. While still on this floor, go to the section that has some plants in it (in the middle of the floor) and kill the (2, I think) Snipers there. Go up to the room right next to the stairs leading up, and grab the Sniper rifle. Head up the stairs to the third floor, peek out so the guards see you, and race for some cover (preferably the room where you got the Sniper rifle). The guards should head after; kill them in the ambush. Once that is taken care of, head back up and kill the remaining guards there. Look around, and you should see a door leading to a patio area. Open it, and kill the 2 guards on the ground (without entering) and carefully kill the 2 snipers there. Head down to the basement area. After killing the 2 guards there. Go to the door (not the one leading to the generator area), and kill the guards in there. Then, carefully kill the sniper, who can be seen from the section of the room that appears to be a sort of pool. Head to the door leading to the generators (you should have captured a guard by now), and go to the right path first. Kill the 3 guards on the walkways by letting them come out after you, or by aiming for them while still on the walkways. Then, activate the 2 screens there, and go on the path that was to the left, and stop at the cross-paths. Peek out at the right path and blast the guy you see. Turn to the left, and kill the guards that begin coming out at you. After they are dead, activate the generator. (Objective 2 complete). IMMEDIATELY, activate your R-Tracker, and race back to the 3rd floor. You should get a message to eliminate some hackers. Use the R-Tracker to find them (a group of 2 on the 3rd floor, and 1 on the 2nd floor). Keep in mind that a red dot on the R-Tracker will indicate that you are on the same floor as the target. Unless you take over 60 seconds to kill the hackers, you should be fine. (Objective 3 complete). While you are up here, step outside, and CAREFULLY take out the last sniper. (Objective 1 complete). Go back to where the cross-path was, and go down the right path, through the door, and head to the right. Kill the 3 guards there (one begins running from you once you open the door) and go left to the wine cellar. Do not rush things there. Carefully pick off the guards (they are begin the rows of bottles), preferably with your sniper rifle. Once they are all dead, grab the key from the last one, and open the door at the end of the cellar. (Objective 5 complete).

Mission 2: Carrington Villa complete.

Mission 3: Chicago

Chicago: Stealth

Objectives

1. Retrieve Drop-Point Equipment. A
2. Attach a Tracer to the Limousine. PA
3. Prepare an Escape Route. SA
4. Create a Vehicular Diversion. A
5. Gain Entry to the G5 Building. A

Weapons

Falcon 2 w/ Scope (x2)
BombSpy
CMP150
DY357 Magnum

Opposition

G5 Guards: They are armed with CMP150's.

G5 SWAT Guards: These Magnum toting guards will only appear if the alarm is sounded.

FBI Agents: They have Magnums, and will try to set off the alarm.

G5 Robot: This patrols around, and fires a machine gun at you. It is invincible.

Agent

Before you even start this stage, you should remember that one dead civilian (the CIA agents in tan trench coats) will cause you to fail the mission.

Anyway,

at the start, wait for the civilian to come by and knock him out, then pull up your gun and blast the nearby guard. As you head into the streets, you may meet up with the security robot. You cannot damage him, and if you try to he will set

off an alarm; just avoid him. Go straight across the street into the gutter area. Kill the guards there and head forwards to the spot with the suitcase; grab it. (Objective 1 complete). Go back to the street (back through the gutter), and crouch down by the taxi. Use the reprogrammer on it, and the taxi takes off once you finish it. Now, take cover until you are told that there has been an air diversion (the taxi crashes onto the robot). (Objective 2 complete).

Race along the streets to the parking lot, and enter through the open door. (Objective 3 complete).

Special Agent

Before you even start this stage, you should remember that one dead civilian (the CIA agents in tan trench coats) will cause you to fail the mission. You will now also have 2 FBI agents (brown trench coats) who will set off an alarm if you don't kill them soon after seeing them. Anyway, at the start, wait for

the civilian to come by and knock him out, then pull up your gun and blast the nearby guard. As you move into the street, to the left is a FBI agent. Kill him before he can raise the alarm. As you head into the streets, you may meet up with the security robot. You cannot damage him, and if you try to he will set off an alarm; just avoid him. Go straight across the street into the gutter area. Kill the guards there and heads forwards to the spot with the suitcase; grab it. (Objective 1 complete). Head back along the gutter into the streets (there are a few more guards to deal with), forget the taxi, and go into the doorway across from you. There are 2 civilians that will run away upon seeing your gun. Inside this section, look across through the doorway that you DIDN'T come through. Using your Falcon 2, quickly shoot the FBI agent. Now, see the dumpster in the section you are in? Push it up against the wall near the explosive canisters. Stand back, and blow up the canisters. The resulting explosion blows open the dumpster, revealing... A BOMBSPY! Continuing, go through the doorway you didn't go through, and kill the guards it leads to. BE VERY CAREFUL NOT TO SHOOT THE CIVILIANS! You should see some fire escapes on a building, next to 2 blocked up doors. Go up the fire escape, and place a mine on the blocked up door on the lower fire escape (NOT the top fire escape door, or the thing on the ground level). (Objective 2 complete). DO NOT BLOW UP THE MINE! Now, send the Bombspy over to the carport (where the level ends), and blow up the bombspy in the middle of the guards; that will create an alternate air diversion. (Objective 3 complete). Head over to the carport area, and enter the carport. (Objective 4 complete).

Perfect Agent

Before you even start this stage, you should remember that one dead civilian (the CIA agents in tan trench coats) will cause you to fail the mission. You will now also have 3 FBI agents (brown trench coats) who will set off an alarm if you don't kill them soon after seeing them. You need to remember that for planting the tracker on the limousine, you have about 60 seconds before it leaves, so don't dawdle. Anyway, at the start, wait for the civilian to come by and knock him out, then pull up your gun and blast the nearby guard. As you head into the streets, you may meet up with the security robot. You cannot damage him, and if you try to he will set off an alarm; just avoid him. Kill the 2 guards in the street, and race across the gutter. Either in the opening or to the left of it, is a FBI agent. Kill him! Carefully kill the guards in the gutter without taking too much damage. Off to the right of where you entered the gutter, is a small passage. Duck down, and head through there. At the end, open the grating, and plant the tracer on the limousine. (Objective 2 complete). Now, before exiting the passage you are in, kill any guards that may be up against the opening and head through to grab your equipment. (Objective 1 complete). When you return to the gutter area, there are 2 more guards present. Kill them, and continue back to the street. Forget the taxi, and go into the doorway across from you. There are 2 civilians that will run away upon seeing your gun. Inside this section, look across through the doorway that you DIDN'T come through. Using your Falcon 2, quickly shoot the FBI agent. Get positioned so that you can't be seen through the doorway, and pick off the guards that come after you. Now, see the dumpster in the section you are in? Push it up against the wall near the explosive canisters. Stand back, and blow up the canisters. The resulting explosion blows open the dumpster, revealing... A BOMBSPY! Continuing, go through the doorway you didn't go through, and kill the guards it leads to. BE VERY CAREFUL NOT TO SHOOT THE CIVILIANS! You should see some fire escapes on

a building, next to 2 blocked up doors. Go up the fire escape, and place a mine on the blocked up door on the lower fire escape (NOT the top fire escape door, or the thing on the ground level). (Objective 2 complete). DO NOT BLOW UP THE MINE! Now, send the Bombspy over to the carport (where the level ends), and blow up the bombspy in the middle of the guards; that will create an alternate air diversion. (Objective 3 complete). Head over to the carport area, and enter the carport. (Objective 4 complete).

G5 Building: Reconnaissance

Objectives

-
1. Disable the Damping Field Generator. PA
 2. De-Activate the Laser Grid Systems. SA
 3. Photograph the Meeting Conspirators. A
 4. Retrieve the Dr. Caroll Backup From the Safe. A
 5. Exit the building. A

Weapons

Falcon 2 Silenced
CMP150
DY357 Magnum
Crossbow
N-Bomb

Opposition

Cloaked G5 SWAT Guards: They are in the first 2 rooms, and have cloaking devices and CMP150's.

G5 Guards: They have CMP150's.

G5 SWAT Guards: They appear once the alarm is sounded, and carry Magnums.

Agent

As you start the stage, you'll see 2 guards start to cloak. Wait for them to reappear as they fire at you, and blast them. Grab their keycard, and head through the door. Shoot the guard at the end of the hall in the back, and go through the next door. This takes you to a large room. Go through it over to the next door, and more cloaked guards appear. Kill them using the same strategies as from the previous ones, grab the keycard, and go up to the next door. Wait until you see a guard through the glass on the door, and pop him in the head. Open the door, and go through to the next door. In the next door, is an alarm. If any guard sets it off, you will fail. Rush in, head over to the alarm (it's in the back of the room), blast the guards by it, and work your way back to the earlier parts of the room. Head up the stairs and through the vent it leads to. At the end, send the campspy through the small opening to photograph the conspirators. (Objective 1 complete). Jump down, and blast the 2 guards there (you don't have to worry about the alarm being set now). Run up the stairs, and head to the safe room. Plant the decoder on the door switch on the wall. The decoder takes a while, so just wait until it finishes, while blasting the guards that appear. Head in the safe once the decoder is done, and grab the disk.

(Objective 2 complete). Leave the safe room, and run through the door in front of you. (Objective 3 complete).

Special Agent

As you start the stage, you'll see 2 guards start to cloak. Wait for them to reappear as they fire at you, and blast them. Grab their keycard, and head through the door. Shoot the guard at the end of the hall in the back, and go through the next door. This takes you to a large room. Go through it over to the next door, and more cloaked guards appear. Here, the CMP150's follow lock on really helps, as the lock on will show where the target is even while cloaked. Anyway, kill them and grab the keycard, and go up to the next door. Wait until you see a guard through the glass on the door, and pop him in the head. Open the door, and go through to the next door. In the next door, is an alarm. If any guard sets it off, you will fail. Rush in, head over to the alarm (it's in the back of the room), blast the guards by it, and work your way back to the earlier parts of the room. Now, you have to deactivate the laser grids. There are 4 laser grid consoles on the walls; press B on them to deactivate the lasers. BE SURE NOT to the mistake the alarm (it's red and says ALARM on it) for one of the laser grid consoles. (Objective 1 complete). Head up the stairs and through the vent it leads to. At the end, send the campspy through the small opening to photograph the conspirators. (Objective 1 complete). Jump down, and blast the 2 guards there (you don't have to worry about the alarm being set now). Run up the stairs, and head to the safe room. Plant the decoder on the door switch on the wall. The decoder takes a while, so just wait until it finishes, while blasting the guards that appear. While the door is decoding, you might as well detonate the mine you placed last mission. Head in the safe once the decoder is done, and grab the disk. (Objective 3 complete). Leave the safe room, and run through the door in front of you (it will be on the next floor if you didn't listen to me in the guide for the last mission). (Objective 4 complete).

Perfect Agent

As you start the stage, you'll see 2 guards start to cloak. Wait for them to reappear as they fire at you, and blast them. Grab their keycard, and head through the door. Shoot the guard at the end of the hall in the back, and go through the next door. This takes you to a large room. Go up to the next door, and some more cloaked guards appear. This can be a lot of trouble if you don't do it right. Take out the CMP150, and use the lock on to keep track of the targets while they are cloaked. Grab the keycard once they are dead and go up to the next door. Wait until you see a guard through the glass on the door, and pop him in the head. Open the door, and go through to the next door. In the next door, is an alarm. If any guard sets it off, you will fail. Rush in, head over to the alarm (it's in the back of the room), blast the guards by it, and work your way back to the earlier parts of the room. Now, you have to deactivate the laser grids. There are 4 laser grid consoles on the walls; press B on them to deactivate the lasers. BE SURE NOT to the mistake the alarm (it's red and says ALARM on it) for one of the laser grid consoles. (Objective 2 complete). There is a door next to the alarm. Go through, blast the guy on the stairs, and go down them. This will lead to another room. Peek in and out from where you are positioned, to eliminate the guards without getting hit. Once they are dead, go

up to the machinery directly in your path, and press B on it. (Objective 1 complete). Go back to the alarm room, Head up the stairs, and through the vent it leads to. At the end, send the Campsy up to the small opening, BUT DO NOT SEND IT THROUGH! Jump down and blast the 2 guys there (they cannot set off the alarm or you'll fail), and head upstairs to the safe room. Plant the door decoder, and IMMEDIATELY send the campspy in (if you are too slow the alarm will be sounded). (Objective 3 complete). Watch the entire cinema that follows, as the door will unlock and open by the end of it. Once the cinema stops, run into the safe, grab the Dr. Carroll backup disk (Objective 4 complete), and detonate your remote mine. Plow through the guards by the door, and rush through the exit. (Objective 5 complete).

Mission 3: Chicago complete

Mission 4: Area 51, Nevada

Area 51: Infiltration

Objectives

1. Shut Down the Air Intercept Radar. A
2. Plant the Comms Device on the Antenna. SA
3. Disable All Robot Interceptors. PA
4. Gain Access to the Hangar Lift. A
5. Make Contact with the CI Spy. A

Weapons

Falcon 2
MagSec 4 (x2)
Dragon
Rocket Launcher
Grenade

Opposition

Area 51 Trooper: The standard guards here. They carry MagSec 4's.

Technician: He has a Falcon 2.

Pilot: They appear inside the hangar, with Dragons.

Alien Interceptor: This will take off if you wait too long. It fires machine guns and rockets.

Area 51 Guard: He has double MagSec 4's, and appears after the comms rider is planted.

Agent

Do not stop the cinema as soon as it begins. You should see a guard walking on patrol. Wait until the camera shows him walk past your position before you start the stage. Anyway, once it starts, blast one of the guys in front of you in the head and then the other one as he tries to activate the auto-gun. Turn around

and blast the other guy. As you continue, you will come to a drone gun. Destroy it with the MagSec by peeking out, firing a burst, sidestepping back to cover, and then peeking back out once it stops firing. Move onwards until you get to the next auto-gun. Repeat the strategy for the previous one. Step out and you will see a guard tower. Move towards it in a zigzag motion, until you get to the ladder. Head up, and blast the 2 guards in there. Activate the switch in the tower; it opens up the big gate. Enter through the gate and scramble for cover, and take out the 3 drone guns. Once they are gone, eliminate the guards in there, and the alien interceptor. Once you've blown it up, go over and grab the key card from the dead technician (you kill him after blowing up the interceptor). Head down the hole near where one of the drone guns was, enter the bunker it leads to, and place the explosives on it. Scramble out of there before the explosives go off, and blast the Dragon toting guard that came out. (Objective 1 complete). There are 2 lifts in the back of this area (to the left of the hole). Activate, and enter the one on the left. It leads to a room with LOTS of guards. Speed-strafe along the room, up the ramp, and into the elevator. (Objective 2 complete). Take the elevator down to another level; speed-strafe off the platform, through the door near the left of a bunch of soldiers. (Objective 3 complete).

Special Agent

Do not stop the cinema as soon as it begins. You should see a guard walking on patrol. Wait until the camera shows him walk past your position before you start the stage. Anyway, once it starts, blast one of the guys in front of you in the head and then the other one as he tries to activate the auto-gun. Turn around and blast the other guy. As you continue, you will come to a drone gun. Destroy it with the MagSec by peeking out, firing a burst, sidestepping back to cover, and then peeking back out once it stops firing. Move onwards until you get to the next auto-gun. Repeat the strategy for the previous one. Step out and you will see a guard tower. Move towards it in a zigzag motion, until you get to the ladder. Head up, and blast the 2 guards in there. Activate the switch in the tower; it opens up the big gate. Do not enter through the gate, just blow up the alien interceptor with your MagSec. Leave the gate, and head down the tunnel. Toss a grenade at the point near the end to eliminate some of the enemies there, and blast the guys that come after you. To left is another auto gun, so use the same method as for the previous ones. Kill any other guards you can see. There is a drone gun in the back to the left, so be careful. You should see a squarish thing with an antenna on it. Run along the right, and take cover by it. Peek out, and activate the switch on it, and race back to the right of the square thing. Toss a comms rider on the top of the antenna thing. (Objective 2 complete). A few guys, including a soldier with 2 MagSecs, will come out. Let them cover to you, and blast them. Go back up the tunnel, and kill the two guards that have appeared there. NOTE: If you did not listen to me, and did not blow up the alien interceptor, it will now be in the air, firing machine guns at you. Anyway, you should see a helipad, with a Rocket Launcher in the middle of it. It looks to good to be true, and it is, as the pad is mined. Toss a few grenades near the front and back of the helipad to get rid of some of the mines. Now, move all the way to the right until you are lined up with the edge of the

pad. Move over the edge of the pad; grab the R. Launcher, and move all the way over to the left. Go up to the passage to the fenced area, hugging the wall. Through the passage you will receive a shield, which you will probably need. Kill the guy near you, and blow up the 3 drone guns from behind with a 3-round burst, before they can blast you. Go over to where the interceptor was, grab the keycard, and head down the hole near where one of the drone guns was. Go in the bunker, and plant the explosives. (Objective 1 complete). Now, you will have to deal with lasers. Wait for a laser to disappear, and go past it before it reappears. Repeat this to get out of the bunker. Go over to the left lift, activate it, and get in. Once it gets down, take cover behind the crates in the lift, and take out the guards in the big room the lift leads too. Head into the room, and down the elevator. (Objective 3 complete). Once the elevator takes you down, blast the guy it opens up near, and race to the exit (the enemies shouldn't hit you if you speed strafe). (Objective 4 complete).

Perfect Agent

Ugh, this is one of the hardest Perfect Agent stages! Do not stop the cinema as soon as it begins. You should see a guard walking on patrol. Wait until the camera shows him walk past your position before you start the stage. Anyway, once it starts, blast one of the guys in front of you in the head and then the other one as he tries to activate the auto-gun. Turn around and blast the other guy. As you continue, you will come to a drone gun. Destroy it with the MagSec by peeking out, firing a burst, sidestepping back to cover, and then peeking back out once it stops firing. Move onwards until you get to the next auto-gun. Repeat the strategy for the previous one. Step out and you will see a guard tower. Move towards it in a zigzag motion, until you get to the ladder. Once at the ladder, wait for them to run down, and pump the two of 'em full of lead. Climb up the ladder, and open the gate. Do not enter through the gate, just blow up the alien interceptor with your MagSec. Leave the gate, and look down at the tunnel. There should be some guards coming up towards you, so blast them. Once they stop coming, head over to the minefield. Chuck a bunch of grenades in there, and head in, hugging the right wall until you get to the bottom edge of the pad, move across and grab the R. Launcher, and then hug the left side of the wall up to the exit (not to where you came from). Go through the path into the gated area, kill the guards there, and blow up the drone guns from behind. Then, exit this section, and head down the tunnel. Near the end of the tunnel, chuck a grenade to the part near the end to kill some of the guards, and then shoot the ones that come out after you. To the left is a auto gun, so use the same method as for the previous ones. Kill any other guards you can see. Get some cover, and get up the Rocket Launcher once any visible guards are dead. Strafe out for a second so you can see the drone gun in the back (to the left) and fire a rocket at it (do NOT miss) before it can shoot you. Kill any other guards here, lower the antenna, and plant the comms rider on it. (Objective 2 complete). Focus your aim on the door near where the drone gun was, as several guards will come out. Kill them and take their ammo. Now, blow up the 2 alien interceptors along the wall. (Objective 3 complete). Head back up the tunnel, and kill any guards you can see from there. NOTE: If you did not listen to me, and did not blow up the alien interceptor, it will now be in the air, firing machine guns at you, and will

probably kill you. Do not go near the tower, head through the minefield, and into the gated area. Go down the hole, and into the bunker. Plant the explosives on the console, and GET OUT OF THERE (don't forget the lasers). By now, one or two guards are probably out there, so blast them, and head into the lift. Once the lift reaches the bottom, crouch by the crates in the lift, and take out the guards in the big room. Once they are all dead, go into the elevator (Objective 4 complete), and go down the hangar. Once the elevator takes you down, blast the guards in front of the opening. Speed strafe off the platform, past the crates, and into the exit. (Objective 5 complete).

Area 51: Rescue

Objectives

1. Destroy the Computer Records. PA
2. Locate the Conspiracy Evidence. SA
3. Obtain and Use the Lab Technician Disguise. A
4. Gain Access to the Autopsy Lab. A
5. Rescue the Crash Survivor. A

Weapons

Falcon 2 w/ Silencer (x2)
Dragon
Super Dragon
Phoenix
Grenade

Opposition

Pilots: These guards carry Dragons, and are present throughout the first half.

Area 51 Guards: They also have Dragons, and appear later on.

Biotechnicians: These guys have Tranquilizers, and appear much later on.

Agent

You start off in a passageway, with some sort of hovercrate. Ignore the crate, and head straight to the elevator. You don't need to worry about most of the guards here, but blast them if they get in your way. Go up on the elevator to the next level, and head forwards from there past a set of doors into another elevator. Kill the guards on the level it leads to, and head over to the other side. Near the end of the other side, turn on the x-ray Scanner. It should show a section of wall that is weaker than the rest. Stand back, and toss a Dragon there as a proximity mine. Shoot the Dragon, and the explosion will blow up the section of the wall. Head through and grab the lab clothes door. (Objective 1 complete). Put them on, and put your weapons down (now the guards won't shoot you). Head to the left until the first door you see. Enter the door, and head all the way down the path it leads to. At this point, you MUST have on the disguise, and have your weapons down. A guard will think you are one of the scientists, and unlock the door. Punch him out, pull up his Super Dragon, and blast the scientists in the glassed in area. Grab the keycard from the glassed in area (Objective 2 complete), and return to the hall. Continue in the direction that you had been on, until you come to another door. Enter the door, and go through it to the autopsy lab. Once in, a countdown will start. Kill the

guards in the autopsy lab, grab the keycard, and enter the area with the 2 guys working on the alien. (Objective 3 complete).

Special Agent

Forget the crate, and head into the room with lots of stacked crates. You should probably move around here and eliminate all the guards on this floor. Also, behind one of the crates, blow up an explosive device to get 2x Falcon 2 w/ Silencer. Head up the elevator to the next level, and kill the guards there. Go across through the doors. Look up, and you can see some guards running for the elevator. Blast as many of them as you can, and take out the rest when they come down. Take the elevator up, and blow up the weak section of the wall using the Dragon proximity mine. Head through the hole in the wall (the disguise is not here this time), and head all the way down to the left. At the end of the hall are 2 doors on opposite sides. Look through the glass on the one on the left, and blast a guard in the head. Go in and kill the guards here. The room is sort of circular, and you should see various switches. After pressing one, a containment unit will raise up. Look at each containment unit with the x-ray scanner. One of them has an alien in it. The positioning of the alien is entirely random; if it isn't in this room, it is in the room to the right. Once you find the alien in one of the containment units, just wait for it to confirm that it is of extraterrestrial origin. (Objective 1 complete). Once this is done, head all the way down the hall the opposite way (to the right), at the end are two 2 doors. Go through one of them into a shower room. Look around and you should find someone holding a uniform. Punch him out, take the uniform, put it on, and put your weapons down. Head to the first lab area (first door on the left after the hole in the wall), and head through there to the room with the scientists. The door into it is locked, but a guard will think you are a scientist and let you in. Punch him out, pull up his Super Dragon, and blast the scientists in the glassed in area. Grab the keycard from the glassed in area (Objective 2 complete), and fire a Super Dragon grenade at the guards that have swarmed in after you. Return to the hall and into the second lab area (next door on the right). It will lead to another hall-like section. Follow it into the autopsy lab. You must kill all the guards there, as the last you kill will have the keycard. Upon getting it, enter the glassed in area through the door in the back of the autopsy lab.

Perfect Agent

Before you even start this mission on Perfect Agent, go back to the A51: Infiltration stage (on agent with cheats) and complete it, while letting the technician working on the alien interceptor live. For this mission, you'll have to be fairly stealthy. Forget the crate, and head forwards. Kill the guards on this floor, grab the 2x Falcon 2 Silenced, and take the elevator upstairs. To the right of the elevator is a door. Kill the guard in front of it, and try to open it. It is locked, but wait a few seconds and the technician will open it (provided you let him live the last time you did the previous stage in any difficulty). Head in, up the ramp, and into another elevator. Once it takes you to the next floor, head forwards into a big room. In the back of the middle of this room is a Phoenix. Grab it; set it to explosive shells, and head back to the door that was locked. Head along the normal path, through the other door. Use the shells to kill as many guards on the upper level as possible. Take the elevator up, and use a Phoenix shell to blow the hole in the wall. Go through the hole, and head all the way to the left. At the end of the hall are 2 doors on opposite sides. Look through the glass on the one on the left, and blast a

guard in the head. Go in and kill the guards here. Close the doors, you used to come into here, and begin checking the containers for an alien, by raising them up with the switches, and using the X-ray Scanner. If, at any time, you hear the door open, stop what you are doing, and kill the guard about to enter the area. If the alien isn't in this room, try the other one; his placement is completely random. Once you find the alien in one of the containment units, just wait for it to confirm that it is of extraterrestrial origin. (Objective 2 complete). Once this is done, head all the way down the hall the opposite way (to the right). After the corner, keep heading forward, and you should see 2 doors. First, enter the room to the left, knock out the scientist there, and use the data uplink on the computer to disable the drone guns. Go into the room to the right, subdue the scientists, and use the uplink on the computer in the back. The doors will now start opening and closing. Head back to the corner, enter the room there that is now to your right, and blow up the computer and guards in there. (Objective 1 complete). Head all the way back to the end of this section, and enter the door there. It leads to a room with LOTS of guards. Kill them with the Super Dragon, and switch back to the Phoenix. Go onto the ramp in there, and you should see a catwalk. Go onto it, crawl across, into the vents, and jump into the showers. Find the area with the lockers, and punch out the scientist. Check each of the lockers on the right; one of them has the disguise. (Objective 3 complete). Put it on and put down your weapons. Head to the first lab area (first door on the left after the hole in the wall), and head through there to the room with the scientists. The door into it is locked, but a guard will think you are a scientist and let you in. Punch him out, pull up his Super Dragon, and blast the scientists in the glassed in area. Grab the keycard from the glassed in area (Objective 4 complete), and fire a Super Dragon grenade at the guards that have swarmed in after you. Return to the hall and into the second lab area (next door on the right). It will lead to another hall-like section. Kill the guards in there, and head to the autopsy lab. Do not rush in, or you will be mowed down. Use the Super Dragon's grenade launcher to kill the guards in there, from the doorway. The last one will drop a keycard. Grab it, and head through the doors in the back of the room. (Objective 5 complete).

Area 51: Escape

Objectives

-
1. Locate the Alien Tech Medpack PA
 2. Rendezvous with the CI Spy. A
 3. Locate the Secret Hangar. A
 4. Revive the Alien Bodyguard. A
 5. Escape From Area 51. A

Weapons

Falcon 2 w/ Scope (x2)
Super Dragon
Tranquilizer
Remote Mines

DY357 Magnum (if you fail the mission)

Opposition

Biotechnicians: There are a few of these guys, with Tranquilizers.

Area 51 Guards: They make up the main bulk, and have Dragons.

Agent

You start the mission in the autopsy lab, which the scientists have flooded with nerve gas. Since you are carrying the alien, you cannot press B until you deposit him. Race through the lab into the hall (the doors open automatically as you get up to them) and then go right to the end of the hall. At the end, you'll be in a brownish room, and the alien will be immediately deposited there. Go back into the hallway, head forwards and turn right into the circular containment room. Follow it into a maintenance area with several guards. Kill them and head through the door there onto a series of ramps. Follow them to another room, in which you will find Jonathan. (Objective 1 complete). After a brief talk, you must head back to the maintenance area. Take out the guards there, and wait for Johnny boy to get there. He will then begin working on some explosives. Watch the door you just came through, as several guards will come from it. Once Jonathan tells you to get back, MOVE BACK! Once the explosion dies down, head through the hole into the secret hangar. (Objective 2 complete). Jump down from the ramp, and through the door near the hover bike. This leads to a cinema in which the alien (his name is Elvis) is revived. (Objective 3 complete). After the cinema, head back to the UFO, and wait for Johnny and Elvis to get there. They then begin talking until Jonathan decides to open the doors and leave on the hover bike. Wait by the saucer. If you go up to Jonathan, it will lead to something where you have to open the doors, and leave on the jet bike. If you do opt to open the doors yourself, you'll have work your way back through the base to escape. Once Jonathan opens both doors, you fly away with Elvis in the UFO. (Objective 4 complete).

Special Agent

You start the mission in the autopsy lab, which the scientists have flooded with nerve gas. Since you are carrying the alien, you cannot press B until you deposit him. Move fast, as you need to deposit Elvis in under 36 seconds (you'll see why later). Race through the lab into the hall (the doors open automatically as you get up to them) and then go right to the end of the hall (ignore the guards). At the end, you'll be in a brownish room, and the alien will be immediately deposited there. Go back into the hallway, head forwards and turn right into the circular containment room (be sure to pick off the guards this time). This leads to a maintenance area, with several guards. Peek in and out to blast the guards without taking much damage. Grab the remote mines, which should be there, provided you deposited Elvis in less than 36 seconds. Place one mine near the door leading out to the ramps (don't blow it yet), and head across the ramps into the next room. Jonathan isn't here this time, so you'll have to go farther to find him. Head along this room's hall,

and
turn right at the first point at which the path branches. Keep going forwards
after that, and you should get to Jonathan. Go over to him, and he will start
talking. Run up to the door past him, and plant a remote mine. Go back to him,
and he'll finish talking. (Objective 1 complete). Now, immediately detonate the
remote mines, and you should blow up a swarm of guards that would have attacked
you. Head back to the maintenance area (the new guards should have been killed
by the mine), and wait for Johnny boy to show up. He will then begin working on
some explosives. Watch the door you just came through, as several guards will
come from it. Once Jonathan tells you to get back, MOVE BACK! Once the
explosion
dies down, head through the hole into the secret hangar. (Objective 2
complete).

Race through there past the hover bike, into the room with Elvis (the alien),
and activate the Alien Medpack (check your inventory). It will take it some
time
to kick in, so race back up to the maintenance area. Jonathan will get killed
by
the guards (he only has a magnum) unless you help him out, so keep blasting the
guards there. Eventually, the cinema will start, and Elvis is revived.
(Objective 3 complete). Head over to the UFO, and wait for Jonathan and Elvis
to
get there. They then begin talking until Jonathan decides to open the doors and
leave on the hover bike. Wait by the saucer. If you go up to Jonathan, it will
lead to something where you have to open the doors, and leave on the jet bike.
If you do opt to open the doors yourself, you'll have work your way back
through
the base to escape. Once Jonathan opens both doors, you fly away with Elvis in
the UFO. (Objective 4 complete).

Perfect Agent

You start the mission in the autopsy lab, which the scientists have flooded
with
nerve gas. Since you are carrying the alien, you cannot press B until you
deposit him. Move fast, as you need to deposit Elvis in less than 36 seconds
(you'll see why later). Race through the lab into the hall (the doors open
automatically as you get up to them) and then go right to the end of the hall
(ignore the guards). At the end, you'll be in a brownish room, and the alien
will be immediately deposited there. Go back into the hallway, head forwards
and
turn right into the circular containment room (be sure to pick off the guards
this time). This leads to a maintenance area, with several guards. Peek in and
out to blast the guards without taking much damage. Grab the remote mines,
which
should be there, provided you deposited Elvis in less than 36 seconds. Place
one
mine near the door leading out to the ramps (don't blow it yet), and head
across
the ramps into the next room. Jonathan isn't here this time, so you'll have to
go farther to find him. But, right where Jonathan was in agent is glass is
front
of there, and an explosive thing. Push the explosive up to the glass, stand
back, and blow it up. The explosion should destroy the glass. Enter it, and
activate a switch on the back of the wall. Head forwards to the next door, head
in, and grab the suitcase there. (Objective 1 complete). Anyway, head along the
halls (being careful to blast any guards there). Head along this room's hall,
and turn right at the first point at which the path branches. Keep going
forwards after that, and you should get to Jonathan. Go over to him, and he
will

start talking. Run up to the door past him, and plant a remote mine. Go back to him, and he'll finish talking. (Objective 2 complete). Now, immediately detonate the remote mines, and you should blow up a swarm of guards that would have attacked you. Head back to the maintenance area (the new guards should have been killed by the mine), and wait for Johnny boy to show up. He will then begin working on some explosives. Watch the door you just came through, as several guards will come from it. Once Jonathan tells you to get back, MOVE BACK! Once the explosion dies down, head through the hole into the secret hangar. (Objective 2 complete). Race down into the section with Elvis, and activate the medpack on him. The medpack takes a while to start up, so race up to where Jonathan is, and help him out against the guards he is fighting (he is seriously out-gunned and will be killed if you don't help). Once it says that the medpack has been administered, go back to where Elvis was, and the cinema will start. (Objective 4 complete). Head back up to the maintenance area, and keep killing the guards there (Elvis and Johnny will head over to the UFO). Go over to them at the UFO, and it will lead to Jonathan opening the hangar doors. Under NO circumstances you open the hangar doors, and leave on the hover bike, as you will be killed. Anyway, Jonathan runs up and activates the hangar doors, after which you take off in the UFO. (Objective 5 complete).

Mission 4: Area 51 complete

Mission 5: Air Force One

Air Base: Espionage

Objectives

1. Obtain the Disguise and enter the Base. A
2. Check in the Equipment. SA
3. Subvert the Security Monitoring System. A
4. Obtain the Flight Plans from the Safe. PA
5. Board Air Force One. A

Weapons

Crossbow
Dragon
K7 Avenger
Proximity Mines
DY357 Magnum (x2)

Opposition: They have Dragons; if you kill them, you will fail.

NSA Lackey: There are 3 of these guys, armed with magnums.

NSA Bodyguard: They appear after the system is shut down, and have K7's.

Agent

You start out with a Crossbow. Use its primary function, as you cannot kill the first few guards without failing. You should see a guard walking away from you towards a tunnel. Blast him with the crossbow, and head down the tunnel to the

stewardess and 2 guards. Shoot them with the crossbow, and take the disguise. Put it on, and put your weapons down (now the guards won't shoot at you for now). (Objective 1 complete). Enter the building near where you started. Go up to the desk, and the receptionist will let you in. Head in, and go down the escalator to the right. From there, go along the path to the right, and turn right again when it branches. It will lead up a pair of stairs to the security monitoring system. Go up to it (it looks like a computer), and shut it down. (Objective 2 complete). The NSA lackey in the room will then shoot the guard near the console. Kill the NSA guy, and take his K7 Avenger. Put it up, as the air base is now attacked by NSA terrorists. Head down the stairs, and forwards to a lift. Kill the NSA guy near it for his shield, and take the lift to the lower floor. Upon getting out, you should see 2 guards and a console. Kill the guards and blow up the console. Head forwards into a hangar with Air Force One. Head all the way to the right and head up the ramp there. Take the elevator to the left of it up to another level. Exit the elevator, and head left into the Air Force One shuttle. (Objective 3 complete).

Special Agent

You start out with a Crossbow. Use its primary function, as you cannot kill the first few guards without failing. This time there are more guards outside, so you'll have to do things differently. Strafe out, and shoot the guard in front of the door. Strafe out some more until you see another guard by an alarm.

SHOOT

HIM (if he sets off the alarm you fail). Shoot the other guard near the tunnel. Now, deploy your Drug Spy, and use it to sedate the other 2 guards and the maid.

Go over to the maid, and grab the disguise. Put it on, and put your weapons down. (Objective 1 complete). Enter the building where you started, and go up the elevator to the left. Take it up to the next floor, where there are 2 guys at a desk. Punch them out and take the case in the room. Go back down, and go up

to the desk. Go up to the desk, and the receptionist will let you in. Head in, and go down the escalator to the left. You should see a conveyor belt thing in the back of this room. Place the suitcase on it (you will now have NO weapons at

all). (Objective 2 complete). Head along the path into the next room, and to the

security monitor (you have a limited amount of time to do this). Be sure to disarm a few guards along the way to collect their ammo. Shut down the monitor (Objective 3 complete), and shoot the NSA guy once he kills the guard. Grab his K7, and head down the stairs. Instead of going to the lift, go back along the path, into the second main room (after the room with the escalator. There is another door, across from where you enter the room from the hall. Go in, and head through there (kill the NSA guys there), at the end is an elevator. Call it

down (by the way, this is a bad place to get trapped with no ammo). Get in it, and it will open on the ground floor of the hangar. DO NOT shoot the guards with

their backs to you. Close the elevator, and it will take you to a different floor. Exit the elevator, and head along the left into the Air Force One shuttle. (Objective 4 complete).

Perfect Agent

You start out with a Crossbow. Use its primary function, as you cannot kill the first few guards without failing. This time there are more guards outside, so you'll have to do things differently. Strafe out, and shoot the guard in front of the door. Strafe out some more until you see another guard by an alarm. SHOOT HIM (if he sets off the alarm you fail). Shoot the other guard

near the tunnel. Eventually, another guard will come out of the building; you may want to wait for him to come by before deploying the Drug Spy. Anyway, deploy your Drug Spy, and use it to sedate the other 2 guards and the maid. Go over to the maid, and grab the disguise. Put it on, and put your weapons down. (Objective 1 complete). Enter the building where you started, and go up the elevator to the left. Take it up to the next floor, where there are 2 guys at a desk. Punch them out and take the case in the room. Go back down, and go up to the desk. Go up to the desk, and the receptionist will let you in. Head in, and go down the escalator to the left. You should see a conveyor belt thing in the back of this room. Place the suitcase on it (you will now have NO weapons at all). (Objective 2 complete). Head along the path into the next room, and to the security monitor (you have a limited amount of time to do this). Be sure to disarm a few guards along the way to collect their ammo. Shut down the monitor (Objective 3 complete), and shoot the NSA guy once he kills the guard. Get up the Dragon you took from one of the guards. Head down the stairs, and peek out so the NSA terrorists see you. Run back up the stairs, and toss the Dragon as proximity mine, at the foot of the stairs. Put up the K7, and wait for the mine to be blown up. Once it is, head down the stairs, duck all the way down (this makes you more accurate), peek out, and blast the NSA guys. Un-duck and head back down the path to the second main room (after the room with the escalator. There is another door, across from where you enter the room from the hall. Blast the guards heading in from the doorway, the hall, and the escalator. Then, enter the door, and carefully kill the guards in there. Head through there until you reach the hall leading to the elevator. Go in the first room to the left, and a guy will tell you that the guards are breaking into the safe. Head through there into another room. Kill the guards there. They have knocked down one door (go through it), and placed a mine on another door. Stand back, and shoot the mine; the explosion will break the glass next to it. Duck down, and enter through where the glass was. Inside the room, go to the right, and you'll see a switch. Slide open the glass in front of it, and activate the switch to open the safe. Grab the suitcase inside the safe (Objective 4 complete), and head back to the hall leading to the elevator. Call it down (by the way, this is a bad place to get trapped with no ammo). Get in it, and it will open on the ground floor of the hangar. DO NOT shoot the guards with their backs to you. Close the elevator, and it will take you to a different floor. Exit the elevator, and head along the left into the Air Force One shuttle. (Objective 5 complete).

Air Force One: Anti-Terrorism

Objectives

1. Locate and Retrieve the Equipment. SA
2. Locate the President. A
3. Get the President to the Escape Capsule. A
4. Secure the Air Force One Flight Path. PA
5. Detach the UFO from Air Force One. A

Weapons

Laptop Gun
Cyclone (x2)
K7 Avenger

Timed Mine
Combat Boost

Opposition

Presidential Security: At the beginning, they will pull Cyclones out, if you mess up. After speaking to the president, they will help you.

NSA Bodyguards: They have K7's, and appear after you talk to the president.

Trent Easton: He is invincible, and has a DY357-LX. Unless you antagonize him, you are safe.

Mr. Blondes: There are 2 of them, with K7 Avengers.

NOTE: Keep in mind that these strategies will assume you ended the previous stage in the shuttle, as opposed to entering the cargo bay.

Agent

When you start, your gun is down. Keep it that way until I tell you. Also, remember that killing any of the Secret Service guys will fail you. Go straight through the door in front of you, and up the stairs in the room it leads to. From the stairs, head backward to the left, into the President's room. After some dialogue, he believes you that Trent is trying to kidnap him. At this point, a cinema starts in which a UFO attaches itself to the plane (Objective 1 complete). Now you will have to protect the president, and get him to the escape

pod. Once the cinema starts, pull up your Laptop gun, as NSA terrorists begin attacking the plane. Head down the stairs, and kill any terrorists there. The Secret Service guys will pull out Cyclones and attack the terrorists, but they won't last too long (be sure to grab their Cyclones if they die). Head back through the door that you came through and go forwards through there. Head through one large room, with 1 guard, and into another large room. In this room, there are 2 Mr. Blondes, and Trent. Trent is invincible, so kill the 2 Blondes, and continue forward. WARNING: Trent has a DY357-LX, which kills instantly (he will disappear unless you antagonize him). Head along and you should see a red grating. Open it, and drop down. Head forwards through another door. Directly ahead is the escape capsule. The president will come down, and run in.

(Objective 2 complete). Return to where you started the level. You should see the UFO's umbilical. Plant your timed mine on it, and wait for it to blow.

(Objective 3 complete).

Special Agent

When you start, your gun is down. Keep it that way until I tell you. Also, remember that killing any of the Secret Service guys will fail you. Turn around, and head backward, down through the grating, into the hangar level. Keep going backward to the cargo bay. Knock out the lone guard, and take his key card. Activate the switch to raise the cargo bay. Pick up the suitcase to retrieve your gear. (Objective 1 complete). Turn around and head to the previous room, and activate the switch to lower the hover bike. In the back of the next room is a dumbwaiter. Use it like an elevator to return to your starting position. Go straight through the door in front of you, and up the stairs in the room it leads to. From the stairs, head backward to the left, into the President's room.

After some dialogue, he believes you that Trent is trying to kidnap him. At

this

point, cinema starts in which a UFO attaches itself to the plane. (Objective 2 complete). Now you will have to protect the president, and get him to the escape

pod. Once the cinema starts, pull up your Laptop gun, as NSA terrorists begin attacking the plane. The Secret Service guys will pull out Cyclones and attack the terrorists, but they won't last too long (be sure to grab their Cyclones if they die). Head down the stairs, and kill any terrorists there. Go back along the way to the cargo bay. Before opening the door to the room with Trent (you should remember it from agent), pop a combat boost, pull up your gun, open the door, and kill the 2 Mr. Blondes. Trent is invincible, so don't waste your ammo,

and continue forward. WARNING: Trent has a DY357-LX, which kills instantly (he will disappear unless you antagonize him). Head along and you should see a red grating. Open it, and drop down. Head forwards through another door. Directly ahead is the escape capsule. The president will come down, and run in.

(Objective 3 complete). Return to where you started the level. You should see the UFO's umbilical. Plant your timed mine on it, and wait for it to blow.

(Objective 4 complete).

Perfect Agent

When you start, your gun is down. Keep it that way until I tell you. Also, remember that killing any of the Secret Service guys will fail you. Turn around,

and head backward, down through the grating, into the hangar level. Keep going backward to the cargo bay. Eventually, you come to a room with 2 stewards preparing food. Knock them out so they don't alert the entire plane. If they are

able to shout anything before you knock them out, the Secret Service guards will

try to shoot you until the NSA attacks. Anyway, keep heading to the end of the cargo bay. Knock out the lone guard, and take his key card. Activate the switch to raise to cargo bay. Pick up the suitcase to retrieve your gear. (Objective 1 complete). Turn around and head to the previous room, and activate the switch to

lower the hover bike. In the back of the next room is a dumbwaiter. Use it like an elevator to return to your starting position. Go straight through the door in

front of you, and up the stairs in the room it leads to. From the stairs, head backward to the left, into the President's room. After some dialogue, he believes you that Trent is trying to kidnap him. At this point, cinema starts in

which a UFO attaches itself to the plane. (Objective 2 complete). Now you will have to protect the president, and get him to the escape pod. Once the cinema starts, pull up your Laptop gun, as NSA terrorists begin attacking the plane. The Secret Service guys will pull out Cyclones and attack the terrorists, but they won't last too long (be sure to grab their Cyclones if they die). Head down

the stairs, and kill any terrorists there. Go back along the way to the cargo bay. Before you open the door to the room with Trent (you should remember where this is from agent), duck all the way down, pop a combat boost, and pull up your

gun. Open the door so only one Mr. Blonde can see you. Kill him, and strafe out to get the other Mr. Blonde. Trent is invincible, so don't waste your ammo (and if you corner him, he will kill you with his DY357-LX). Head along and you should see a red grating. Open it, and drop down. Head forwards through another door. Directly ahead is the escape capsule. The president will come down, and run in. (Objective 3 complete). Return to where you started the level. You should see the UFO's umbilical. Plant your timed mine on it. (Objective 5

complete). Don't wait for it to blow, race into the next room, up the stairs, and over to the room in the very back. Carrington will tell you (once the mine) has blown, that the NSA guards have, in a stroke of genius (sarcasm), killed the only 2 people who know how to fly the stupid plane. Since we don't feel like dying in an airplane crash, open the door, and kill the guard. Pop another combat boost, and head forwards to the cockpit. Kill the 2 idiot guards (they killed the pilots), and activate the switch in the middle of the room to start the autopilot. (Objective 4 complete).

Crash Site: Confrontation

Objectives

-
1. Retrieve the Presidential Medical Scanner. SA
 2. Activate the Distress Beacon. A
 3. Shut Down the Enemy Jamming Device. PA
 4. Retire (i.e.: kill) the Presidential Clone. A
 5. Locate and Rescue the President. A

Weapons

Falcon 2 w/ Scope
K7 Avenger
Sniper Rifle
DY357-LX
Proximity Mine

Opposition

NSA Bodyguards: They're back, with K7's.

Mr. Blondes: There are several of them with Sniper Rifles, and a few with K7's.

Trent: He is invincible.

G5 Robots: There are a few of these guarding Trent.

This level is pretty non-descript, so I'll just have to try to give you some idea as to where to go.

Agent

Turn on the president scan, turn around, and head straight to the escape capsule. Press B on it. (Objective 1 complete). Turn around, and head towards the opening that several guards are coming from. Head forwards, past a cave entrance (one of the dots on the scan is coming from there), forwards to a hole where the other dot on the scan is coming from. Aim down at the hole, and kill the President clone with the Sniper Rifle. (Objective 2 complete). Head back to the cave where the remaining dot on the scan is coming from. Blow up the robots in there. Trent has the president at gunpoint, and is about to blast him. Blast Trent until his shield turns green, and he will run away. The president will follow you. Head over to where you entered the cave; there is another exit, to the right of the one you entered from. Through the exit, head forwards to Elvis's downed ship, and wait for the president to catch up. (Objective 3 complete).

Special Agent

Turn around, and head straight towards the escape capsule. There are 2 guards with their backs to you. Pop them in the head, and activate the escape capsule. (Objective 2 complete). Head through the side passage to the right, and grab the suitcase near the downed plane. (Objective 1 complete). Turn on the President scan, and head toward the 2 dots. This should lead to several guards. Blast them. One of the dots leads to a cave; don't go in there yet. Head towards the other one, to a hole. Kill the guards there, aim down through the hole, and kill the President clone. (Objective 3 complete). Head on to the cave (kill the Mr. Blondes there), and go into the cave. Kill the robots as they come out to blast you. Head forwards; Trent has the president at gunpoint, and is about to blast him. Blast Trent until his shield turns green, and he will run away. The president will follow you. Head over to where you entered the cave; there is another exit, to the right of the one you entered from. Get ahead of the President, and kill ALL the guards you can see in this section. Go up to Elvis, and wait for the President to arrive. (Objective 4 complete).

Perfect Agent

For this strategy, I will have to assume you now where most of the objectives in the previous levels are. Head for the escape capsule, and blast the 2 guards with their backs to you. Activate the capsule. (Objective 2 complete). Head towards where the President scan is, and grab it (you don't have to worry about the guards here). (Objective 1 complete). Turn on the president scan, and head towards where a group of guards are coming from. Blast them with your K7 Avenger. Head to the area around where the president is. Duck down, and blast the guards there. Head forwards along the path in front of you (ignore the 2 presidents for now). It leads through a tunnel with the enemy ship, and several drone guns. Turn on the threat detector, and blast those that you see from here. Strafe across to the cave entrance across from you, and blow up the other drone guns from there. Go up to the enemy ship, and plant ALL of your remote mines on it. Get WAY back, and detonate them. (Objective 3 complete). Head back to the cave with the President. Peek out, and let the robots come to you. Blow them up with the K7. Once they are taken care of, head down to Trent. Blast him until his shield turns green so he runs away. Take the President back to Elvis (Objective 5 complete). Now that that is done, head back to the hole near the President clone. Duck all the way down, and shoot the guy near the hole that you can see. The other guards will come out after you; kill them. Head up to the hole, and kill the President clone with your sniper rifle (the level ends after you complete all objectives, so you don't have to deal with the Mr. Blondes this way. (Objective 4 complete).

And now, provide you watched the end cinema for the crash site, <SPOILER> you now know the truth about Mr. Blonde. He is actually a disguised Skedar warrior. And he also killed Trent. <END SPOILER>

Mission 5: Air Force One complete.

Mission 6: Deep Sea

Pelagic II: Exploration

Objectives

1. Disable the Primary Power Source. A
2. Secure the Laboratories and Research Data. PA
3. Deactivate the GPS and AutoPilot. A
4. Activate the Moon Pool Lift. SA
5. Rendezvous and Escape With Elvis. A

Weapons

Falcon 2 w/ Silencer (x2)
CMP150
Laptop Gun
DY357 Magnum
N-Bomb

Opposition

Pelagic II Guards: They wear red overalls, are strong, and have CMP150's.

Air Force One Pilot: Two of them will comply, but one pulls a magnum.

Agent

Go up to the first door, shoot the guard, and head through. Head along, while being sure to kill all the guards here. Once you get through another door, follow the path, and enter the door to the right. Blow up the security camera, and go over to the circular thing in the center of the room. Put on your X-ray scan, and activate the switches that are green colored, to unlock the hatch. Once that is done, go one level lower, and activate the switch (it looks like a smaller version of the switches upstairs) to shut down the power. (Objective 1 complete). Go back through the door you entered from, and head through the door in front of you. Go up the stairs to the right, and you'll be in a gold plated hallway. Go forwards up some more stairs, into the bridge. Since you have a big gun, and the bridge officers don't, you're the captain. Go over to one of them, and he will start deactivated the GPS. One of them will pull out a DY357, and try to kill the other 2. Kill him. Go over to the other officer, and he will deactivate the autopilot. (Objective 2 complete). Go back to the gold hallway, and go through the door to the left (the one that isn't locked). Head along the path to the right (there are lots of guards here), and to will lead to the moon pool lift, and Elvis. (Objective 3 complete).

Special Agent

This time around, you'll have to be considerably more stealthy. Go up to the first door, and shoot the guard through the window. Go in, and kill the other guard. Look through the glass of the next door, and shoot the guy there in the head, as well as the guy that comes over to his body. Go in, and kill the next few guards as they rush for the alarm. This would be a good point to pause the guide for a quick explanation of the alarms.

Alarms 101

As you've probably noticed in the Pelagic II, the hallways are filled with alarms, which the guards will not hesitate to attempt to set off. Although you can shut them off, you still have to deal with more guards. If an alarm is set off, there will be twice as many guards in the golden hallways. Plus, there are NO guards in the room where you reactivate the moon-pool lift. Whenever the

guards start to try to set off an alarm, one guard is designated for off the alarm, and will not shoot you. Basically, avoid setting off the alarms whenever you can.

Anyway, continuing the walkthrough, after killing the guards in this hall, and go through the door on the right. Shoot the 2 security cameras (1 on each level), and the guard in here. Go over to the circular thing in the middle of the room, turn on the X-ray scanner, and activate the green switches to unlock the shutdown switch. Go down the stairs, and activate the smaller switch to shutdown the power. (Objective 1 complete). Go back through the door you came from, into the next door, and up the stairs to the right. Go up two more flights of stairs to the bridge. Since you have a big gun, and the bridge officers don't, you're the captain. Go over to one of them, and he will start deactivated the GPS. One of them will pull out a DY357, and try to kill the other 2. Kill him. Go over to the other officer, and he will deactivate the autopilot. (Objective 2 complete).

Go back down all three flights of stairs. Go forwards into another hall. Go all the way to the back of it, and to the right. This leads to a hall with a door in the middle. Open the door; if you didn't set off the alarm, there are no guards in here. Otherwise, you have a few choices:

1. Take out the guards by blasting them.
2. Chuck the laptop gun in as a sentry gun and let it do its work.
3. Toss in a few N-Bombs.

I prefer blasting them, but the other two are preferable if you are low on health. Anyway, head in, grab the shield, and activate the console on the right of the room. (Objective 3 complete). Before exiting the room, go up the ramp to two huge doors. They are locked, but turn on the X-ray scan, and look to the right of them. You should see a console through the wall. Activate it to unlock the doors. This lets you skip the golden halls. Leave the room, and circle around. You should see some stairs leading down. Pull up the Laptop gun, and head down. This area is heavily guarded, so be careful, and use the strafe to peek in and out to blast the guards. This will lead through a long path to Elvis. Once you get to Elvis, he starts heading off to the golden halls on his own. Run to the room where you activated the moon pool, and open the doors (you don't have to cue the console again). Head through them into the moon pool. (Objective 4 complete).

Perfect Agent

This time around, you'll have to be considerably more stealthy. Go up to the first door, and shoot the guard through the window. Go in, and kill the other guard. Look through the glass of the next door, and shoot the guy there in the head, as well as the guy that comes over to his body. Go in, and kill the next few guards as they rush for the alarm. I've already stressed the importance of not setting this off in the guide for the previous difficulty. After killing the guards in this hall, and go through the door on the right. Shoot the 2 security cameras (1 on each level), and the guard in here. Go over to the circular thing in the middle of the room, turn on the X-ray scanner, and activate the green switches to unlock the shutdown switch. Go down the stairs, and activate the smaller switch to shutdown the power. (Objective 1 complete). Go back through the door you came from, into the next door, and up the stairs to the right. Go up two more flights of stairs to the bridge. Since you have a big gun, and the bridge officers don't, you're the captain. Go over to one of them, and he will start deactivated the GPS. One of them will pull out a DY357, and try to kill the other 2. Kill him. Go over to

the other officer, and he will deactivate the autopilot. (Objective 3 complete).

Go down the stairs into the golden plated hall. Enter the door with plating over the window. Shoot the camera in the hall it leads to, and head over to the back of this hall. There are 2 doors, one to the right and one to the left. First go into the one on the right. Peek in, and wait by the entrance, and punch out the lone scientist as he comes over to the door, and grab his disk. Go over to the door on the left, and do the same thing, except this time there are two scientists. Grab the disks they drop. (Objective 2 complete). Go back down the other flight of stairs. Go forwards into another hall. Go all the way to the back of it, and to the right. This leads to a hall with a door in the middle. Open the door; if you didn't set off the alarm, there are no guards in here. Otherwise, you have a few choices:

1. Take out the guards by blasting them.
2. Chuck the laptop gun in as a sentry gun and let it do its work.
3. Toss in a few N-Bombs.

I prefer blasting them, but the other two are preferable if you are low on health. Anyway, head in, grab the shield, and activate the console on the right of the room. (Objective 3 complete). Before exiting the room, go up the ramp to two huge doors. They are locked, but turn on the X-ray scan, and look to the right of them. You should see a console through the wall. Activate it to unlock the doors. This lets you skip the golden halls. Leave the room, and circle around. You should see some stairs leading down. Pull up the Laptop gun, and head down. This area is heavily guarded, so be careful, and use the strafe to peek in and out to blast the guards. This will lead through a long path to Elvis. Once you get to Elvis, he starts heading off to the golden halls on his own. Run to the room where you activated the moon pool, and open the doors (you don't have to cue the console again). Head through them into the moon pool. (Objective 4 complete).

Deep Sea: Nullify Threat

Objectives

-
1. Reactivate the Teleportals. A
 2. Disable the Cetan Megaweapon. A
 3. Secure the Control Room. SA
 4. Restore Dr. Carroll's Personality. PA
 5. Escape From the Cetan Ship. A

Weapons

Falcon 2 w/ Scope
Shotgun
CMP150
K7 Avenger
Farsight
Proximity Mines
Phoenix (if you fail by killing Elvis)

Opposition

DataDyne Snipers: They have cloaking devices, and wield shotguns.

Pelagic II Guards: More of these guys, with CMP150's.

Baby Skedar: They are unarmed, and populate the second half of the ship.

Mr. Blondes: There are 2 of them in SA and PA. They have K7 Avengers.

Agent

Turn on the IR Scanner, and head through the first few doors into a weird organic looking room (its also green). There are several cloaked guards, but you can see them with the IR Scanner. Kill them all, and head through two doors into another organic room. Here you are greeted by more cloaked guards; kill them, and turn off the IR scanner. Head to the right, past a dead Skedar and turn left when the path branches. Head through here to a room with several guards. Kill them, and wait for Elvis to catch up. He will go up to the computer in the room, and activate the teleportals. Head back down the path, and kill the 2 cloaked guards. Go through the door to your right, and take the path the path to the right. It leads to a teleportal. Head through, and you appear somewhere else. Elvis gives you his Farsight, and pulls out a Phoenix. From here you'll encounter lots of baby Skedar. Nothing a shotgun blast won't take care of. Head forwards until you see two different doors. Go through the one on the right, and wait for Elvis to show up. Put on your IR so you can see in here. Elvis will come in and deactivate the megaweapon; be sure to kill any baby Skedar that appear here. (Objective 2 complete). Head out, and through the other door. Head forwards to another portal; go through it. It leads to Dr. Caroll. Go up to him to start the cinema. Uh-oh. Seems has decided to blow up the Cetan ship. Once the cinema ends, speed-strafe back to the beginning of the level before the ship blows up. (Objective 3 complete).

Special Agent

Turn on the IR Scanner, and head through the first few doors into a weird organic looking room (its also green). There are several cloaked guards, but you can see them with the IR Scanner. Kill them all, and head through two doors into another organic room. Here you are greeted by more cloaked guards; kill them, and turn off the IR scanner. Head to the right, past a dead Skedar and turn left when the path branches. This time, there are several locked doors here; to open them, you need to shoot the various green lanterns here. Head through here to a room with several guards. Kill them, and wait for Elvis to catch up. He will go up to the computer in the room, and activate the teleportals. Head back down the path, and kill the 2 cloaked guards. Go through the door to your right, and take the path the path to the left to grab a shield. Then head along the path to the right, into the teleportal. NOTE: The path from here on, to the megaweapon differs for each difficulty. After you reappear, Elvis will give you his Farsight. Head through into a circular room; kill the guards and baby Skedar in there. Head through there into another room, and turn right. This leads down a winding path with several guards; it's a good idea to use the Farsight here. The end of it leads to the core of the Cetan ship. Elvis will start to deactivate it from the thing in the middle. Pull up your CMP150, and kill the baby Skedar that

will begin swarming from here. It takes Elvis a LONG time to deactivate the megaweapon (Objective 2 complete), race back up the way you came, and go through the portal to the left. This puts you very close to Carroll. Go up to the door that leads to him, and pull up the Farsight. Aim with it to kill one of the two Mr. Blondes in there. Then, open the door and kill the other one. (Objective 3 complete). Go up to Carroll to start the cinema. Uh-oh. Seems has decided to blow up the Cetan ship. Once the cinema ends, speed-strafe back to the beginning of the level before the ship blows up. (Objective 4 complete).

Perfect Agent

Turn on your IR scanner, and pull up the shotgun (set it to double blast). Open the door leading to the first room with cloaked guards. DO NOT attempt to kill them; speed strafe to left, past the guards and through the other door. When you come to the next room with cloaked guards, fire a double blast at the 2 guards in front of you. Speed strafe past them, to the right (Elvis will kill them all). Head down the path to the room where you reactivate the teleportals. Shoot the green lights to unlock the doors. Head into the room where you activate the portals, and kill the guards there (they have HORRIBLE accuracy). Wait for Elvis to come, and reactivate the portals. Head back through the path, and kill the 2 cloaked guards at the end. Go through the door to the right and along the path to the right. At the end, head through the teleportal. Elvis will give you his Farsight. Open the door to the circular room, and blast the guards in there. Head through there, and go through the portal to the left. This will take you to a long stretch of area, with many baby Skedar; you have to strafe past them, or they'll just kill you. Pull up the Farsight, and look through the door in front of you. Blow up the tanks in there to unlock the next door. Run through, and head through the next door. Head along to the next door. DO NOT open it. Look through with the Farsight, and blow up the oddly shaped drone gun. Head through, and stop at the next door. Use the Farsight to blow up the tank. Run through, and repeat this for the next two doors. After the next two rooms like this, look through the door with the Farsight, and blow up another drone gun. Head through the door into a hall. In the middle of the hall is a locked door. Look through it through the middle and blow up the last drone gun. Look to the left and right of this room with the Farsight, and you'll see two tanks, each with a baby Skedar nearby. Blow them both up. (Objective 2 complete). Now, look through the door at the end of this hall, and blow another tank. Look through even further to blow up the last tank. This unlocks the middle door. Rush through it, into the portal. You end up near the room with Dr. Carroll. Look through with the Farsight, and kill one of the Mr. Blondes there. Immediately switch the CMP150 (shotgun if that's out of ammo), and spray the entire clip into the remaining Mr. Blonde as the door slowly opens (he won't be able to see you until the door is fully open, and if you wait till then, you'll get a few K7 rounds to the face). (Objective 3 complete). Go over to Dr. Carroll, and pull out the backup disc. (Objective 4 complete). This immediately leads to the cinema. Dr. Carroll has started the timer to destroy the Cetan ship, so as soon as the cinema stops, pull out the K7, and speed strafe to where you started the level (you don't need to worry about the guards, but you can fire a burst at them if you want to). (Objective 5 complete).

Mission 6: Deep Sea Complete

Mission 7: Carrington Institute

Carrington Institute: Defense

Objectives

1. Reactivate the Automatic Defenses. SA
2. Release the Hostages. A
3. Retrieve the Experimental Weapon. A
4. Destroy the Sensitive Information. PA
5. Deactivate the Bomb. A

Weapons

AR34
K7 Avenger
Mauler
Falcon 2
RC-P120
DY357 Magnum
Devestator
Laser
Combat Boost

Opposition

DataDyne Shock Troopers: They're back. This time around, they have shields and K7's, and are unlimited.

Mr. Blondes: They are shielded and carry Maulers.

Skedar: There is one adult Skedar, with a Mauler.

NOTE: Before playing this stage, it is a very good idea to get an idea as to where how the Carrington Institute is set up, by playing around in it in training.

Agent

As you start the level, your first full-grown Skedar will greet you by firing several shots at you. Blast him, and head up in the elevator. There are hostages being held in both the device room, and the character profiles room (the two sets of rooms to the far right of the second floor). Head in, and kill the guys guarding them (2 guards and 2 hostages in each room). Once they are rescued head back to the ground floor. Keep in mind that all the other guards have powerful shields, and take much more damage than usual. Go into the holotraining room (far right of ground floor). Head in, and plow through the four guards in there.

Go over to the weapons room (next room, to the left), where Foster and his assistant have begun fighting the guards. Kill the guards in there. (Objective

complete). Immediately cue the computer in there to break the glass, and grab...
the RC-P120! (Objective 2 complete). Put it up, and head down the ramp where you started, into the hangar area. In the first room are a Skedar ship, and several Mr. Blondes. Kill the Mr. Blondes, and use the data uplink to send the Skedar ship (which is a bomb) out of the Institute. (Objective 3 complete). Use the RC-P120's cloak function, head halfway up the ramp, and through the door to the right into the hangar.

Special Agent

NOTE: All the guards are extremely strong, so you will have to spray several shots into them. You have to activate the drone guns fast, or Carrington will be killed. At the start, turn around, and head halfway down the ramp. Go through the door to your left, across to the other side of the ramp it leads to, and into another room. Activate the drone gun in there. Head back out onto the ramp you entered the hangar from, and head all the way down. Go through the first 3 rooms, into a hall, and cue the console to the upper left. You should see the drone gun you just activated. Head forward from where it is, through a door, and head left until you see another console. Activate it. (Objective 1 complete). There is a shield a ways to the right of the last 2 drone guns. Head back up to the start. Kill the Skedar, if the CI soldiers haven't already. Put up the K7 Avenger you probably got from one of the guards earlier on; it spits out bullets far faster than the AR34. Head up the elevator. Go to the group of rooms to the right. DO NOT use your combat boosts here. Go into the rooms here, and rescue the hostages. You need to rescue all the hostages here, as if you do, Grimshaw will give you a Devestator. Go down to the ground floor. Go into the holotraining room, and rescue the lone hostage there. Exit, but do not enter the weapons room yet. Go down the ramp to the lower area, into the first room there (the one where the bomb is). Fire a Devestator grenade at the floor right next to the crate to the left of the room. If you do it right, you should see a dead Mr. Blonde pop up. You've just destroyed a spawning point. Go back to the weapons room, and rescue the two hostages there. (Objective 2 complete). Cue the console to break the glass, and grab the RC-P120. (Objective 3 complete). Pull up the RC-P120, and use ALL of your combat boosts. Head out, and kill the guards swarming from where you started, and head down the ramp to the Skedar ship. If you did the spawning point glitch right, there shouldn't be any Mr. Blondes there. Use the data uplink to send the Skedar ship out of the Institute. (Objective 4 complete). Cloak with the RC-P120, and head halfway up the ramp, and through the door to the right into the hangar.

Perfect Agent

Most people I know say that this stage is impossible in Perfect Agent. I laugh in their faces, and you can too with this strategy. You need to activate the first 3 drone guns fast, or Carrington will be killed. Turn around, and race halfway down the ramp. Go through the door to the left, across the ramp it leads to, and into another room. Activate the console in there, then leave that room, and jump off of the ramp. Go through the door to the right, and activate the console in front of you. Go back through the door, back up onto the ramp, and back the way you came (to the initial ramp). Head all the way down. Go through

the first 3 rooms, into a hall, and cue the console to the upper left. (Objective 1 complete). If you've killed any of the guards yet put the K7 you grabbed from them. The AR34 may be better, but the K7 spits out bullets far faster. Head back up the ramp to the ground floor. Kill the Skedar, if he hasn't been killed by one of the CI soldiers. Go up the elevator to the next floor. Go to the rooms to far left. DO NOT use your combat boosts here. In each room are two guards and two hostages. Remember that you have to kill the guard to the right first. Keep in mind that if more then 2 hostages die you will fail. Also, all the hostages on this floor must live, as that way Grimshaw will give you the Devestator. Once the hostages here are saved, go back down to the next floor. DO NOT rescue the other hostages yet. Go down the ramp to the lower area, into the first room there (the one where the bomb is). Fire a Devestator grenade at the floor right next to the crate to the left of the room. If you do it right, you should see a dead Mr. Blonde pop up. You've just destroyed a spawning point. Go back up to where you started the stage (on the ramp), and fire a grenade at that exact spot; the same thing will happen, except a DataDyne guard will pop up. Go back up to the second floor, and go into Carrington's office, all the way to the left. Enter it, and you should see a safe. Switch the Devestator to wall-hugger, and fire one at the safe. This should blow up the sensitive information. (Objective 4 complete). Go down the elevator to the ground level. Normally, you would have swarms of guards coming, but you destroyed the spawn point. Go into the holoroom, peek out from the right, and kill as many of the guards as you can with the K7. Reload, peek out, and kill the rest. Go into the weapons room, and kill the 2 guards, to rescue the hostages. (Objective 2 complete). Cue the computer to break the glass, and grab the RC-P120. (Objective 3 complete). Use ALL your combat boosts now, pull up the RC-P120, and kill the guards swarming out (the combat boosts allow you to take out huge amounts of guards with the RC-P120). Head down the ramp to the room with the Skedar ship. You blew up the spawn point, so there shouldn't be any Mr. Blondes there, but kill anyone that is there. Use the uplink on the ship to send it out of the Institute. Cloak, and race halfway up the ramp. Wait by the door to the right, until Carrington tells you "the last dropship is waiting for you". Race through the door into the hangar.

Mission 7: Carrington Institute complete

Mission 8: Skedar Attack Ship

Attack Ship: Covert Assault

Objectives

1. Disable the Shield System. A
2. Open the Hangar Doors. PA
3. Access the Navigational Systems. A
4. Sabotage the Engine Systems. SA

5. Gain Control of the Bridge. A

Weapons

Combat Knife

Mauler (x2)

AR34

Callisto NTG

Slayer

Phoenix (if you fail by killing Elvis)

Opposition

Skedar: The level is filled with adult Skedar, armed with Maulers. The captain has 2 Maulers.

Agent

Go through the first 2 doors, and wait while one of the Skedar chases Cassandra.

The other Skedar will wait with his back to you. Run over and stab him in the back with your knife. Take his Mauler, charge it up, and blow up the 3 weird computers. (Objective 1 complete). Go to the elevator, kill the other Skedar, and take the elevator down. Elvis will come out to greet you, and gives you an AR34. He's got taste! Head up into the hangar; the alarm has been set off. Big deal; you have 2 Maian soldiers with Callistos in there. Go up to the back of the room, by the big elevators, and wait for the elevator to come down. Head into it, and take it up. Go into the next room, and kill the 2 Skedar there. Go through the door to the left, through a hall and another door, and then through the door to the right. Kill the 2 Skedar in there, and wait for Elvis to show up. He goes over to the computer and accesses the navigational information. (Objective 2 complete). Go back through the door you came from, and through the door that is now to your right, Kill the Skedar in front of you, and head down the blue halls. Once you get to a big blue door, it's locked, look around.

There

should be a side passage. Go through it to another door. Head in, kill the Skedar there, and go up the next two elevators into the bridge. Kill the 3 Skedar there. Go up to where the middle Skedar was, and grab his 2x Maulers! Wait there, and Elvis will come in. Elvis will come up to you, as Skedar start to pour in. Kill all the Skedar that come in, until Elvis takes control of the bridge. (Objective 3 complete).

Special Agent

Go through the first 2 doors, and wait while one of the Skedar chases Cassandra.

The other Skedar will wait with his back to you. Run over and stab him in the back with your knife. Take his Mauler, charge it up, and blow up the 3 weird computers. (Objective 1 complete). Go to the elevator, kill the other Skedar, and take the elevator down. Elvis will come out to greet you, and gives you an AR34. I recommend using the charged up Mauler, as it kills the Skedar instantly.

Head up into the hangar; the alarm has been set off. Big deal; you have 2 Maian soldiers with Callistos in there. Go up to the back of the room, by the big elevators, and wait for the elevator to come down. Head into it, and take it up.

Go into the next room, and kill the 2 Skedar there. Go through the door to the left, through a hall and another door, and then through the door to the right. Kill the 2 Skedar in there, and wait for Elvis to show up. He goes over to the computer and accesses the navigational information. (Objective 2 complete). Go

back through the door you came from, and through the door that is now to your right, Kill the Skedar in front of you, and head down the blue halls. Once you get to a big blue door, head in (it takes you to the engine room), and blast the

Skedar in front of you, as well as the other one in the room. Head through either of the side doors, and head along their paths to the reactor. Kill as many Skedar in the reactor room from the hall, and then head in and kill the rest. See the pole in the middle? That's the reactor. There are 2 brownish things supporting it; blow them both up. Now RUN back to the blue door you entered the engine room from (back into the blue hall) or you will be blown up in a massive explosion. (Objective 3 complete). Look around. There should be a side passage near the blue door. Go through it to another door. Head in, kill the Skedar there, and go up the next two elevators into the bridge. Kill the 3 Skedar there. Go up to where the middle Skedar was, and grab his 2x Maulers! Wait there, and Elvis will come in. Elvis will come up to you, as Skedar start to pour in. Kill all the Skedar that come in, until Elvis takes control of the bridge. (Objective 4 complete).

Perfect Agent

The Attack Ship on Perfect Agent is the hardest stage in the entire game, the equivalent of Aztec from Goldeneye. Because of the extreme difficulty of this stage, I will go into lots of detail. But, before that, I should explain how you're supposed to kill these Skedar.

Skedar 101

As you probably have realized, the Skedar are an alien species, evolved on another planet, and completely different from humans. The Skedar are actually snake-like creatures in mechanical bodies (that's why they're so strong). Thus, it is not the head that kills instantly. The tail thing you see sticking out of the back of the Skedars' heads is the real weak point. Shooting that will usually kill them with a few shots. The head and chest will require a good amount of damage before the Skedar is killed; thus, if you are both firing at each other, you will take substantial damage before killing him. The arms and legs take twice as much as the head and chest. Even more dangerous than getting shot by them is being slashed by them. ALWAYS KEEP YOUR DISTANCE! It only takes two slashes for them to kill you. Other than shooting them, they can be killed with a knife to their back, or an explosion.

Now, let's start the walkthrough (much credit goes to Marshmallow for a lot of the strategies for this stage). Go through the first two doors, and wait until the Skedar has his back to you. Go up to him, and stab him in the back. Take his Mauler. There is a trick to saving ammo on destroying the 3 computers. Charge up the Mauler, but don't wait till it is fully charged. Once it (the gun) turns fairly red, you blow up one of the computers with it. Once you blow them up (Objective 1 complete), you should have about 10 shots left. Wait by the wall next to the elevator (DO NOT let the other Skedar see you). Wait until you hear the elevator open up, and circle strafe into the elevator. As long as you close the elevator as you run in you won't get hit. Once it takes you down, speed strafe across to the hall across from you. Go up the elevator there, to the next

control room. Strafe out of the elevator, and you should see a Skedar across from you. He shouldn't see you; shoot him. Once he is dead, run over to the weird console, and activate it. (Objective 2 complete). Grab the dead Skedar's ammo, and take the elevator down. As you come out of the elevator, Elvis and the

Maian are fighting the two Skedar you ran past in the hangar. Help them out by killing the two Skedar there. Elvis will give you an AR34, which you should be using for most of the mission. Head out into the hangar. You don't need to worry

about the Skedar teleporting in; they have horrible accuracy and die with two shots. Grab some ammo, and wait by the blue elevator. Once it comes down, head in on the RIGHT side of it. Once it comes up, DO NOT let the 2 Skedar in the next room see you. Get all the way to the left of the door, and open it. First kill the Skedar to the left. You can only see his leg, but he can't see you. Look to the right, and shoot the other Skedar in his snakelike tail. Go into the room, and go through the door to the left. Head into the next room from there. Go up to the pillar, strafe out, duck all the way down, and blast the Skedar at the end of the room. Head through and up to the door to the right. Put up your charged Mauler, open the door, and strafe out. Your auto-aim should catch the Skedar there; shoot him! Strafe out some more, and kill the other Skedar in the room. While Elvis checks the computer (Objective 3 complete), go back through the door you came from and up to the door now to the right. Open it, and immediately blast the Skedar in front of you. Switch to the AR34, and head down the hall. At the turn, strafe out and kill the Skedar at the end of the hall. At the next turn, you may see a Skedar walking to the left. Shoot him! If not, head down and up to the blue door to the left (the one that leads to the engine area). Put the Mauler back up, open the door, and close it, as the Skedar fires repeatedly at the door. Open the door and kill him. Strafe out, and kill the other Skedar. Head through the door on either side and up to the next one. Open it, and immediately shoot the Skedar in front of you. Head up to the end of the hall. Pull up the AR34, and blast any Skedar you can see from your hall. Then blast the brown thing supporting the rod in the center of the room (the one you can see from here). Strafe out and kill the remaining Skedar in there, and blow up the other brown support thing. RUN out of the engine room, and into the blue halls, to avoid the huge explosion. (Objective 4 complete). Pull up the Mauler, go down the side passage, and blast the Skedar by the next blue door. Open the door, and enter the big room with two Skedar. Peek out so one sees you. Run out, and close the door. Once it runs up to the door and opens it, kill him. Do the same to the other Skedar. Head through that room, and up the first elevator. Go into the next elevator, and get by the back of it. As soon, as it gets up, scramble for cover, or you will be mowed down by 3 Skedar warriors. Pull up the AR34, duck all the way down, and strafe out so you can see one Skedar. Kill him, and repeat for the other two. Grab the DOUBLE MAULERS from the one in the middle, and wait where he was. Once the Skedar start coming in, blast them before they can get to you or Elvis. You should probably beat the stage soon, unless Elvis runs in front of your guns as you are firing them. Kill killing the Skedar, and Elvis will eventually take control of the bridge. (Objective 5 complete). Now you can let your heart rate subside, since you've just beaten the hardest stage in the game.

I've recieved 2 reader hints, both from Shane Williams which should make the stage easier. The information from the e-mail is reproduced below:

As such, I wanted to share with you two tricks I've dicovered for the Skedar Attack Ship level. First, it is possible to complete objective 1 (destroying the shields) without ever firing a shot. Here's how I now start the level.

As Cassandra is being killed, sneak up behind the first Skedar and kill him with one knife swipe. Pick up his weapon, arm it, and change it to charge-up mode. Now peek out around the elevator shaft just long enough for the the second Skedar to see you. Once he roars, high-tail it back to the prison door. Open the first door, and turn back to face the Skedar.

The trick here is that once he sees you, he will stop and shoot.

First position yourself so that as soon as he comes around the elevator shaft he'll see you. When he does see you, drop farther back into the space between the two prison door. Repeat a few times, being careful not to get shot, and he'll destroy the right-most panel. Make sure to keep the door open.

The next two are easier. Simply position yourself so you can just see the center panel from behind the door, and when he sees you he'll shoot. He can't even hit you until the panel is destroyed. Repeat with the left panel. All told, this may take two minutes, but it's worth the time.

Once he's destroyed all three panels, close the prison door and back up. Eventually, you'll hear his footsteps and he'll open the door. One clean shot with the fully charged Mauler will do him in (true for all the other Skedar on the level as well. The charged up Mauler is my weapon of choice for almost the entire level). Pick up his weapon and even in charge up mode, you've got four good shots.

Once you head downstairs, you can kill the two Skedar patrolling, pick up their weapons, and you've got plenty of ammo to kill the Skedar in the hanger-bay control room.

The next trick is for objective 4 (destroying the engines). In the blue hallways on either side of the engine structure, it is possible to lay down (crouch twice), and hit the very bottom of the two brown panels using the AR34 (this is one of the few places I use it). If everything goes right (depending mostly on what Elvis does), you don't have to face the two (or is it three) skedar in the circular engine room itself.

Mission 8: Attack Ship complete :-)

Mission 9: Skedar Battle Shrine

Skedar Ruins: Battle Shrine

Objectives

1. Identify the Temple Targets. A
2. Activate the Bridge. A
3. Gain Access to the Inner Sanctum. SA
4. Destroy the Secret Skedar Army. PA
5. Assassinate the Skedar Leader. A

Weapons

Falcon 2 w/ Scope
Callisto NTG
Reaper
Phoenix (x2)
Slayer
Devestator
Mauler

Opposition

Skedar: These guys will pop out from no-where. Most of them are unarmed. A few have Reapers, the secret army has Maulers, and 2 have Slayers.

Baby Skedar: They appear in the shrine, and will pounce on you.

Skedar Leader: He has a Slayer and a shield. See the strategy for beating him.

Agent

The final level is a piece of cake, don't worry. This stage is filled with cloaked Skedar, but don't bother with the IR Scanner either way. Switch to your Callisto, and put on the R-Tracker. The dots on it correspond to the 3 pillars you have to put amplifiers on. There are 5 pillars, 2 of which are duds. It is totally random which ones are the right pillars, so you have to use the R-Tracker. The two that are duds must be blown up with a wall hugger from the Devestator (I'll explain why later). Most of the Skedar are unarmed; just keep your distance. Head into the first area, and kill the Skedar there. There is a pillar in there. Head onward and you'll see another Skedar. Kill him, turn around, and kill the other one. Head on, turn around and another one will uncloak behind you. Head down the path and turn right into a section with another pillar. Go back down the path; kill the Skedar with a Reaper, and behind

him is another pillar. Turn right from there, duck all the way down, and kill the two Skedar with Reapers. Head forwards in there, past where the 2 Skedar were. To the right is a fat pillar (this one takes 2 wall huggers at once). Ahead is another section with several Skedar, and the final pillar. (Objective 1

complete). Head back to where the 2 Skedar with Reapers were back down the right, to a cliff. At the edge of the cliff are 2 Phoenixes, provided you blew up the other two pillars. Across from you is a Skedar; kill him, and then the one down to the left. Go down the ladder and head along the gorge until you see a path to the other side. Head along to the ladder on the other side of the gorge, and go up it. Head over, and jump down to a slightly lower level. Kill the Skedar there, and head to the back. To the left, turn on the IR Scanner, and

look at the wall. You should see an oval; shoot it with an explosive shell to blow a hole in the wall. Head in. There are unlimited Skedar babies, but it only

takes one explosive shell to kill them. Head forward until you see a door to the

right, go in, and kill the baby Skedar. There is a small wall fragment. Push it onto the square in the room to activate the bridge. (Objective 2 complete). Go back into the hall, and head forwards, to the next door. Open it, and you'll be on a bridge. Look to the left, and shoot at the Skedar below. Jump down as he fires a rocket at you, and find cover. Kill him, and the other Skedar across from him. Go back through the room into the hall, and onto the bridge. Kill the Skedar with a Reaper, and head forwards through the door into another hall, and into another room. RUN through here into the next big room. Now, it's time to kill the Skedar leader. He has a Slayer, but you can blow up the rockets with your shells. Fire Phoenix shells repeatedly at him, until his shield turns green. If he teleports down at you strafe around and shoot him once he appears. Sometimes he will create Skedar (they appear to the left), and baby Skedar (they

appear in the center). Once his shield turns green, you need to blow out the parts of the statue behind him. First, the part to the upper right, then to the upper left, then to the lower right, the lower left, and finally, the remaining middle piece. Keep in mind that eventually he begins attacking you again, and you have to shoot him some more. Once you blast off the final part of the statue, it will fall down, and impale the leader in the head. (Objective 3 complete).

Special Agent

The final level is a piece of cake, don't worry. This stage is filled with cloaked Skedar, but don't bother with the IR Scanner either way. Switch to your Callisto, and put on the R-Tracker. The dots on it correspond to the 3 pillars you have to put amplifiers on. There are 5 pillars, 2 of which are duds. It is totally random which ones are the right pillars, so you have to use the R-Tracker. The two that are duds must be blown up with a wall hugger from the Devestator (I'll explain why later). Most of the Skedar are unarmed; just keep your distance. Head into the first area, and kill the Skedar there. There is a pillar in there. Head onward and you'll see another Skedar. Kill him, turn around, and kill the other one. Head on, turn around and another one will uncloak behind you. Head down the path and turn right into a section with another pillar. Go back down the path; kill the Skedar with a Reaper, and behind

him is another pillar. Turn right from there, duck all the way down, and kill the two Skedar with Reapers. Head forwards in there, past where the 2 Skedar were. To the right is a fat pillar (this one takes 2 wall huggers at once). Ahead is another section with several Skedar, and the final pillar. (Objective 1

complete). Head back to where the 2 Skedar with Reapers were back down the right, to a cliff. At the edge of the cliff are 2 Phoenixes, provided you blew up the other two pillars. Across from you is a Skedar; kill him, and then the one down to the left. Fire a Phoenix

shell at the rocks across from you to unearth the other ladder. Go down the ladder and head along the gorge until you see a path to the other side. Head along to the ladder on the other side of the gorge, and go up it. Head over, and

jump down to a slightly lower level. Kill the Skedar there, and head to the back. To the left, turn on the IR Scanner, and look at the wall. You should see an oval; shoot it with an explosive shell to blow a hole in the wall. Head in. There are unlimited Skedar babies, but it only takes one explosive shell to kill

them. Head forward until you see a door to the right, go in, and kill the baby Skedar. There is a small wall fragment. Push it onto the square in the room to activate the bridge. (Objective 2 complete). Go back into the hall, and head forwards, to the next door. Open it, and you'll be on a bridge. Look to the left, and shoot at the Skedar below. Jump down as he fires a rocket at you, and find cover. Kill him, and the other Skedar across from him. Collect their Slayers, and head to the back of this room. At the back is a miniature shrine, which tells you to "make your sacrifice to the Skedar god of war". Get up the Falcon 2, and press B to place it there. (Objective 3 complete). Look up, and kill the other Skedar on the bridge. Go back through the room into the hall, and

onto the bridge. Head forwards through the door into another hall, and into another room. RUN through here into the next big room. Now, it's time to kill the Skedar leader. He has a Slayer, but you can blow up the rockets with your shells. Fire Phoenix shells repeatedly at him, until his shield turns green. If he teleports down at you strafe around and shoot him once he appears. Sometimes he will create Skedar (they appear to the left), and baby Skedar (they appear in

the center). Once his shield turns green, you need to blow out the parts of the statue behind him. First, the part to the upper right, then to the upper left, then to the lower right, the lower left, and finally, the remaining middle piece. Keep in mind that eventually he begins attacking you again, and you have to shoot him some more. Once you blast off the final part of the statue, it will

fall down, and impale the leader in the head. (Objective 4 complete).

Perfect Agent

The final level is a piece of cake, don't worry. This stage is filled with cloaked Skedar, but don't bother with the IR Scanner either way. Switch to your Callisto, and put on the R-Tracker. The dots on it correspond to the 3 pillars you have to put amplifiers on. There are 5 pillars, 2 of which are duds. It is totally random which ones are the right pillars, so you have to use the R-Tracker. The two that are duds must be blown up with a wall hugger from the Devestator (I'll explain why later). Most of the Skedar are unarmed, just keep your distance. Head into the first area, and kill the Skedar there. There is a pillar in there. Head onward and you'll see another Skedar. Kill him, turn around, and kill the other one. Head on, turn around and another one will uncloak behind you. Head down the path and turn right into a section with another pillar. Go back down the path; kill the Skedar with a Reaper, and behind

him is another pillar. Turn right from there, duck all the way down, and kill the two Skedar with Reapers. Head forwards in there, past where the 2 Skedar were. To the right is a fat pillar (this one takes 2 wall huggers at once). Ahead is another section with several Skedar, and the final pillar. (Objective 1

complete). Head back to where the 2 Skedar with Reapers were back down the right, to a cliff. At the edge of the cliff are 2 Phoenixes, provided you blew up the other two pillars. Across from you is a Skedar; kill him, and then the one down to the left. Fire a Phoenix

shell at the rocks across from you to unearth the other ladder. Go down the ladder and head along the gorge until you see a path to the other side. Head along to the ladder on the other side of the gorge, and go up it. Head over, and

jump down to a slightly lower level. Kill the Skedar there, and head to the back. To the left, turn on the IR Scanner, and look at the wall. You should see an oval; shoot it with an explosive shell to blow a hole in the wall. Head in. There are unlimited Skedar babies, but it only takes one explosive shell to kill

them. Head forward until you see a door to the right, go in, and kill the baby Skedar. There is a small wall fragment. Push it onto the square in the room to activate the bridge. (Objective 2 complete). Go back into the hall, and head forwards, to the next door. Open it, and you'll be on a bridge. Look to the left, and shoot at the Skedar below. Jump down as he fires a rocket at you, and find cover. Kill him, and the other Skedar across from him. Collect their Slayers, and head to the back of this room. At the back is a miniature shrine, which tells you to "make your sacrifice to the Skedar god of war". Get up the Falcon 2, and press B to place it there. (Objective 3 complete). Look up, and kill the other Skedar on the bridge. Go back through the room into the hall, and

onto the bridge. Head forwards through the door into another hall, and into another room. As soon as the lights go on, the Skedar army in suspended animation will begin attacking, as they come out of the green containers on the wall. The first one to come out is in the third container on the right, then the

second one on the left, then the first container on the right, the fourth container on the right, the third container on the left, and finally, the first container on the left. Once they are all dead (Objective 4 complete), head into the next, where you are greeted by the Skedar Leader. He has a Slayer, but you can blow up the rockets with your shells. Fire Phoenix shells repeatedly at him,

until his shield turns green. If he teleports down at you strafe around and shoot him once he appears. Sometimes he will create Skedar (they appear to the left), and baby Skedar (they appear in the center). Once his shield turns green,

you need to blow out the parts of the statue behind him. First, the part to the

upper right, then to the upper left, then to the lower right, the lower left, and finally, the remaining middle piece. Keep in mind that eventually he begins attacking you again, and you have to shoot him some more. Once you blast off the final part of the statue, it will fall down, and impale the leader in the head. (Objective 4 complete).

Congratulations, you have just beat all of the regular missions, on Perfect Agent. So now, what do you get as a reward? <SPOILER> Your reward is Perfect Dark Mode. For those of you who earned 007 mode in Goldeneye, you probably have guessed what this is like. Now you can edit the enemy health, damage, and accuracy from 10-100. You also have the Special Assignments. <END SPOILER>

Special Assignments

Mr. Blonde's Revenge

To enable this stage, you must complete the regular missions on agent or higher.

Objectives

1. Plant the Explosive Device in the Lab Lift. SA
2. Eliminate the DataDyne Captain. PA
3. Locate and Escort Cassandra to Helipad. A

Weapons

Mauler
Falcon 2 (x2 in PA)
CMP150
Shotgun
DY357 Magnum
Bombspy
N-Bomb

Opposition

DataDyne Female Security: They have CMP150's.

DataDyne Captain (PA only): She has twin Falcons.

DataDyne Shock Troops: They have magnums and N-Bombs.

Agent

You're back in the DataDyne building, but as Mr. Blonde! Turn on your cloaking device and scramble up to the elevators, and take one of them up. By the time it gets up, your cloak has probably run out. Oh well. Make your way up to Cassandra's office, via the elevators and stairwells (you should remember how to do this). Head into Cassandra's office. Apparently, she doesn't want any visitors (especially aliens intent on abducting her), so she pulls out a Falcon 2 and sets off the alarm. Disarm her; she has horrible accuracy and head up to the helipad (where you started the first mission). She will follow you as long

as you stay close. Beware, however. The guards closer to the top have the infamous N-Bombs, and will use them. Get her to the top, and the ship flies away. (Objective 1 complete).

Special Agent

You're back in the DataDyne building, but as Mr. Blonde! Turn on your cloaking device and speed strafe to the laboratory lift, and plant the Skedar bomb. (Objective 1 complete). You have a limited amount of time before it goes off, so don't waste time. Scramble into the elevator, and take it up to the next section (by which time your cloak has run out). Make your way to Cassandra's office, via the elevators and stairwells (you should remember how to do this). Head into Cassandra's office. Apparently, she doesn't want any visitors (especially aliens intent on abducting her), so she pulls out a Falcon 2 and sets off the alarm. Disarm her; she has horrible accuracy and head up to the helipad (where you started the first mission). She will follow you as long as you stay close. Beware, however. The guards closer to the top have the infamous N-Bombs, and will use them. Get her to the top, and the ship flies away. (Objective 2 complete).

Perfect Agent

You're back in the DataDyne building, but as Mr. Blonde! Turn on your cloaking device and speed strafe to the laboratory lift, and plant the Skedar bomb. (Objective 1 complete). You have a limited amount of time before it goes off, so don't waste time. Scramble over to the elevator. Before going in, leave your Bombspy by the locked elevator. Go in the elevator, and switch to the Bombspy. Wait a little bit, and a guard will appear into the locked elevator. Detonate the Bombspy, and BOOM! You just blew up the DataDyne security chief. (Objective 2 complete). Make your way to Cassandra's office, via the elevators and stairwells (you should remember how to do this). Head into Cassandra's office. Apparently, she doesn't want any visitors (especially aliens intent on abducting her), so she pulls out a Falcon 2 and sets off the alarm. Disarm her; she has horrible accuracy and head up to the helipad (where you started the first mission). She will follow you as long as you stay close. Beware, however. The guards closer to the top have the infamous N-Bombs, and will use them. Get her to the top, and the ship flies away. (Objective 2 complete).

Maian SOS

To enable this stage, you must complete the regular missions in Special agent, or higher.

Objectives

1. Sabotage the Enemy Medical Experiment. SA
2. Destroy the Captured Maian Saucer. PA
3. Activate the Distress. A

Weapons

Falcon 2
Dragon
Psychosis Gun
DY357-LX (x2)
Tranquilizer

Opposition

Technicians: There a few of these guys, with Falcons or Tranquilizers.

Area 51 Guards: They have Dragons. One has double DY357-LX's.

Pilots: They appear later on, and have Dragons.

Agent

Back to Area 51 (the sections from Rescue and Escape, that is), as Elvis, shortly after he's been captured. Elvis has taken a nice beating, as his health is about half or so. Go in front of the first scientist so he sees you. Wait till he pulls his gun out, and disarm him. Run into the next room, punch out the scientist, and grab the Psychosis gun. Head back to the start, and push the gurney against the glass. Blow it up; the explosion breaks the glass. Head out, through the door in front of you. Kill the guard there, and the guys in the hall-like room it leads. From there, head right, if you want to get the guy with 2 DY357-LX's with the Psychosis Gun. Otherwise, head left. Head all the way, into the room with the vents to the showers. Kill the guards, and head onto the platform. Go to the right, and head to a vent to the room with crates. The alarm will set off by now. Head through the vents, and you're in the crate room from Area 51: Rescue. Go up in the elevator, and turn right, through the door that led to a Phoenix. Head through there, past an army of guards, to where the Phoenix was. You should see some partitions; blast them until they blow up. Kill the guards the new opening leads to, and activate the distress signal on the computer. (Objective 1 complete).

Special Agent

Back to Area 51 (the sections from Rescue and Escape, that is), as Elvis, shortly after he's been captured. Elvis has taken a nice beating, as his health is about half or so. Go in front of the first scientist so he sees you. Wait till he pulls his gun out, and disarm him. Run into the next room, punch out the scientist, and grab the Psychosis gun. Head back to the start, and push the gurney against the glass. Blow it up; the explosion breaks the glass. Head out, through the door in front of you. Kill the guard there, and the guys in the hall-like room it leads. From there, head right, if you want to get the guy with 2 DY357-LX's with the Psychosis Gun. Otherwise, head left. Stop in the first lab room (where you got the keycard in Rescue). Head through there, and you should see some scientists operating on another Maian. Use your Dragon to blow up the alien (shoot the gurney). (Objective 1 complete). Be sure to grab some more Psychosis serum from there. Then, head all the way to the left, into the room with the vents to the showers. Kill the guards, and head onto the platform. Go to the right, and head to a vent to the room with crates. The alarm will set off

by now. Head through the vents, and you're in the crate room from Area 51: Rescue. Go up in the elevator, and turn right, through the door that led to a Phoenix. Head through there, past an army of guards, to where the Phoenix was. You should see some partitions; blast them until they blow up. Kill the guards the new opening leads to, and activate the distress signal on the computer. (Objective 2 complete).

Perfect Agent

As you already know, you start out with only a partial health meter, which only serves to mess things up further. Get off the gurney, and let the scientist see you. Punch him out once he pulls out his Falcon. Go to the next room, punch out the scientist, and swipe the Psychosis Gun. Go back to the gurney, and push it against the glass. Blow up the gurney, which will break the glass. Head forwards, and open the door. Pop a cap in the soldier's head, and open the door ahead. Kill the first guards ahead of you, and RUN back. Let the remaining guards in there come to you. Kill them, and collect the ammo. Head to the hallway, and look to the right and left, to see if any guards are patrolling the halls. Go to the right, and kill the 2 guards there. Open the door to the left of the guards, and TAKE COVER! Otherwise, Mr. Double DY357-LX will probably kill you. Infect him with the Psychosis Gun, and you will gain a deadly ally. You MUST grab his double Magnums if he gets killed. Turn around, and head forwards. Open the first door after the autopsy room, and kill the guards there. Head through, into another autopsy room. Load your shots into the gurney to destroy the alien, and kill a few guards. (Objective 1 complete). Head back to the hall, and head down to the hangar. At this point, let Mr. Double LX run in, and kill a fair amount of guards. Go in after him, and finish the rest of. He is probably dead now (kill him if he isn't), so grab his double DY357-LXs. DO NOT use them yet, as you only get 1 shot. Head up to the ramp, and down through the door, to the vents. Drop down, and kill the guards there. You may want to infect another guard, but he won't last long. You are now in the crate area from Area 51: Rescue. Head to the elevator, and take it up. Run through the door that led to the Phoenix, and kill the guard with his back to you. RUN up to the ramps, and go near the elevator. Pull up the double DY357-LXs, and fire a single shot into the captured saucer (be SURE you are FAR away from it, as the explosion is huge). (Objective 2 complete). Take the elevator up, and make your way to the end room, killing the various guards. At the end room, blast away the partition, and kill the scientists in there. Activate the computer to end the stage. (Objective 3 complete).

War!

To enable this stage, you must beat the regular missions on Perfect Agent.

Objectives

1. Defeat the Skedar King. A
2. Defeat the Second Skedar King. SA
3. Defeat the Third Skedar King. PA

Weapons

Phoenix

Callisto NTG

Mauler

Slayer

Reaper

Opposition

Skedar: There is a limitless amount of them, armed with Maulers.

Skedar Kings: The first one has a Reaper. The other 2 have Slayers.

Agent

You're back in the Battle Shrine, but as a Maian soldier, with 3 buddies. There is also the Maian leader, who just stays at the beginning; if he dies, the mission is failed. Head forwards, through where the hole was made in the wall.

Just head towards the room that

had the two Skedar with Slayers. Stick with your Maian friends, as they will take down plenty of Skedar. Be sure to pick up their Callistos if they are killed. Once you get to the room that had the Skedar with Slayers, kill one of the Maians, and take his Callisto. Run in, and use it to kill the Skedar king (looks just like the original leader). (Objective 1 complete).

Special Agent

You're back in the Battle Shrine, but as a Maian soldier, with 3 buddies. There is also the Maian leader, who just stays at the beginning; if he dies, the mission is failed. Head forwards, through where the hole was made in the wall.

Just head towards the room that had the two Skedar with Slayers. Stick with your

Maian friends, as they will take down plenty of Skedar. Be sure to pick up their

Callistos if they are killed. Once you get to the room that had the Skedar with Slayers, kill one of the Maians, and take his Callisto. Run in, and use it to kill the Skedar king (looks just like the original leader). (Objective 1 complete). There's still more, though. Head back up to the bridge in this room, and head forwards to the room that had the Secret Skedar army. Gobs of Skedar will swarm out, so kill them, and head in, to battle the second Skedar king. This one has a Slayer, so be careful, although chances are that he will blow himself up. Kill him, either way. (Objective 2 complete).

Perfect Agent

Teamwork becomes essential in this stage; it gives the enemy something else to shoot at. Switch to explosive shells, and follow your Maian pals to the inner sanctum. BE SURE NOT to kill your Maian friends. Keep advancing with them, and helping kill the Skedar, until you get near the first Skedar king. Pull up a Mauler, and set it to Charge up shot. Run over to the king, strafe around, and pop him with the blast. (Objective 1 complete). Head back through the door, and up to the ramps. Kill any Skedar ahead of you, until you reach the room in which

you killed the Secret Skedar Army. Kill any Skedar, and switch to the Mauler. Strafe over to the pillar, and kill the next king. Now, RUN to any of the green things, and hide in there. Several Skedar will run by and head past you. Once they are gone, run out, and head forwards to the room where you killed the Skedar leader. Switch to the Phoenix, and run in, firing the blasts at the final

king. You should detonate one of his rockets, and kill him instantly.

(Objective
3 complete).

Congratulations, you have now completed Perfect Agent mode. :P

The Duel

To unlock this level, you must get a Bronze for each weapon in the shooting range.

Objectives

1. Defeat the DataDyne Guard. A
2. Defeat Jonathan Dark. SA
3. Defeat Trent Easton. PA

Weapons

Falcon 2 w/ Scope
DY357 Magnum

Opposition

DataDyne Guard: He has a Falcon 2 w/ Scope.
Jonathan: He uses a Magnum, and has horrible aim.
Trent Easton: He uses a DY357-Lx, and is a crack-shot.

Objective 1

You'll notice that you only have one hit left on your energy bar, but that's the point of this level. Turn around, and the DataDyne guard will jump over. Blast him in the chest a few times; you could get a head shot, but you'll risk being killed. (Objective 1 complete).

Objective 2

Run over and grab the DataDyne guard's ammo; Jonathan hides, anyway. Go to where the door is; he's hiding there. After trying in Perfect Dark mode, with maximum enemy accuracy, I have realized that Jonathan cannot hit you, unless he punches you. Just cap him in the face. (Objective 2 complete).

Objective 3

Trent Easton has a DY357-LX, and is extremely accurate. You have no chance in a straight fight, unless you get a lucky shot. As soon as you can move, strafe to where Jonathan had been hiding. Crouch ALL the way down. Slowly peek out, so you can see Trent, but he can't see you. Aim, and blast him. (Objective 3 complete).

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7. C O - O P E R A T I V E
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In Co-Operative mode, you go through the solo missions, but with either a human friend, or a simulant. Except for the smaller screen, a human buddy is far

better.

General Tips for the Simulant

If you choose to have a simulant, you will be joined by Velvet Dark, who always has a Falcon 2. Because she is part of the AI, she is more likely to know where the enemies are, and be more accurate than a human. Unlike having a human buddy, you cannot split up the objectives, as Velvet will follow you. You can control her, to a limited extent. Setting her as passive makes her follow you, and shoot any enemies nearby. If she is set as aggressive, she will go out of her way to attack the enemies, and will get her killed pretty quickly. Stealth makes her cloak, but it wears off after a few seconds. Although she can be helpful, Velvet will usually attract more guards, and mess things up for you. Thus, you may want to just kill her at the beginning.

General Tips for the Human Buddy

The human buddy comes equipped with whatever you have, and is considerably smarter. When playing with a human buddy, one should split up the objectives between the two. If you move together, be sure to cover each other's backs. You can also respawn several times, although you will be weaker after respawning. As a last ditch effort, you can have one person (preferably the more wounded one) draw fire from the enemy.

Specific Mission Tips

These tips deal with using a human buddy. These tips are for perfect agent. For other difficulties, simply remove some parts.

DataDyne Central- Defection: Have one player place the ECM mine while the other knocks out Cassandra. One should get the worker for downloading the files, and the other clear out the room above. Both should go down and split up, one planting the ECM mine, the other going for the exit.

DataDyne Research- Investigation: One person should head for the maintenance cycle, while the other goes for the isotope. Split up the rooms of the lab section, and stick together for the rest of the mission.

DataDyne Central- Extraction: Keep together on the ground floor. Activate the elevator, and head up to the floor near Cassandra's office. Whoever is more accurate should use the targeted rocket to blow up the helicopter. Go up to the bodyguard room, and take down separate guards.

Carrington Villa- Hostage One: Pull out the Laptop gun, and blast the guards. Stick together while clearing the upper rooms. When it is time to head down to the basement, one person should stay near the computers, while the other takes care of the generators. The one downstairs should head for the exit, while the other dispatches the hackers.

Chicago- Stealth: Stick together throughout the streets, and head to the gutter.

Have one person plant the tracer and plant the remote mine. The other should pick up the equipment, and start the alternate air diversion.

G5 Building- Reconnaissance: Split up to kill the cloaked guards. Have one player shut down the generator, and the other shut down the laser grids and plant the campy by the vent. Both should meet up at the safe.

Area 51- Infiltration: Stick together until you are past the guard tower. One person should deal with the technician, alien interceptor, and explosives. The other should plant the comms rider and destroy the alien interceptors. Meet up at the lift, and enter the base.

Area 51- Rescue: Stay together until you blow the hole in the wall. One person finds the conspiracy evidence and destroys the computer records. The other should get the disguise and the keycard to the lab. Go into the final lab together and take down the guards.

Area 51- Escape: For this mission, the 2 players should just keep together the entire mission and give each other cover.

Air Base- Espionage: The 2 should stay together until the NSA terrorists start poring in. At this point, mow down the guards, and have one person go for the safe, while the other scrambles for the exit.

Air Force One- Anti-Terrorism: Stay together until the NSA starts attacking. At that point one should escort the president to the capsule, and plant the mine. The other needs to secure Air Force One's flight path.

Crash Site: Confrontation: One person should get the medical scanner, and start the distress signal. The other should kill the clone and rescue the president. Whoever is doing better should go for the jamming device.

Pelagic II- Exploration: Have one person shut down the GPS and autopilot, and secure the research data. The other should shut down the power source and activate the moon pool. Have him open the doors, and enter the moon pool. The other person should rendezvous with Elvis.

Deep Sea- Nullify Threat: Stay together for basically the entire mission, except for while deactivating the megaweapon. At this point, one should go ahead and shut it down, while the other protects Elvis.

Carrington Institute- Defense: Split up the drone guns however you want to. Then have one person rescue the hostages, destroy the spawning points, and destroy the sensitive information. The other should rescue the hostages downstairs and grab the RC-P120. Have the player with the RC-P120 protect the other while he disarms the bomb.

Attack Ship- Covert Assault: Don't bother splitting up, until the reactor room. In the reactor room, take the separate paths to destroy the things supporting the core more easily. Otherwise, just cover each other.

Skedar Ruins- Battle Shrine: Split up for the temple targets. Then, stick together until the Skedar with Slayers. Split up those two, as well as the Secret Skedar Army. At the Skedar leader, both players should concentrate their firepower on the leader.

Mr. Blonde's Revenge: One person should wait in the lift (do not plant the bomb yet), while the other goes upstairs to kill the security chief and abduct Cassandra. Once the person upstairs is almost done, plant the bomb in the lift.

Maian SOS: While one person goes to destroy the medical experiment, have the other infect the guy with double LX's with Psychosis serum. Then meet up, and stick together for the rest of the mission.

War!: Stay together for the entire mission; have one person kill each Skedar king, and the other kills the swarms of Skedar warriors.

Now, you may be wondering if there are any rewards for beating co-operative. The answer is yes, but don't get your hopes up. If you beat it on agent, you get two buddies for agent. If you beat it on special agent, you get 3 buddies for agent and 2 for special agent. If you beat it on perfect agent, you get 4 agent buddies, 3 special agent buddies, and 2 for Perfect agent. Not much of a reward, though.

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8. C O U N T E R- O P E R A T I V E

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In counter-operative mode, you also play any of the stages (except Duel) with two players. The catch is that this time, one person is Jo Dark, and the other plays as the enemy!

Tips for playing as the hero

Your most dangerous enemy will of course be the counter-operative. Feel free to spray bullets at him. Although the counter-operative cannot do things to specifically make you fail, there are some cheap tricks he can use. Be sure to keep track of the counter-operative, and move fast. Remember that you only have one life for this. If playing in agent, just rush for the exit. If playing in SA or PA, you'll have to move through the level more slowly.

Tips for Playing the Villain

As the counter-operative, you play as one of the enemies throughout the stage.

You usually have a powerful automatic weapon to start with. You can forget anything you learned about saving ammo. You have hundreds of shots, and only need to kill the hero once to win. Although you have a very small life meter, you might as well forget whatever you've learned about self-preservation. If you die, you merely keep respawning as another guard. You can also use the suicide pill as a means of warping to another guard. You cannot pick up other weapons or ammo, either.

Although you can't fail Jo's objectives directly, you can make her fail them indirectly (ie: make her shoot at you and destroy/kill equipment/civilians).

Level Specific Tips for the Enemy Player

DataDyne Central: Defection

Try to ambush Jo at some of the early objectives and try to make her blow up some of the mission critical equipment. If Jo gets far enough, try to ambush her at the bottom floor, especially since you'll have plenty of other guards.

DataDyne Research: Investigation

If you're lucky, you'll appear as a the guy with the K7 Avenger. Otherwise, just ambush Jo in some of the different labs.

DataDyne Central: Extraction

You don't have any Night Vision, so you can't see in the bottom floor. Try to attack Jo when you also have the Chopper nearby, so Jo will probably be too busy running from the chopper to deal with you.

Carrington Villa: Hostage One

Try to attack Jo while shes trying to kill the snipers, you may be able to shoot her to where the snipers see her and pop some more caps in her. Also try to make her shoot the windmill generators, and stall her when she has to stop the hackers.

Chicago: Stealth

You may want to try to make Jo set off the alarm or kill civilians. Also try to stall her until the limo leaves so she fails the tracker objective. Also attack her when she tries to use the Uplink on the Taxi.

G5 Building: Reconaissance

Try to keep her from killing any guards about to hit the alarm. When Jo starts up the safe, head in their with the rest of the guards and try to kill her.

Area 51: Infiltration

Take advantage of the fact that drone guns don't hurt you; try to shoot her into them.

Area 51: Rescue

If you want to be a complete cheap-ass, just take the Suicide Pill until you appear in the hall leading to Elvis; walk over to the room with him and the countdown will start, causing Jo to fail!

Area 51: Escape

Try to ambush Jo, and hopefully givew the other guards time to kill Jonathan or Elvis.

Air Base: Espionage

Unless you appear as an NSA guy, Jo can't kill you without failing, allowing you to just keep attacking her. As an NSA guy, take advantage of your superior firepower.

Air Force One: Counter-Terrorism

As in the last stage, Jo will fail if she kills one of the President's bodyguards. If you appear as an NSA guy later in the stage, just try ti blow Jo away with your K7.

Crashsite: Confrontation

Just keep attacking Jo and wearing her down with your K7 Avenger.

Pelagic II: Exploration

Try to ambush Jo in different spots, especially when she is using the X-Ray

Scanner.

Deep Sea: Nullify Threat

Keep in mind that Elvis can kill you, but not vice versa.

Carrington Institute: Defense

The fact that you have a Super Shield and a K7 Avenger makes this insanely easy. Just don't go by the drone guns after they're activated.

Attack Ship: Covert Assault

If you're able to, try to attack Jo before she gets the AR34 and make her waste her ammo. Or just charge up your Mauler and manage to hit Jo once.

Skedar Ruins: Battle Shrine

Chances are that you'll appear as one of the unarmed enemies, so you really have no chance. Though you can make Jo fail by just deactivating the bridge after she crosses it.

Mr. Blonde's Revenge

JUst take advantage of your better weaponry.

Maian SOS

This is such a joke, since Elvis already has a low health meter. JUst pop hi in the face a few times.

WAR!

Try to hit your opponent with one charged up shot. You can also make your enemy fail by killing the Maian commander standing by the start of the stage.

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9. C O M B A T S I M U L A T O R

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Despite the excellent solo missions, Combat Simulator (a.k.a. multiplayer) it what will probably cause people to continue playing Perfect Dark.

Game Setup

Scenarios

Combat: This is your basic normal death-match.

Hold the Briefcase: A briefcase is placed somewhere, and you try to kill who has it, and hang on to it for 30 seconds to get a point.

Hacker Central: A data uplink and a computer are placed somewhere in the level. To get points, you have to use the uplink on the computer.

King of the Hill: For this, there is a hill (which moves after a bit), and you try to stay in the hill to get points.

Capture the Case: This is a game of "Capture the Flag". The difference is that you use guns, and a briefcase instead of a flag.

Pop a Cap: This is regular combat with a twist. The game randomly selects a person that becomes "the victim". Along with getting points for killing enemies, you get two points for killing the victim. You also get points if you survive long enough as the victim.

Arenas

These are (obviously) the stages you play Combat Simulator in. You start out with Area 52, Skedar, and Pipes. The rest have to be earned.

Skedar: This place is another Skedar type area, though very different from the Battle Shrine. It is confusing, because of it's lack of compactness.

Pipes: The upper floor of this slightly resembles the DataDyne labs. The lower floor is a network of pipes over a bottomless pit.

Area 52: This is similar in some ways to the outside of Area 51. It has several guard towers and hiding spots.

Complex: The complex from Goldeneye has been slightly redone. It now is more compact and great for close quarter combat.

Warehouse: This is filled with large rooms (with lots of crates) and small tunnels. It has a hovercrate.

Ravine: This is a large rocky area. Many of the sections look down on each other, making it good for sniping. It also has lots of bottomless pits.

Temple: This is another Goldeneye arena. The only big difference is that you can jump through the space on the top floor.

G5 Building: Despite the name, this is really different from the level. The walls look similar, but the similarities end there. It also has a bottomless pit in the middle.

Grid: This is supposed to be another section of the G5 building. It has a large room with a glass floor above it, and a hallway like the one in The Matrix. It also has an elevator.

Felicity: The Facility is back! The vents have been redone so you go back up them, and they have another exit. The coloring is also different. The one disturbing thing is that the stall doors have been removed...

Villa: This has lots of open spaces. Sadly, it looks nothing like the Carrington Villa stage.

Sewers: This is incredibly confusing. Two floors close together make for slow matches and confusing radar.

Base: This has lots of winding, narrow hallways. You don't have much room to maneuver in, so you'd better find cover.

Fortress: This has four identical sections, all connecting to a huge bottomless pit.

Ruins: This is slightly modeled after the Battle Shrine (I think). The canyon is good for sniping from.

Car Park: This arena is filled with lots of stairs and other rooms (where's the cars?).

Simulants

Along with human players, you also have the option to add in up to 8 different CPU simulants.

MeatSim: This simulant has next to no intelligence. This putz might hit you if he manages to miss the wall he is shooting at.

EasySim: This simulant at least knows how to fight. This could be compared to a beginning player.

NormalSim: The average simulant. It has basic skills, and is like an average player.

HardSim: This simulant is considerably more crafty, and is fairly intelligent. It's sort of like a good human player.

PerfectSim: The PerfectSim is really near perfect. It could be compared to a very good human player that has been playing the game for a while. It is very accurate and usually gets good weapons.

DarkSim: The DarkSim cheats, and is a cruel joke. It is faster than you, nearly always gets headshots, and always has the best weapon. It's only weakness is that it won't detect proximity mines.

PeaceSim: This guy doesn't like fighting. He runs away and takes everyone's weapons. Be sure to kill him.

ShieldSim: As the name implies, he always goes for shields.

RocketSim: A true pyro, this guy loves explosives.

FistSim: He runs around and does nothing but punch you.

PreySim: The PreySim goes after the weak and the unarmed, avoiding anyone that can put up a fight.

CowardSim: This wus is a complete pussy and will only attack people weaker than him. If you carry big gun he'll run away.

KazeSim: This guy will think nothing of suicidal charges through explosions and automatic fire.

FeudSim: He picks one person and picks on them for the entire battle.

SpeedSim: This guy is really fast.

TurtleSim: Like his name, he is slow and well shielded.

VengeSim: The VengeSim mainly just goes after whoever killed him last.

JudgeSim: The JudgeSim is the only simulant with any sense of honor. He usually goes after whoever is winning, to even up the score.

Other Game Setup Options

Options: This lets you set it for one hit kills, slow motion, fast motion, etc.

Weapons: Select the weapons for the round. Any weapon you find during the game will become available for use (except the Psychosis Gun and classic weapons).

Limits: Set the limits for when the game ends.

Player Handicaps: Change the health for each player.

Teams: Choose the teams.

Character Setup

Perfect Dark gives you the option the name and save a multiplayer character.

Characters

When you first begin Combat Simulator, you have only 11 characters. You can unlock the rest by playing through the solo missions and beating the Challenges.

Many of the characters have advantages and disadvantages. Mr. Blonde and Cassandra are very tall. Carrington is very fat. The Maians are small, but have huge heads. But, you can also change their heads. Tactically, the best character

is a Maian soldier with a human head. It looks ridiculous, but you'll be hard to

hit. You can unlock a total of 60 characters (over 1000 if you include every head possibility). Rather than list every single character, you basically get every single variety of character in the game (including their different costumes) except Dr. Carroll, the Skedar leader, a Skedar warrior, the baby Skedar, and the various robots/vehicles. Other than that, you have every single character from the game.

Multiplayer Rankings

You may have noticed that if you save a multiplayer character, the game will keep track of statistics like kill count, ammo used, damage dealt, distance, medals won, etc., etc. The statistics also have a bearing on the your multiplayer ranking. The ranking is cumulative, so I don't think you can be demoted. However, once you get far in the ranks, it will take much longer to be promoted.

Cheating the System

There are several ways to "cheat the system" and make it easier to increase your multiplayer ranking. It will still take a while to be promoted.

Kills

This is rather complex, but allows for a ridiculous killcount. Start a scenario in the Felicity with you on a team with 2 Easy Sims against a team of 6 Meat Sims. All weapons should be Proximity Mines and the scenario should be Capture the Case. Keep restarting until the enemy team has their base in the bathroom. Figure out which part they are respawning in, toss A LOT of Proxy Mines on there, and send both of your Easy Sims to get get the case. Then, just kill any enemies that are still abroad. The MeatSims will keep reappearing and dying in the explosion and your EasySims will feed the explosion with the mines they grab. You should end up with thousands of kills in only half an hour.

Damage Dealt: This is so low that just playing the game normally will soon fulfill this stat.

Time and Distance

Set all limits to unlimited, put on Fast Animation, no sims, go into a arena with no holes that you will get killed in, and where you won't get stuck somewhere (I use the Felicity). Then wrap a rubber band around the joystick so it keeps you moving. Then just leave the system on and do something else. After a while, stop the game, and you'll have plenty of time and distance.

Medals and Games Won: Start a game with a limit of one kill, and put in one other player, and use all Farsights. Using the Target Locator to get a single head shot on the other character, ending the game and giving you all medals.

Ammo Used: Just go into a game with double Cyclone, stand ontop of 2 ammo boxes, and keep firing. You could also use duct-tape to hold down the Z button and go do something else.

----- The Rules of Survival -----

Hide the Items

If you get the chance, you can hide the items by shooting them into a different area. Of course, if you have 8 simulants, you'll probably get killed doing this.

Shields Are Your Friends

Always get the shields when possible. Even better, grab the shield, and place a trap.

Never Surrender!

At worst, you'll just die and respawn. If a stronger opponent is about to kill you and has you cornered; blow the two of you up. Likewise, if you fall of a cliff, fire upwards. You might actually hit something. Another trick for when you are almost dead is to pull up an explosive, run into a crowd of other players. Sure, you'll get a suicide count, and loose a point, but the other kills will still count.

Use the Right Character

Some characters blend into the scenery better then others. Plus some characters are harder to hit then others (i.e.: Maians). Or, you could just use whatever character looks coolest.

Booby Traps R' Us

Booby traps are your friends in multiplayer- provided they don't backfire on you. Place proximity mines on doors, or plant Dragons as proximity mines in spots where they would appear. You can also use N-Bombs as proximity mines. Or, best of all, use the Laptop gun's sentry gun function. To thwart enemy traps, use the threat detector on the K7 or one of the mines.

Cheap Tricks 101

WARNING: Do not use these on people that are bigger or stronger than you. There are plenty of great cheap tricks for multiplayer. For example, kill an enemy, and then toss a poisoned knife into their corpse. They'll be poisoned when they reappear! You can also plant mines on top of people. Don't forget that the dizzying effects of Tranquilizers and punches don't wear off after someone is dead. Or, use everyone's favorite dirty move- the Farsight.

Mercy is for the Weak

It goes like this; if you take pity on someone because they have no weapon or are half-dead, they generally will NOT repay your kindness. Instead, they will just come back with a big gun and pop a few caps in your head.

A Good Way to Get Kills

Lawrence pointed out in an e-mail that using Peace Sims is a good way to gain kills; just don't get near them, as they will make your vision blurry.

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10. C H A L L E N G E S

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The Challenges are preset multiplayer scenarios that one must beat to obtain more multiplayer options. The early challenges are easy, although they eventually become extremely hard. The following is a list of what is unlocked with challenges (other than characters):

Unlock Scenarios

Hold the Briefcase: Complete 2 challenges
Capture the Case: Complete 4 challenges
Hacker Central: Complete 6 challenges
Pop a Cap: Complete 12 challenges

Unlock Presets

Hold the Briefcase: Complete 2 challenges
Pistol One-Hit Kills: Complete 3 challenges
Capture the Case: Complete 4 challenges
Tranquilizer: Complete 7 challenges
Slow Motion: Complete 8 challenges
Temple Explosives: Complete 11 challenges
Slayer: Complete 13 challenges
Cloaking: Complete 16 challenges

Unlock Arenas

Complex: Complete 1 challenge
Warehouse: Complete 3 challenges

Ravine: Complete 5 challenges
Temple: Complete 6 challenges
G5 Building: Complete 9 challenges
Grid: Complete 11 challenges
Felicity: Complete 12 challenges
Villa: Complete 14 challenges
Sewers: Complete 16 challenges
Car Park: Complete 17 challenges
Base: Complete 18 challenges
Fortress: Complete 20 challenges
Ruins: Complete 22 challenges

Unlock Weapons

Farsight XR-20: Complete 1 challenge
Grenade: Complete 1 challenge
Shotgun: Complete 2 challenges
Falcon 2 (silencer): Complete 3 challenges
Super Dragon: Complete 4 challenges
Laptop Gun: Complete 5 challenges
Remote Mine: Complete 6 challenges
Tranquilizer: Complete 7 challenges
Falcon 2 (Scope): Complete 8 challenges
Reaper: Complete 9 challenges
Cloaking Device: Complete 10 challenges
Devestator: Complete 11 challenges
Proximity Mine: Complete 12 challenges
Slayer: Complete 13 challenges
Phoenix: Complete 14 challenges
Combat Boost: Complete 15 challenges
Mauler: Complete 16 challenges
Callisto NTG: Complete 17 challenges
Crossbow: Complete 18 challenges
RC-P120: Complete 19 challenges
DY357-LX: Complete 20 challenges
N-Bomb: Complete 21 challenges
Laser: Complete all challenges
X-ray Scanner: Complete all challenges

Unlock Simulants

8 Simulants at Once: Complete 7 challenges
HardSim: Complete 4 challenges
PerfectSim: Complete 9 challenges
DarkSim: Complete 21 challenges

Challenge Strategies

Here is where you will find strategies for the 30 Combat Simulator Challenges.

Challenge #1

Scenario: Combat
Level: Skedar
Weapons: 1. Falcon 2
 2. CMP150

3. Sniper Rifle
4. DY357
5. Dragon

Limits: 5 minutes

Team Score- 4

Simulant: ShockSim (meat)

The challenges start out incredibly easy, and since your first opponent is a MeatSim, he'll be too busy running into walls to attack you. Just hunt him down, and put him out of his misery.

Challenge #2

Scenario: Combat

Level: Area 52

- Weapons: 1. Combat Knife
2. Falcon 2
3. Cyclone
4. Dragon
5. R. Launcher

Limits: 5 minutes

Team Score- 6

Simulants: Shocksim (meat)

This challenge isn't any harder, as your enemy is a complete idiot. The only way he might kill you is if he decides to fire an explosive in close quarters. Hunt him down and kill him.

Challenge #3

Scenario: Combat

Level: Pipes

- Weapons: 1. MagSec 4
2. CMP150
3. Timed Mine
4. Dragon
5. AR34

Limits: 5 minutes

Team Score- 8

Simulants: TechSim 1 (Meat)

TechSim 2 (Meat)

Yet another group of IdiotSims (this time there's 2 of them). Grab a big gun and pop a few caps in their collective foreheads.

Challenge #4

Scenario: King of the Hill

Level: Skedar

- Weapons: 1. MagSec4
2. CMP150
3. Dragon
4. K7 Avenger
5. Shield

Limits: 10 minutes

Team score- 4

Simulants: CI Sim (easy)

This time the scenario is King of the Hill. Just go around and capture the hill to receive points, as well as killing the StupidSim that will come around a few times.

Challenge #5

Scenario: Scenario

Level: Complex

Weapons: 1. Cyclone
2. Grenade
3. AR34
4. Farsight
5. Shield

Limits: 10 minutes
Team Score- 10

Simulants: CassSim (Easy)

Just grab a Farsight, and use it's target locator to blast your enemy away; she shouldn't even get off a shot.

Challenge #6

Scenario: Hold the Briefcase

Level: Area 52

Weapons: 1. CMP150
2. DY357
3. Shotgun
4. K7 Avenger
5. Shield

Limits: 10 minutes
Team Score- 6

Simulants: WorkSim (Meat)
WorkSim2 (Meat)
WorkSim3 (Meat)
WorkSim4 (Meat)

Now you have a whole gang of sims against you- big deal. Grab the case, and while you rack up points, go around and have some target practice with the simulants.

Challenge #7

Scenario: Combat

Options: One-Hit Kills

Level: Warehouse

Weapons: 1. Falcon 2 (Silencer)
2. MagSec 4
3. Cyclone
4. Grenade
5. Shield

Limits: 10 minutes
Team Score- 5

Simulants: JoSim (Easy)

You have one hit kills on, which can make this challenge slightly harder, but not by much. Try to get the Cyclone, and go around to hill to gain points.

Challenge #8

Scenario: Capture the Case

Level: Skedar

Weapons: 1. MagSec 4

2. K7 Avenger
3. Shotgun
4. Super Dragon
5. Shield

Limits: 10 minutes

Team Score- 5

Simulants: SnipeSim (Easy)

This time around, its Capture the Case. Race over to the other side, grab the case, and return to your case to get a point. Repeat until the challenge is over.

Challenge #9

Scenario: Combat

Options: One-Hit Kills

Level: Ravine

- Weapons: 1. Falcon 2
2. DY357
3. Timed Mine
4. Laptop Gun
5. Farsight

Limits: 10 minutes

Team Score- 10

Simulants: TrentSim (Normal)

Once again, it is on one-hit kills. This is the most skilled simulant so far in the challenges, but don't worry. Either go around with the Laptop Gun and pop a few caps in his head, and use the Farsight from a camping position.

Challenge #10

Scenario: Hacker Central

Level: Temple

- Weapons: 1. CMP150
2. Cyclone
3. Remote Mine
4. AR34
5. Shield

Limits: 10 minutes

Team Score- 3

Simulants: GuardSim (Easy)

Because of the Hacker Central scenario, this will require a slightly different strategy. Grab the Uplink, and find the computer. Wait for the simulant to find you, and kill him. Then, use the uplink on the terminal to gain some points. Repeat this until the challenge ends.

Challenge #11

Scenario: King of the Hill

Level: Complex

Scenario: King of the Hill

- Weapons: 1. MagSec 4
2. Tranquilizer
3. Shotgun
4. K7 Avenger
5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: BlondeSim (Normal)

Now is when the challenges start to get somewhat frustrating. As soon as you respawn, head for the K7 Avenger, as you'll stand little chance without it. Then head for the hill, and get in a defensive spot inside the hill. Keep repeating this throughout the challenge. Remember that the opposition has gotten better, so this will be harder than the other challenges.

Challenge #12

Scenario: Combat

Options: Slo-Mo

Level: Skedar

Weapons: 1. Falcon 2 Scope
 2. Sniper Rifle
 3. Shotgun
 4. Super Dragon
 5. Shield

Limits: 10 minutes

Team Score- 3

Simulants: JoSim (Hard)

This challenge can get really aggravating, as you are against a HardSim, and it is in slow motion. As soon as you spawn, head for the Super Dragon, and carefully go for the sim. If possible, sneak up on her, and kill her before she can blow you away with her grenades. After you kill her once, try to get to her before she can get ahold of any powerful weaponry.

Challenge #13

Scenario: Combat

Options: One Hit Kills

Level: G5 Building

Weapons: 1. Falcon 2 Silencer
 2. Tranquilizer
 3. Laptop Gun
 4. grenade
 5. Reaper

Limits: 10 minutes

Team Score- 10

Simulants: CIA Sim (Normal)

You're facing a rather intelligent sim, so you'll have to be careful. Place a Laptop Gun at one of the high-traffic points (which should get you some kills) and then use the Falcon or the Laptop Gun. Whatever you do, do not use the Reaper, as it sucks and will get you killed.

Challenge #14

Scenario: Capture the Case

Level: Area 52

Weapons: 1. Cyclone
 2. Super Dragon
 3. K7 Avenger
 4. Farsight XR-20
 5. Cloaking Device

Limits: 10 minutes

Team Score- 10

Simulants: GuardSim (Normal)
 TroopSim (Easy)

You would think this challenge would end being really hard, but it's the exact opposite. The sims seem more interested in collecting the weaponry in here, and rarely seem to go for your case. Keep heading for their case, and blast them with the Farsight if they get your case.

Challenge #15

Scenario: Hold the Case

Level: Grid

Weapons: 1. MagSec 4
 2. Dragon
 3. Shotgun
 4. Devestator
 5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: LabSim 1 (Normal)

 LabSim 2 (Meat)

This time, even the MeatSim is deadly, as both of the Sims will go for the Devestators (and even the MeatSim becomes a crackshot with the Devestator). Grab the case, and either try to avoid the sims as long as possible, and blow them up when they catch up to you, or just find a camping spot after you get the case. Either way, this is a hard challenge, especially since the sims have no problem with blowing themselves up to kill you.

Challenge #16

Scenario: Combat

Options: No Radar

Level: Felicity

Weapons: 1. Falcon 2
 2. K7 Avenger
 3. Super Dragon
 4. Proximity Mine
 5. Shield

Limits: 10 minutes

Team Score- 10

Simulant: BioSim (Perfect)

Because of the absence of radar, this stage is hell. You could do it the man's way (running around and blasting the sim), but that would just get you killed (unless you happen to be very, very good), so you'll have to settle for the coward's way. Just get in the one of the rooms with mines (the bathroom or the room with the tipped over canisters) while you have the lead. Chuck a mine on the entrance, and stand on the spawning point in there. If the sim runs up to the door he'll be blown away, and then you put another mine on there. Eventually he'll wise up to you and stop coming to the room, but as long as you have the higher score, you can just wait for the challenge to run out of time.

Challenge #17

Scenario: King of the Hill

Level: Temple

Weapons: 1. DY357 Magnum
 2. AR34
 3. Reaper
 4. Slayer
 5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: DanSim (Perfect)

The sim you're fighting almost always uses fly-by-wire rockets, so this thing is hard. If someone is in the hill, send in a fly-by-wire rocket and blow up the sim. Then head in, and hope that you last long enough. If you hear a Slayer rocket whizzing by, try to strafe around- you might get lucky and dodge the rocket. Always try to get a shield, as it will save you from one of the rockets.

Challenge #18

Scenario: King of the Hill

Level: Villa

Weapons: 1. Falcon 2
2. Phoenix
3. Tranquilizer
4. Laptop Gun
5. Shield
6. Cloaking Device

Limits: 10 minutes

Team Score- 10

Simulants: ElvisSim (Perfect)

MaianSim (Meat)

This challenge can be utter hell, as you have a perfect sim and the fact that's its King of the Hill in a rather large level. Try to grab a Cloaking Device, a Shield, Laptop Gun, and Tranquilizer early on. Go after the PerfectSim on your radar, cloak, and load the Tranquilizer into the little shit. He'll still be dangerous, but the Sedatives will make his aim somewhat worse. Now just try the best you can to get enough points from holding the hill (the Laptop Gun's secondary function can come in handy here).

Challenge #19

Scenario: Combat

Options: Fast Animation

Level: G5 Building

Weapons: 1. CMP150
2. Shotgun
3. Rocket Launcher
4. Farsight XR-20
5. Shield
6. Combat Boost

Limits: 10 minutes

Team Score- 10

Simulants: CassSim (Hard)

TrentSim (Easy)

How hard this challenge is depends on which weapons you manage to get. You're up against fairly good simulants, and the fast animation makes shooting them harder. If you manage to grab the Farsight, just snipe them with the target locator. Otherwise, carefully proceed through the challenge, and beware of targeted rockets.

Challenge #20

Scenario: Combat

Options: One Hit Kills

Level: Sewers

Weapons: 1. Mauler
2. Falcon 2
3. MagSec 4
4. DY357 Magnum
5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: AirSim (Normal)

PilotSim (Hard)

Teams: You and AirSim vs. PilotSim

This thing is friggin' hard. In addition to the one hit kills, you have NormalSim on your team which you must protect. Your NormalSim is something of a dunce, and often gets itself killed. At the very start, use the quick menu to make the sim follow you. Then, go to the middle of the level (it has a MageSec4 and a shield nearby). Stand on the shield, select the MagSec, and duck all the way down. Continue camping here, and your opponent will come after you; you should be able to get him before he shoots you, and your shield gives you an extra hit. By the way, it helps if you make sure the NormalSim gets a shield too.

Challenge #21

Scenario: Hacker Central

Level: Grid

Weapons: 1. Mauler
2. Reaper
3. Shotgun
4. Callisto NTG
5. Cloaking Device

Limits: 10 minutes

Team Score- 10

Simulants: JoSim (Hard)

You'll want to grab the Callisto and the cloaking device early in the stage. If the sim hasn't already gotten it, head for the uplink, go to the terminal, cloak, and use the uplink. If the sim already has the uplink, head to the terminal and wait there. The sim will fire a few bursts at you and then head to the terminal (and probably cloak). If the sim is cloaked, fire in the general direction of where the sim would be; otherwise, just shoot the sim in the head. Go back and get the uplink, go to the terminal, cloak, and use the uplink. Get some more cloaking device ammo, and repeat the steps until the challenge is over.

Challenge #22

Scenario: Hold the Briefcase

Options: One Hit Kills

Level: Base

Weapons: 1. Falcon2
2. Sniper Rifle
3. Crossbow
4. K7 Avenger
5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: PresSim (Perfect)

GuardSim (Normal)

My God, this is nigh impossible. I find that this is far easier with two people

on your team. The score limit is higher, but then you can have someone protect you while you hold onto the case. If you do this, just get the K7 and the case, and hide in one of the rooms with two or less entrances.

If you do it alone, you're in for some hell. First get the K7 Avenger and Shield. Then try to get the case. If the sims already have it, ALWAYS shoot whoever has the case first; this way you reset their timer for the case. Once you have the case try to cower over in some area of the stage, or keep running away from them (which only works for so long). Chances are that this will turn into just trying to keep them from having a score higher than you until the time limit kicks in.

Challenge #23

Scenario: Combat

Options: Slo-Mo

Level: Complex

Weapons: 1. MagSec 4
 2. Grenade
 3. Laptop Gun
 4. RC-P120
 5. Shield
 6. Combat Boost

Limits: 10 minutes

Team Score- 2

Simulants: CloneSim (Hard)

 StripeSim (Hard)

You only need 2 kills to win this challenge, which is both an advantage and a disadvantage. Your best bet is to grab the RC-P120 and try to hide in a camping spot. Once your enemies get fairly close to you on the radar, cloak with the RC-P120 and kill them. Hopefully, you'll get both of them at once (and manage to kill them). Otherwise, repeat the above again.

Challenge #24

Scenario: Capture the Case

Level: Fortress

Weapons: 1. CMP150
 2. Tranquilizer
 3. Devestator
 4. SuperDragon
 5. DY357-LX

Limits: Unlimited time

Team Score- 9

Simulants: GuardSim (Easy)

 TroopSim (Easy)

 AirSim (Easy)

 GuardSim 2 (Easy)

The simulants in this stage are relatively unskilled, but the sheer amount of them, and the fact they almost always use explosives, make this challenge pretty hard. First off all, NEVER, NEVER go into the bottom middle part, as this is akin to suicide, and the sims will just blow you up there. Go up the elevator after grabbing your weapon, and go up to the upper part of the level. Speed strafe over to the door to the enemy base (hopefully you won't get blown up) and head over to their case. Go carefully, as there's usually someone with a Devestator standing on the case. Get the case, and get back to your base. Repeat this a few more times to end the challenge.

Challenge #25

Scenario: Combat

Level: Ravine

Weapons: 1. Mauler
 2. N-Bomb
 3. K7 Avenger
 4. Farsight XR-20
 5. Cloaking Device

Limits: 3 minutes

Team Score- 10

Simulants: ShockSim (Perfect)

ShockSim 2 (Hard)

Once again, the Farsight is your friend in this challenge. Your opponents are intelligent, and you'd have a hard time against them otherwise. Try to grab the Farsight and make short work of them with the Farsight's target locator.

Challenge #26

Scenario: King of the Hill

Level: Ruins

Weapons: 1. Falcon 2
 2. Mauler
 3. Cyclone
 4. Laptop Gun
 5. Reaper

Limits: 10 minutes

Team Score- 10

Simulants: TechSim (Perfect)

TechSim 2 (Hard)

This one is incredibly hard, and I don't really have much in the way of tips. Try using the Laptop Gun's sentry function on the hill. Additionally, you should get to know the stages layout VERY well before this challenge.

Challenge #27

Scenario: Hacker Central

Level: Sewers

Weapons: 1. Falcon 2
 2. MagSec 4
 3. CMP150
 4. Rocket Launcher
 5. Shield

Limits: 10 minutes

Team Score- 10

Simulants: CIA Sim (Perfect)

This is almost no way you're going to beat this challenge by using the terminal; the simulant's rocket launcher will see to that, and the way the Sewers is set up makes it harder to find the uplink. Just camp by the terminal, and kill the sim whenever he comes by to use the uplink. If he gets any points from using the uplink, you will have to use the uplink to get back to first place, and continue this until the time runs out, ending the challenge automatically. If you still have trouble, I recommend getting a second player to guard you while you try to use the uplink.

Challenge #28

Scenario: Capture the Case

Level: Villa

Weapons: 1. Falcon 2
 2. Falcon 2 (Silencer)
 3. DY357 Magnum
 4. AR34
 5. Shotgun

Limits: 10 minutes

Team Score- 9

Simulants: GuardSim (Dark)

 GuardSim2 (Dark)

TWO DarkSims, TWO ****ING DARKSIMS? I would recommend that you keep restarting this until you start off in the base with the AR34, at least you'll have some chance. Race over to the enemy base, grab the case, and pray that you make it back to your base. After this it'll get much harder, as the DarkSims get their weaponry and start moving in on you by now. Try to kill them when they attack, though you'll probably take a lot of damage in the process, and try to capture the case enough to win this challenge.

Challenge #29

Scenario: Combat

Level: G5 Building

Weapons: 1. Falcon 2
 2. Cyclone
 3. DY357 Magnum
 4. CMP150
 5. Dragon

Limits: 10 minutes

Team Score- 10

Simulants: WorkSim (Dark)

 WorkSim2 (Dark)

This is by far one of the hardest challenges in the game, in fact it is nigh impossible if you try to beat this by going after the sims in hand to hand combat. However, theres a nice glitch that makes this incredibly easy. After the number 3 spot (no the one on the bridge), go across the bridge nearby and you should come into a room which has a small depression in the floor by the corner of the wall. Jump in here, duck all the way down, and press the edge to left. The sims will not be able to shoot you (at least long enough for you to cap them), allowing you to calmly blast them away. Continue with this, and you should have no problem.

Challenge #30

Scenario: King of the Hill

Level: Skedar

Weapons: 1. Falcon 2
 2. Falcon 2 (scope)
 3. MagSec 4
 4. Mauler
 5. DY357 Magnum

Limits: 10 minutes

Team Score- 10

Simulants: BlondeSim (Dark)

 CassSim (Dark)

 JoSim (Normal)

Teams: You and JoSim vs. DarkSims

Your JoSim really isn't much help and will provide little more than target practice for the DarkSims. I really don't know of many tips to make this easier. Use the charged up Mauler, so you can at least kill the DarkSims with one shot each. Then just try to get to the hill, and preferably position yourself in a nice corner that they can't sneak up and shoot you in the back from.

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11. C O M B A T S I M U L A T O R S E T T I N G S

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In this section I will put in combat simulator setups that I have created (which won't be many, as I'm not very creative with these things) and ones that readers have sent in. So, by all means, e-mail me any good multiplayer settings you may have.

Scenario: Combat
Options: Fast Animation
Arena: Random
Weapons: 1. Rocket Launcher
 2. Devestator
 3. N-Bomb
 4. Slayer
 5. Grenade
 6. Proximity Mine
Limits: Unlimited
Simulants: 4 RocketSims, 4 KazeSims
Teams: None
Created by: Kodos86

Scenario: Combat
Options: One-Hit Kills
Arena: Felicity
Weapons: All Laptop Guns
Limits: Team Score: 20
Simulants: 8 DarkSims
Teams: Humans vs. Simulants
Created by: Kodos86

Scenario: Combat
Arena: Random
Weapons: 1. Nothing
 2. Shotgun
 3. Nothing
 4. Shield
 5. Nothing
 6. Nothing
Limits: Score: 1
Simulants: None
Human Players: 2-4
Teams: None
Created by: Kodos86

Scenario: Combat
Arena: Skedar
Weapons: 1. MagSec 4
 2. Laptop Gun
 3. K7 Avenger
 4. Crossbow

5. Shield

6. Timed Mines

Limits: Time: 20 minutes

Simulants: 2 EasySims

Teams: Humans vs. Sims

Created by: Rick L

Scenario: Combat

Arena: Car Park

Weapons: 1. Combat Knife

2. Crossbow

3. Laser

4. Remote Mines

5. Shield

6. Cloaking Device

Limits: Team Score: 20

Simulants: 2 Hard FistSims

Teams: Humans vs. Simulants

Created by: Rick L

Scenario: Combat

Options: One hit Kill

Arena: G5 Building

Weapons: 1. MagSec 4

2. Laptop Gun

3. Cyclone

4. Proximity Mines

5. Shield

6. RCP-120

Limits: Team Score: 25

Simulants: 2 PerfectSims

Teams: Humans vs. Simulants

Created by: Rick L

Scenario: Combat

Options: One-Hit Kill

Arena: Villa

Weapons: Pistols Set

Limits: Team Score: 30

Simulants: 1 NormalSim

2 DarkSims

Teams: You and NormalSim vs. DarkSims

Created by: Rick L

Scenario: Combat

Options: Slow Motion

Arena: Facility

Weapons: 1. DY357-LX

2. Crossbow

3. Rocket Launcher

4. Slayer

5. SuperDragon

6. Cloaking Device

Limits: Team Score: 10

Simulants: 3 PerfectSims

Teams: Humans vs. Simulants

Created by: Rick L

Scenario: Combat

Options: Fast Animation

Arena: G5 Building
Weapons: Random
Limits: Team Score: 50
Simulants: 1 MeatSim, 1 EasySim, 1 NormalSim
Teams: Maximum Teams
Created by: Rick L

Scenario: Hold the Briefcase
Arena: Skedar
Weapons: All Farsight, except a Shield in the 5th slot
Limits: Team Score: 30
Simulants: 2 HardSims
Teams: Humans vs. Simulants
Created by: Rick L

Scenario: Combat
Options: No Radar
Arena: Sewers
Weapons: 1. Phoenix
 2. Dragon
 3. Proximity Mine
 4. Slayer
 5. Shield
 6. Super Dragon
Limits: Team Score: 30
Simulants: 2 HardSims
Teams: Humans vs. Simulants
Created by: Rick L

Scenario: Combat
Options: One-Hit Kills
Arena: G5 Building
Weapons: 1. MagSec 4
 2. Crossbow
 3. Laptop Gun
 4. Remote Mine
 5. Shield
 6. Cloaking Device
Limits: Team Score: 30
Simulants: 1 NormalSim, 1 Hard SpeedSim
Teams: Humans vs. Simulants
Created by: Rick L

12. C H E A T S

NOTE: I will not provide a complete walkthrough for each cheat; it is assumed that you know where you're going in the level.

General Tips for Earning Cheats:

- Speed strafe a lot.
 - You don't need to kill every single guard.
 - Don't use the quick menu; use the pause screen.
 - Know the layout of the stage.
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Classic Sight

Complete DataDyne Central: Defection

Explanation: Chances are, you've gotten sick off the faint green aiming box. Now, you can use this cheat to have the good ol Goldeneye aiming.

Coolness: ***

Slo-Mo Single Player

Complete DataDyne Research: Investigation

Explanation: This cheat makes everything in the level slow. It can be cool in a big gun fight, but is extremely boring when just walking around.

Coolness: **

Rocket Launcher

Complete DataDyne Central: Extraction

Explanation: You get a Rocket Launcher.

Coolness: ***

Sniper Rifle

Complete Carrington Villa: Hostage One

Explanation: You get a Sniper Rifle.

Coolness: **

DK Mode

Complete Chicago: Stealth

Explanation: This is a classic cheat from Goldeneye. It gives everyone bloated heads and large arms, like a certain primate. For more laughter, look at Elvis with this cheat on. This makes headshots very easy.

Coolness: ***

Small Jo

Complete G5 Building: Reconnaissance

Explanation: This makes you really small, and slow. BORING. On the plus side, Joanna looks incredibly small during the cinemas, which are pretty funny.

Coolness: **

Small Characters

Complete Area 51: Infiltration

Explanation: This makes all the enemies extremely tiny. This is hilarious, although they are hard to hit. Even better, combine it with DK mode.

Coolness: ***

X-ray Scanner

Complete Area 51: Rescue

Explanation: You get an X-ray Scanner. Sometimes it can be fun, but usually is pointless.

Coolness: *

Super Dragon

Complete Area 51: Escape

Explanation: You get to use a Super Dragon.

Coolness: ***

Team Heads Only

Complete Air Base: Espionage

Explanation: Instead of using the various heads that were designed for the game,

the enemies' heads are all of the Rareware people that worked on the game.

Coolness: **

Laptop Gun

Complete Air Force One: Anti-Terrorism

Explanation: You get a Laptop Gun.

Coolness: ***

Perfect Darkness

Complete Crash Site: Confrontation

Explanation: With this cheat, the level is made pitch black, and you are given a pair of Night Vision goggles. Also, the enemies won't see you unless you get fairly close.

Coolness: ****

Enemy Rockets

Complete Pelagic II: Exploration

Explanation: All the enemies have Rocket Launchers. This is a good way to make the game more challenging (in agent, anything else would be suicide). The levels become a frantic dash to the exit.

Coolness: ***

Jo Shield

Complete Deep Sea: Nullify Threat

Explanation: Now you start off with a shield. Wow (sarcasm).

Coolness: * (and that's being generous)

Enemy Shields

Complete Carrington Institute: Defense

Explanation: All the enemies receive powerful shields, like those in the Carrington: Defense stage.

Coolness: **

Phoenix

Complete Attack Ship: Covert Assault

Explanation: You get to use a Phoenix.

Coolness: ***

R-Tracker/Weapon Caches

Complete Skedar Ruins: Battle Shrine

Explanation: You are given an R-Tracker that shows where the secret weapons are.

<Yawn>.

Coolness: *

T I M E T R I A L C H E A T S

Marquis of Queensbury Rules

Complete DataDyne Central: Defection under 1:30

Difficulty: **

Coolness: ***

Jump off the platform, and ignore the guard. Race into the next room; plant the ECM mine, and head down the stairs. As you go to Cassandra's office, call the

elevator. Knock out Cassandra and grab her keycard. Run over to the elevator, and head down the ground floor. Plant the other ECM mine, and race to the exit.

Explanation: Now all the enemies use their fists only, and it only takes one punch to knock them out. If you want no challenge, you can use your weapons.

Or,

even better, just use your fists, and turn the levels into a big fistfight.

Hurricane Fists

Complete DataDyne Central: Extraction under 2:03, in agent

Difficulty: *

Coolness: *

At the beginning, you have to kill all the guards so they don't kill Carroll. Race through the level, ignoring all the guards, except for the bodyguards at the end.

Explanation: Now you get to punch really fast. Big deal.

Cloaking Device

Complete G5 Building: Reconnaissance under 1:40, in agent

Difficulty: ****

Coolness: ****

Kill the cloaked guards at the start; you have to memorize their positions or get lucky. Go to the alarm room and kill the guards there. Go into the catwalks and leave the camspy by the vent; DO NOT send it in yet. Head up to the safe room. Plant the decoder, and immediately send in the camspy. Watch the entire cinema; by the end the safe will be open. Grab the disc and race out.

Explanation: You now have a cloaking device, which makes you invisible.

However,

to make it last permanently, you must also use infinite ammo. Using this cheat can also let you hear some new enemy voice-overs.

Hotshot

Complete Area 51: Infiltration under 5:00, in Special Agent

Difficulty: ***

Coolness: ***

(Largely based on marshmallow's tips) Start the stage once the cinema shows the guard walk past your starting point. Pistol whip him, and kill the next guy. Blow up the drone guns, and run past the guard tower through the minefield. Blow

up the drone guns and alien interceptor in there, and plant the explosives. Go back through the minefield, and grab the Rocket Launcher. Run down the tunnel, and blow up the autogun with the rocket. Plant the comms rider, run up the tunnel, and through the minefield. Activate the lift, and strafe past the guards

into the elevator, and to the exit.

Explanation: This simulant is dressed as a CI soldier, and carries a DY357, and a DY357-LX.

Invincible

Complete Area 51: Escape under 3:50, in agent
Difficulty: **
Coolness: ****

Push Elvis to the hiding place, ignoring the guards, and speed strafe over to Jonathan (still ignoring any guards; kill them on the way back). Rendezvous, and take out the enemies on the way back. Wait for Johnny to blow up the wall, and rush over to Elvis. Stop the cinema, and rush up to the hole and kill the guards so Jonathan will head to the saucer. Run down, and push Elvis to the saucer. Wait for them to begin talking, and race over to the computers on the catwalk. They will continue talking. Once the other music start, activate the computers to end the stage.

Explanation: This should be obvious. You are invincible and take NO damage.

Unlimited Ammo- No Reloads

Complete Air Base: Espionage under 3:11, in Special Agent
Difficulty: ****
Coolness: *****

Head to the stewardess (be sure to sedate all the guards) and grab the disguise. Head into the building, and strafe over to the elevator so the secretary sees you. Grab the case, head in, and place it. Deactivate the security system, and speed strafe to the elevator (be sure to at least wound SOME of the guards). Use it to board the Air Force One shuttle.

Explanation: You get unlimited ammo without having to reload- ever. Just hold down the trigger, and start perforating things. Now you can turn the Rocket Launcher into a fully automatic weapon.

Unlimited Ammo- Laptop Gun

Complete Air Force One: Anti-Terrorism under 3:55, in Perfect Agent
Difficulty: **
Coolness: ***

First, play through Air Base, and end by going through the ladder to the plane. Grab the gear, and head up to the president. Pull up your Laptop Gun, and race to the cockpit. Kill the guards there (you MUST save at least one pilot). Head to the thing you have to mine, get against the wall, and toss the mine. Once the explosion dies down, head to the capsule. You can probably take some time with the 2 Mr. Blondes. On the way to the capsule, the pilots will secure the

flight-

path, and the stage will end once the president reaches the capsule.

Explanation: If you place a Laptop Gun as a sentry gun, it will never run out of ammo.

Trent's Magnum

Complete Crash Site: Confrontation under 2:50, in agent
Difficulty: ***
Coolness: ***

You may want to use the jetbike for part of this time trial; I prefer not to. Race over and activate the escape pod. Strafe to where the clone is; kill the nearby guards and snipe at him from the hole. Rescue the president, and take him to Elvis.

Explanation: Now you get to use the DY357-LX, the PD version of the Golden Gun.

Unlimited Ammo

Complete Pelagic II: Exploration under 7:07, in Special Agent
Difficulty: ***
Coolness: ****

Don't worry too much about stealth this time. Pull up the Laptop Gun, and plow through the enemies. Complete the objectives as they are listed. At the moon pool, charge in, kill the guards, grab the shield, activate the console, and open the big doors to the exit. Race down to Elvis (be sure to kill most of the guards). Once you get to him, race back up to the moon pool lift, and exit through the doors you opened.

Explanation: As the name says, you now have unlimited ammo. There isn't much else to say.

Super Shield

Complete Carrington Institute: Defense under 1:45, in agent
Difficulty: **
Coolness: *

Strafe to the second elevator, and rescue the hostages upstairs. Go back down, and rescue the hostage in the holeroom, and then the two in the weapon room. Cue the computer to break the glass, and grab the RC-P120. Cloak, disarm the bomb, and race to the exit.

Explanation: Now you get an even stronger shield. <Snore>

Alien

Complete Attack Ship: Covert Assault under 5:17, in Special Agent
Difficulty: ****
Coolness: ****

Knife the Skedar once he has his back to you, and blow up the computers. Go down the elevator, and up the hangar elevator. Use the Mauler for most of the mission. Head to the room with the navigational information. While Elvis checks the computer, head along the blue halls (you must kill every Skedar here, or Elvis will be killed) to the engine room. Blow up the reactor things, and head to the bridge. Get the double Maulers, and kill the Skedar that swarm in.

Explanation: You get a Maian soldier to help you out. Even better, he has a RC-P120!!!! He's a bit slow, but oh well.

All Guns

Complete Skedar Ruins: Battle Shrine under 5:31, in Perfect Agent
Difficulty: ****
Coolness: *****

(This is largely based on marshmallow's tips) Keep in mind that you need to kill every cloaked Skedar. If the first pillar isn't one of the special pillars, abort. Plant the amplifier on it, strafe out, and kill the Skedar with the Reaper. The easiest combination of pillars is the next 2, but the others will work. Don't waste time getting the Phoenix; go over to the cliff, and kill the 2 Skedar there. Jump down, and go to the point where you cross to the other side; at this point push against the side that leads to the hole in the wall. You will eventually appear next to the bridge. Activate the bridge, and head across. Ignore the baby Skedar. Kill the guys with Slayers, and use the Falcon 2 to open the inner sanctum. Head to the secret Skedar army. Fire a Devestator grenade at the 2 groups of containers on the right, and the group on the left. DO NOT use all your Devestator ammo, or you will fail. Fire a Slayer at the last container. Grab some of their Maulers (if time permits), and head into the room with the Skedar. Follow the walkthrough for beating him; just do it really fast.

Explanation: Except for the Slayer, you have every single gun in the entire game, including the classic weapons and combat boosts. You have two of the same weapon, when possible.

STILL TO COME: Play as Elvis, Psychosis Gun, Farsight, Pugilist, and Hit and Run.

Classic Weapons for Jo in Solo

These give you the various classic weapons from Goldeneye. To earn all of them, you must the specified gold medals in the firing range. Information on which golds get which weapons was submitted by Hitman Howie.

PP9I (PP7)

Earn gold medals for: Falcon 2, Falcon 2 w/ Silencer, and Falcon 2 w/ Scope.

CC13 (DD44)

Earn gold medals for: MagSec 4, Mauler, Phoenix, DY357, DY357-LX

KLO1313 (Klobb)

Earn gold medals for: Remote Mines, Timed Mines, Proxy Mines

KF7 Special

Earn gold medals for: Super Dragon, AR34, K7 Avenger, Dragon

ZZT (ZMG)

Earn gold medals for: Rocket Launcher, Devestator, Grenade

DMC (D5K)

Earn gold medals for: CMP150, Cyclone, Callisto NTG, RC-P120, Laptop Gun

AR53 (AR33)

Earn gold medals for: Tranquilizer, Crossbow, Combat Knife, Slayer

RC-P45 (RC-P90)

Earn gold medals for: Shotgun, Reaper, Sniper Rifle, Farsight

You don't need the gold medal for the Laser to earn anything.

NOTE: Although I have not actually ascertained wheter these are the correct medals, I am very sure that Hitman Howie was telling the truth.

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13. C H E E S E W A L K T H R O U G H
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Hidden within every stage of Perfect Dark, is a piece of cheese. They no longer serve any purpose, except to drive you crazy. The most you can do is put bullet holes in them.

Thanks to PD Extreme for the locations.

Carrington Institute: Grab the hover crate in the hangar. Bring it to the weapon room, and place it in front of the door (so it won't close). Go into the firing range, and stand in the sliding door so it doesn't close. Select the Slayer. Send a fly-by-wire rocket out of the weapons room, down the ramp, and into the room with the hover-bike. Look on the ledge to find the cheese.

DataDyne Central- Defection: Put on any cheat that gives you an explosive (All guns, Rocket Launcher, etc.). Go to where you plant the first ECM mine, and fire a rocket in the general location. Head through the hole it makes, and down the ladder. Look through the grate to find the cheese.

DataDyne Research- Investigation: Go the room where you shut down the last experiment. Look through the glass panel on the floor to find the cheese.

DataDyne Central- Extraction: Same as in Defection.

Carrington Villa- Hostage One: Go down to the wine cellar. Look at the top right corner of the fourth bottle shelf. It's there, but is pretty small.

Chicago- Stealth: Go into the Pond Punk bar (near the limo). At the locked door, kill all but one of the guards. Disarm him, and he will open the door. Go to the bathrooms in the end of here; the cheese is in a toilet.

G5 Building- Reconnaissance: Go to the room with the field generator. The cheese is by the ramp to the right.

Area 51- Infiltration: Turn on the Farsight or All Guns cheat. Attach the comms rider, and enter through the door that the guy with double MagSecs comes from. Look through the wall with the Farsight to find the cheese.

Area 51- Rescue: Before dropping down from the vent into the bathroom, look across the vent, the cheese is there.

Area 51- Escape: Same as Area 51- Rescue.

Air Base- Espionage: At the end of the cliff, look at the corner of the water, with the Horizon Scanner. You should see a VERY small piece of cheese.

Air Force One- Anti-terrorism: Go to the escape capsule. The cheese is on the pipes on the wall.

Crash Site- Confrontation: Go to where the plane has crashed. Look through the crack between the plane and the snow. There it is.

Pelagic II- Exploration: Walk out of the room after completing the first objective. You should see the cheese under the floor vents.

Deep Sea- Nullify Threat: Go to the first hall with clear walls. Look through the water for the cheese (you may need the Sniper Rifle cheat).

Carrington Institute- Defense: Go through the doors that have been broken down. Look outside on the roof above for the cheese.

Attack Ship- Covert Assault: In the big hangar room, go to the room to the right of the lift. Look through the corner of the clear glass to see the cheese.

Skedar Ruins- Battle Shrine: Go past the wall you blow up, into the rocky section where a Skedar is standing on a shield. Look through the crack there with either your Farsight or Sniper Rifle.

Mr. Blonde's Revenge: Same as DataDyne- Defection.

Maian SOS: Same as Area 51- Rescue.

War!: Same as in the Battle Shrine.

Duel: Hide by the door, and look through with the Farsight. The cheese is where it was in Carrington- Defense.

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14. H I D D E N W E A P O N L O C A T I O N S

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In most of the levels are several hidden weapons, which would not normally be found during the normal course of play. (Locations found in the Nintendo player's guide).

DataDyne Central: Defection

Falcon 2 w/ Silencer x2: Go to the hall with the office worker's office. Enter the other office, and kill the Shocktroop in there to grab his double silenced Falcons.

Laptop Gun: On Perfect Agent, let the prisoner (the office worker) escape. He will run to a weapons room with a Laptop Gun.

DataDyne Research: Investigation

CMP150 x2: If you get to the section where you reprogram the robots without being seen by anyone, you can open a weapons catch with twin CMP150's.

Proximity Mine: Go to where the isotope is. Speed strafe through there to pick up some mines (why are they glowing?).

DataDyne Central: Extraction

DY357 Magnum: If you take out the first 5 guards on the ground floor without being seen by them (requires a headshot), the 5th one will yield a Magnum.

Dragon and Grenade: If you kill all of the ground floor guards in a few seconds after seeing them, there will be an extra guard on the next floor. Kill him to grab the key to Cassandra's office. On her desk is a grenade. Throw it against the right of the wall to blow a hole leading to a Dragon.

Carrington Villa: Hostage One

Devestator: Blow up the crates by the helipad to uncover a Devestator.

CMP150 x2: If you kill the Sniper guarding the helipad in less then 38 seconds, he will yield twin CMP150's.

Chicago: Stealth

Bombspy: Go into the room with the oil cans. Push the dumpster against them, and blow up the cans to get a bombspy.

Falcon 2 w/ Scope x2: Go into the Pond Punk Bar (see the cheese walkthrough). To the left of the bar is another scoped Falcon.

G5 Building: Reconnaissance

Crossbow: Kill the first cloaked guard. Knock out the second one to get a Crossbow.

N-Bomb: If you placed the remote mine on the upper door in the previous level, there will be some N-Bombs by the exit.

Area 51: Infiltration

Rocket Launcher: Go through the minefield (see the walkthrough) and grab the Rocket Launcher.

MagSec 4 x2: After planting the comms rider, several guards will come out of a locked door. Kill the one in the brown suit for double MagSecs.

Area 51: Rescue

Falcon 2 Silencer x2: Shoot the oil drum behind the crates to the right of the start. Grab the Falcon 2's that emerge.

Phoenix: If you didn't kill the technician in the previous level, go to the door to the right of the elevator (after you take it up). After you try to open it, he unlocks it. Head forwards through there to get to the Phoenix.

Area 51: Escape

Falcon 2 w/ Scope x2: If you run back into the gassed section to where the scientists were, you can swipe double scoped Falcons.

Remote Mines: If you deposit Elvis in less than 36 seconds, 3 remote mines will be in the section where Jonathan blows up the wall.

Air Base: Espionage

Proximity Mines: Follow the tunnel all the way to the edge of the cliff to grab some proximity mines.

DY357 x2: If you eliminate the 3 NSA lackeys (one by the escalator, one by the freight elevator, and one by the security monitoring thing) before subverting the security system, you can get double magnums.

Air Force One: Anti-terrorism

Cyclone x2: The two guards near the ramp leading to the president both have keycards. Knock them out, use the cards to open the 2 side doors, and grab double Cyclones.

Crash Site: Confrontation

Proximity Mines: If you go over to Elvis before completing any objectives, you can get some mines.

DY357-LX: If you are VERY fast, you can disarm Trent before he kills the President, and swipe a LX.

Pelagic II: Exploration

Falcon 2 w/ Silencer x2: One of the guards past the place with the first objective has 2 silenced Falcons. To get them, you must kill him before ANY alarms are sounded.

Deep Sea: Nullify Threat

Proximity Mines: One of the cloaked guards will yield Proximity Mines if you kill him before Elvis does.

Carrington Institute: Defense

Devestator: Rescue all the hostages on the second floor, and Grimshaw will give you a Devestator.

Attack Ship: Covert Assault

Slayer: After taking the lift from the hangar, if you head straight, you past a huge amount of Skedar warriors, and eventually find a Slayer. It's more trouble then it's worth.

Mauler x2: Kill the Skedar in the middle of the bridge at the end to swiipe double Maulers.

Skedar Ruins: Battle Shrine

Phoenix x2: Blow up the 2 remaining pillars (the ones you don't put amplifiers on) with the Devestator. There will be 2 Phoenixes at the canyon edge.

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15. P E R F E C T D A R K F U N
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So, you've beaten the Solo Missions, Co-operative, and the Challenges, earned all the cheats, and exhausted multiplayer and counter-operative? You need something to do in the game, other then replay it for the 100th time? Then this would be the section to visit. These are various glitches, hidden stuff (other then the cheese), etc., which can be used to have something else to do in the game. They are arranged by the stage(s) they appear in.

General Things

X-ray Cinemas: Turn on the X-ray Scanner cheat, and end any stage with it on. The cinema shows up in X-ray view.

Carrington Institute

Campspy Tour: Go to the hangar, grab the crate, bring it up, and stick it in front of the training room door (so it won't close). Select the Campspy. Now you can send out of the room and through the building.

Slayer Tour: Grab the hover crate in the hangar. Bring it to the weapon room, and place it in front of the door (so it won't close). Go into the firing range, and stand in the sliding door so it doesn't close. Select the Slayer. Send a fly-by-wire rocket out of the weapons room, and now you can send it through the building.

Shoot Foster: Go to the weapons room, stand in the doorway leading to the range so that it won't close. Select the crossbow or throwing knife, and you fill Foster up with various sharp objects.

DataDyne Central: Defection

Alarm Glitch: For this, turn on infinite ammo and cloaking device. Go into Cassandra's office, and let her see you. Once she turns on the alarm, cloak, and wait for the guards to appear. They will come in, look around, and not see you. After looking around, they'll utter new lines, like, "Must be a false alarm", "I thought I heard a noise", etc.

Mean Office Worker: Start the stage in Perfect Agent, and go to the floor with the computer you need to download from. Blow it up, and go down to the office worker, and get him to come up. When he sees the broken computer, he'll say, "You vandal. You broke it!". Then he tries to punch you.

DataDyne Central: Extraction

Really bloody Mr. Blonde: Go in any difficulty, and go through the bottom floor, making work of the guards in seconds. On the next floor, there is an extra guard with a key. Get it, and go back down. Open the door to the room that had the second hub (in stage 1), and you'll see Mr. Blonde and 2 bodyguards. They don't do anything, but you can blast them, and make them bloody. Cassandra also teleports here after you kill the bodyguards. End the stage, and the guards in the cinema will all appear bloody (provided you shot them several times).

Kill Carroll in the cinema: Go through the stage, and at the very end, pull up the Rocket Launcher, and target Carroll (with a targeted rocket). Run up, and fire the rocket as you end the stage. In the cinema, the rocket will blow up Carroll, but Joanna acts like he is still there.

Carrington Villa: Hostage One

Act Your Age: Go down to the wine cellar, and destroy every bottle. Carrington will tell you to act your age.

Make Carrington Float: Put on All Guns or Farsight. Make your way through the level, until you reach the wine cellar. Kill the guards, and use the Farsight to look through the door. You'll see Carrington; he is invincible, but you can blow up the chair he is on. Complete the stage, and the cinema shows him floating.

Chicago: Stealth

Guard Talk: Go through the stage, and reprogram the taxi. Go to where the blocked door is, and wait for the taxi to crash. Wait, and you should hear the following guard conversation (it may help to turn off the music): "What the **** was that?" "What a mess." "I never liked that robot anyways." "The boss won't be pleased." "We can always get another one." At that point, feel free to blast them, as the conversation ends.

G5 Building: Espionage

Shoot Cassandra and Mr. Blonde: Put on All Guns or Farsight. Go through the

stage to the crawl space. Look through the door with the Farsight, and you can shoot Cassandra and Mr. Blonde (although they don't die). You can also blow up the chairs there.

Alarm Glitch: Turn on cloaking device, and go through the stage, to the safe room, and plant the decoder. Cloak, and the guards that come will say stuff like
in the previous alarm glitch.

Area 51: Infiltration

Extra Guards: In the first hangar bay, go up to the door, and look through it with the Farsight. You should see Jonathan and another guard. Johnny is invincible; the guard is not.

Area 51: Rescue

Invincible Guards: Turn on Farsight or All Guns, and go to the room with Elvis. If you try to blast the guards with the Farsight, they won't die.

Area 51: Escape

Late Explosion: Go through the stage until Jonathan sets the explosives. Once he tells you to stand back, fire a grenade at the wall; it blows up. The explosives will blow a few seconds later.

Air Base: Espionage

Stupid Worker: Go into the air base, and once inside, set off the alarm, and get the guards to open the door leading to the room with the safe. Head through, and go to the office where the office worker is. Even though you have a gun, he will say stuff like, "Go away", "Listen, I can't help you".

Deep Sea: Nullify Threat

Kill Elvis and Caroll: Turn on the Rocket Launcher, and go through to the room with Caroll. Fire a Rocket, and rush over to start the cinema. The rocket will go through and kill Caroll and Elvis, but Joanna acts like they are still there.
You will fail though.

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15. C H A R A C T E R S
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This gives information about the main characters in the game.

Joanna Dark: You play as Jo Dark, an untested field agent who received perfect scores at the Institute.

Dr. Carrington: A pudgy guy that founded the Carrington Institute after contacting aliens.

Cassandra de Vries: The CEO of the DataDyne Corporation. She makes a deal with the Skedar to recover the Cetan ship. She eventually pays the ultimate price.

Dr. Carroll: A living computer-thing that reveals DataDyne's plot. He blows himself up to destroy the Cetan.

Elvis: He is part of an alien race that has been fighting the Skedar for centuries. He is captured by Area 51, and eventually helps Jo.

Trent Easton: Trent is a wimpy sounding guy that helps Cassandra, and uses the NSA to try to attack the president. He thinks Mr. Blonde is his ally, until he messes up the attack on Air Force One. Trent is killed with one swipe.

Mr. Blonde: The leader of the conspiracy, Mr. Blonde is really a disguised Skedar warrior.

Jonathan: He is an active agent who has been in Area 51. If you have him leave in the UFO, he lives. Otherwise, the guards kill him.

The U.S. President: He tries to do the right in politics, but Trent Easton tries to kill and clone him.

The Skedar: The Skedar are an alien race that has made war a religion. They have been fighting the Maians for centuries. The war ended with the destruction of the Battle Shrine, and death of the Skedar leader.

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17. M Y S T E R I E S

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As with many games, there are plenty of unsolved mysteries and rumors that begin circulating. Most of these mysteries were found at Will Mistretta's Perfect Dark page (see the credits section for more info). Screenshots of most all of these can be found at Will's site, along with many other mysteries. I have mostly included mysteries that can be seen without a Gameshark, although his site has many mysteries that do require a Gameshark.

#1 Unaccessible multiplayer Areas

In the Warehouse, above the vents, is a room with a question mark and an ammo box (possibly for the 6th weapon spot?). Interestingly, Gameshark has been used to prove that the ammo box is just an object, and cannot be picked up. There is also a ladder that cannot be reached in the Sewers, and an unreachable shaft above one of the doors in the Temple. There is also an unreachable section of vents in the Felicity, a thing present in the Goldeneye version also. These seem to be more useless areas the programmers were too lazy to take out.

#2 Cassandra's Necklase

In the Attack Ship, you can pick up Cassandra's necklase after the Skedar kill

her. On the pause screen it gives the password, "18MOZYM8ND185". This translates as "IAMOZYMANDIAS", the first line of a poem written by Shelley. Apparently this is a comparison between Cassandra and Ozymandias, both of whom thought they were in control of things, but ultimately screwed up.

#3 Perfect:1

After achieving the ultimate rank, Perfect:1, you are given the following:

USERNAME: ENTROPICDECAY

PASSWORD: ZERO-TAU

They don't seem to have any known use, though they may be used in a sequel to Perfect Dark.

#4 Secret Maian

In the Attack Ship, set the enemy health to 500%. After completing your first 3 objectives, go to the room near where objective 4 is completed. There is a Maian soldier that does not respond to you and just stands there and ignores you. This seems to be another character that would normally be killed instantly at the beginning of the stage. Interestingly, Elvis will attack and kill the Maian if Elvis is brought to the room.

#5 Second agent in Area 51?

In Area 51 Infiltration, there is another guard with a DY357 (at the end) that begins shooting the other guards. When playing the enemy in counter-operative you can see this guard standing next to Jonathan.

#6 Dead guards in Area 51 and Carrington Villa

You can see dead guards in Area 51 (by the rocket launcher) and the Villa (in the shower) if you get to those parts fast. If you play in Perfect Dark mode, and have the enemy health at 500-1000, the 2 guards will be alive, but ignore you and don't do anything. There is also one near the shield in Deep Sea.

#7 G5 Shafts

At the vent shaft with the cheese, one can, with the Farsight, see a long series of vents that cannot be reached, but go on for a large distance.

#8 The Pond Punk

In the Chicago stage, one can get to a bar (see the cheese section for details) that contains double Falcons, guards, and a cheese. It seems odd that such a detailed place would have next to no purpose.

#9 Chicago Grafitti

In the Chicago stage, there are several Japanese symbols written on the walls that, when translated are just several apparently unrelated words. The question is, do they mean something, or were they added merely for no reason at all?

#10 Air Force One holes

There are several holes in Air Force one, underneath a bunk by the cockpit, in the room with the piano, and above the bathroom in the middle floor. Oddy, these things seem like a person would fit through them, but they cannot be reached.

#11 Villa Drone Gun

If you use a K7 Avenger in the Villa with the threat detector on, turn off the generator, and go back outside. The windmill is registered as a drone gun, though it doesn't do anything to you. Apparently, it is a modified drone gun, which wouldn't effect much, since you can't get near it. If you use a Gameshark to get close to it, it will start shooting you.

#12 Jonathan

As I've already pointed out in the walkthrough section, Jonathan is completely unable to harm you during the Duel. Apparently, the Jonathan from Carrington-Defense was just copied into the Duel, so the game still reads him as an ally.

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18. R U M O R D E B U N K I N G
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As with many popular games, there are plenty of stupid half-assed rumors, created by people with nothing better to do. Screenshots of Egyptian, Ark Hives, and Star Battles can be found at Will Mistretta's site.

#1 Egyptian

This was created by Greystar, who claimed to have found a secret battle arena from Goldeneye, but refused to give the code. A screenshot was given, which was later proven to be Perfect Dark characters superimposed over a Goldeneye screenshot.

#2 Ark Hives

Another hoaxer claimed to have found the Archives level from Goldeneye in multiplayer, but renamed "Ark Hives". The first part was somewhat believable, a screenshot showing the name Ark Hives listed in the battle arenas. However, game text can be manipulated with a Gameshark, so this didn't prove much. Later, a screenshot was given, but the shot is utter crap, with oversized ammo bars that were obviously drawn with some computer program. Later, Greystar provided a new shot, which looked even worse, and was slightly less crappy than the previous shot.

#3 Star Battles

Another hoaxer, this one calling himself Zeroxx, claimed to have used Gameshark to find 3 new levels: Star Battlers 1, Star Battles 2, and Star Battles 3. He also said that trying to start any of the levels made the game crash, and he wouldn't reveal his code. The screenshot that he showed, however, showed Star Battles 1 & 2 being beaten on all difficulties, and Star Battles 3 was beaten on agent. The picture of Star Battles 1 also appears to a picture of the Deep Sea level.

#4 You get an alternate beginning for Deep Sea the first time

I tried, and you don't.

#5 The password from Cassandra's necklace unlocks something.

It doesn't, it's only purpose is to compare Cassandra to Ozymandias.

#6 If you beat Carrington-Defense in PA, using the laser to open the safe,

something good will happen.

Nope. I tried that, and nothing happens. The only thing likely to happen is that you'll get killed, because beating the stage that way is hard as hell.

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19 G U A R D D I A L O U G E

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This section is meant to cover the various lines that guards will say. This does not include dialouge that also occurs (the lines that appear in subtitles if you have that option on).

"Who the?"
"Aaah!"
"Stop!"
"Ugh"
"C'mon!"
"What the!?"
"You *****!"
"Oh my God"
"Come here!"
"Damn, she's good."
"Target sighted"
"She got me!"
"I'm hit!"
"I don't wanna die!"
"What are you waiting for?"
We've got a contact!"
"My gun!"
"Bloody damn gun!"
"Taking damage!"
"waste her!"
"Ay caramba!"
"Wha?"
"Theres someone here"
"Why me?"
"Damn, missing stinks"
"Jeez!"
"NOOOO!"
"Wipe her out!"
"Imposter!"
"Let 'er have it!"
"It's a terrorist!"
"Open fire!"
"How did i miss?"
"Hey, you!"
"You win, I surrender"
"Please! Don't shoot me"
"Intruder alert"
"For God's sake, someone hit her"
"I'm only doing my job"
"Help me out here"
"body count's too high"
"What the hell?"
"Freeze!"
"There she is!"
"I don't believe it!"

"Come here!"
"Greetings citizen"
"Guns don't scare me"
"Whoa! Take it easy there lady"
"Here! Take the wallet"
"I don't want any trouble"
"Request backup immediately!"
"Get back!"
"It's a spy!"
"Activate the alarm!"
"Warn the others!"
"Take her down men!"
"Can't see anybody"
"Sure I heard a noise"
"I must be hearing things"
"False alarm"
"What a mess"
"I never liked that robot anyways"
"The boss ain't gonna be pleased"
"We can always get another one"
"Get the hell outta here!"
"Hows things?"
"Hi there"
"She's a tricky one"
"Hey, whats up"
"Watch it! That thing could go off"
"You shouldn't have come here girl"
"Hello"
"God! I'm dying"
"Hey! That's dangerous"
"Put your hands up"
"Stop right there"
"Don't point that at me"
"Trigger the alarm"
"Holy!"
"I've got a clear shot"
"Yeah, baby"
"I don't like this anymore"
"We've got problems"
"I'm bleeding!"

20. F A Q

Seeing as the guide just came out, these are just questions I thought up.

Q: What are the pieces of cheese for?

A: According to Rareware: the cheese pieces hidden in every level were originally intended as a way to earn the cheats. They no longer serve any purpose, except to drive you crazy.

Q: Why don't you have the walkthrough and explanation for (Insert cheat name here)?

A: Because I didn't earn (Insert cheat name here).

Q: Does Infinite Ammo work on the Psychosis Gun?

A: No.

Q: What happened to the "Perfect face option".

A: This would have allowed you to use game boy camera to scan a face into the game. Rare dropped it to avoid legal problems.

Q: Why didn't you include the Duel in the co-operative and counter-operative section?

A: Mainly because you can't play the Duel in co-operative.

Q: What's this about "ghost characters"?

A: These have been circulating many boards; various people have said that they were killed by invisible characters or. Rareware seems to deny their existence.

Q: Where's the push button codes?

A: There aren't any.

Q: What's this about Star Battles, Egyptian, and Ark Hives?

A: Those are all stupid hoaxes.

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21. C R E D I T S

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Nintendo: They made the system you've been playing this game on. I also used their players' guide to check where some of the weapons were.

Rareware: The video game company that made Perfect Dark.

Jeff "CJayC" Veasey: For hosting this guide, and making Game FAQs.

Marshmallow: His excellent Perfect Agent guide allowed me to complete Perfect Agent mode. The strategies for the Attack Ship in Perfect Agent mostly came from him. The strategies for the All Guns and Hotshot cheats were mainly based on his tips.

Hitman Howie "D" (Hitman_Howie_D@hotmail.com): He sent me the information on which gold medals earn which Classic Weapons.

Lawrence: He pointed out that using Peace Sims is a good way to rack up kills.

Will Mistretta: For letting me use information from his site in my guide. His PD site can be found at: <http://willmistretta.tripod.com/pdark.html>

Rick L: He let me use some of his combat simulator settings.

Shane Williams: He sent in 2 tips for the Attack Ship stage on Perfect Agent level.

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22. L E G A L I N F O

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Feel free to contact me at kodos86@adelphia.com. Below is my policy regarding the various kinds of messages I may receive.

Questions: I will try to answer questions you send me to the best of my ability.

Please remember that I am not affiliated with Nintendo or any other video game company. Before asking me something, READ THROUGH THE GUIDE to see if your question is already answered. If your question is already answered in the guide,

I will ignore it.

Comments: Any comments on the guide or how it could be made better are appreciated. Valid complaints about the guide are also appreciated.

Information about my guides being ripped off: If you ever see one of my guides being used illegally, please contact me immediately. Also, it helps if you have the word "plagiarism" somewhere in the subject of the e-mail.

Flames: Don't waste my time with these. I will post the message on the GameFAQs boards so we can make fun of your stupidity, and then I will delete the message.

The same goes for messages with horrendous grammar (ex: "hey, sup dawg. ah got a q").

Chain Letters: No, I don't believe that I will receive large amounts of money if

I forwards a stupid e-mail to several people. Neither do I believe that not sending an e-mail will give me bad luck or cause me to have unsuccessful relationships, or that I will mysteriously die because of it. Honestly, chain letters are cute for about 20 seconds, after which they become plain STUPID. Yes, I will delete them.

Spam Letters: Not only is it illegal, but I have spam blocking software; don't waste your time.

~End of Document~

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