

Perfect Dark Perfect Agent Walkthrough

by marshmallow

Updated to v10.0 on Aug 12, 2001

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P e r f e c t A g e n t W a l k t h r o u g h

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| Perfect Agent Walkthrough / Version 10.0 / August 12th, 2001 |  
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This file will basically hold you by the hand and lead you through the big, bad world of Perfect Dark's "Perfect Agent" difficulty level, which is the most difficult of the default difficulty levels. It'll also describe basic skills, along with the tools and technology (we're talking guns here, folks!) you'll find along the way.

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0. T A B L E O F C O N T E N T S

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0. Table of Incompetence (...)
1. Revision History / Updates
2. Important Legal Information
3. Introduction
 - Background Story
 - Basic Moves
 - Advanced Moves
 - The Perfect Rules
4. Perfect Agent Walkthrough
 - Mission 1:
 - dataDyne Central (defection)
 - dataDyne Research (investigation)
 - dataDyne Central (extraction)
 - Mission 2:
 - Carrington Villa (hostage one)
 - Mission 3:

- Chicago (stealth)
- G5 Building (reconnaissance)

Mission 4:

- Area 51 (infiltration)
- Area 51 (rescue)
- Area 51 (escape)

Mission 5:

- Air Base (espionage)
- Air Force One (anti-terrorism)
- Crash Site (confrontation)

Mission 6:

- Pelagic II (exploration)
- Deep Sea (nullify threat)

Mission 7:

- Carrington Institute (defense)

Mission 8:

- Attack Ship (covert assault)

Mission 9:

- Skedar Ruins

Special Assignments:

- Mr. Blonde's Revenge
- Maian S.O.S.
- War!
- Duel

5. Frequently Asked Questions

6. Weapons / Gadgets

- Semi-Automatics
- Automatics
- BOOM! Baby
- Futuristic
- Other
- Gadgets
- Lesser Used Gadgets/Items

7. Credits

8. Contact Information

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1. U P D A T E S / R E V I S I O N H I S T O R Y

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Note: New update information will appear near the top, pushing older updates towards the bottom.

Version 10.0 (Sunday, August 12th, 2001):

- It's been a loooooong time hasn't it? Just so you know marshmallow isn't dead :P He's just had other things to do...
He's let me (Pyro Vesten) finish the FAQ up, by writing a walkthrough for Maian SOS, WAR! and Duel.
- Started and finished the walkthrough for Maian SOS.
- Fixed an single mistyped word that marhsmallow didn't see. Talk about a major update! :P
- Added the walkthrough for WAR!
- Did a walkthrough for Duel.... don't ask why :P
- Added the Laser to the weapons/gadgets section.
- Created "Lesser Used Gadgets/Items" Section.
- Hmmmm..... it's past 3:00am. But finally, I've finished the "Lesser Used Gadgets/Items" section. 14 items are listed in total.
- Added a FAQ in the Freequently Asked Questions section.
- If you've got any suggestions, additions, corrections etc for this FAQ send an email to me (pyro), vesten@optusnet.com.au
- That's about it for this version of this FAQ. Don't expect another update for a while, if at all...

Version 9.0 (Saturday, July 22nd, 2000):

- I added two reader hints to Pelagic II, about how to skip the golden hallways at the end entirely, and a different strategy for the last alarm scenario. Both are very useful, especially if you're having trouble beating the game on PA. I also added another read tip to the Chicago: Streets level.
- I added a note at the end of the Carrington Insitute: Defense level, on how to get Johnny boy to appear there.
- Added a walkthrough for Skedar Ruins on PA, and the first bonus assignment, Mr. Blonde's Revenge. The other three bonus stages will be finished in the next version.
- Added the cloaking device to the gadgets section. Nothing big, I know, but bear with me here...
- Be sure to check out marshmallow's Fast Times site at <http://geocities.com/marshmallow4321/>

Version 8.0 (Friday, July 7th, 2000):

- Added walkthroughs for Pelagic II, Cetan Ship, Carrington Institute, and Attack Ship on Perfect Agent. That's A LOT of writing...
- Added a cool reader trick to dataDyne: Investigation about the angry scientist. This same reader has also been added to the credits section.
- Another reader trick to Air Force One: Anti-terrorism.

Version 0.7 (Saturday, June 24th, 2000):

Added all the Air Force One levels to the walkthrough...

Version 0.6 (Monday, June 19th, 2000):

Added the entire Area 51 mission (Infiltration, Rescue, Escape) and another tip in the "Enemy AI 101" section. It talks about using enemies as live and/or dead shields. I also added another strategy for the lobby section of the first dataDyne stage, and the second cloaked guard room in the G5 Building. Enjoy.

Version 0.4 (Saturday, June 10th, 2000):

According to the game clock, I have totaled 50 hours of Perfect Dark goodness. I'm such a freak, aren't I? ;)

I've completed the weapon section, and have started writing detailed walkthroughs for the first levels of the game (stopped at G5 Building). At first I was really surprised to see PD guides over 200KB at GameFAQs, but then I realized they just re-used the Agent walkthrough three times (once for each difficulty) and added smaller updates (and extremely vague and sloppy at that) for new objectives. Talk about flooding...

Before I forget, I also added another trick to number nine of "The Perfect Rules."

Version 0.01 (Wednesday, May 24th, 2000):

Cha-ching! I have to admit, writing to this FAQ with what is possibly the best game I have ever experienced sitting at my feet is

quite...difficult, to say the least. School is coming to a fast end, the summer light beginning to shine...This means I'll be able to update this FAQ/play PD _a lot_ more than before...it'll be ridiculous, up to five or six hours straight of nothing but PD. It's the life, isn't it? Go and check out this preliminary FAQ with the knowledge it is far from being complete.

Just let me play Perfect Dark for about another week or so, then I'll get down to some more serious work. Besides, if you're going to use a walkthrough already, then what's the point of getting the game in the first place?

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2. I M P O R T A N T L E G A L I N F O R M A T I O N

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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

Webmasters! Do NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

Webmasters! Please DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not

link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

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3. I N T R O D U C T I O N

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A simple but elegant "introduction" section never hurt anyone. Certainly for a game of this type, there's much to get out of the way before getting to the meat (I am of course speaking of the walkthroughs). Even if you consider yourself an ace at the game, read the following sub-sections. You just might learn something.

B A S I C M O V E S

Strafing: By using a combination of the C buttons and the analog stick, one can strafe left and right. In open spaces this is extremely important because it will allow you to slightly avoid enemy gunfire. It'll also enable you to find cover much faster.

Aiming: By going to the options screen and checking "Always Show Target" on the "Display" screen, you can get the targeting crosshair to remain on screen at all times. This is EXTREMELY useful, allowing you to accurately shoot while moving at the same time.

A D V A N C E D M O V E S

Speed Strafe: This is easily done in control version 1.2 (Turok style), but is still possible in the default setting. In 1.2, you have to hold down C UP and then either C LEFT or C RIGHT, and then hold the analog stick in the direction you're moving. This is the fastest you can possibly go, and is useful just about anytime. Using this is pretty much required for the timed cheats.

Circle Strafe: Again, this is easily done in Turok style control mode. You hold C UP plus either C RIGHT or C LEFT and hold the analog stick in the OPPOSITE direction you're moving. This enables you to literally run circles around your opponents, leaving them confused and dazed.

Leaning: This is pretty simple -- hold "R" and then either C LEFT or C RIGHT. This will allow you to rapidly move yourself either to the left or right, which is especially useful around corners. Use this to show yourself for a split second, and when they stop firing their weapons you can use the "shooting cycles" trick to easily kill them. This remains unchanged from GoldenEye.

Secondary Fire: This is accessed by holding down the B button for a moment. You can tell if you're in secondary mode by the color of the square next to the ammunition display -- red equals primary, yellow signals secondary. The secondary functions of many guns can give you a huge boost in performance -- for example, the secondary function of the Super Dragon is a grenade launcher, which helps IMMENSELY in the levels you find it in. Experiment and see what works for you.

T H E P E R F E C T R U L E S

The following 10 rules give general information over the great game of Perfect Dark, as close as I can go without giving specific level walkthroughs. Many of them also apply to GoldenEye.

1 -- "Know the differences between the difficulty settings."

In Perfect Dark, there are three difficulty settings: (1) Agent (2) Special Agent (3) Perfect Agent. There's also another hidden one, but let's not get into that yet.

- In Agent Mode, the enemies take very little damage off of your meter, ammunition is ridiculously abundant, and the amount of objectives you have is extremely limited. Each stage basically consists of running through the area mowing down people, then getting to the end.

- Special Agent is similar to Agent, except mixed in with a little bit of...
- Perfect Agent! Yowza! This is what the entire game was designed around, as you get barely any ammunition at all, each stage has at LEAST five objectives, and the enemy AI will surprise you at every corner. Beating this will give you some heavy bragging rights.

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2 -- "Go for the head shot, and good things will happen."

Similar to its previous incarnation, GoldenEye, Perfect Dark has an accurate body-hit detection system. This is where a shot to the leg will cause little damage (though stall the enemy, causing him/her to limp in pain), while a shot to the head ensures instant death: one shot, one kill. With pistols and even some of the smaller automatics, going for the head-shot is crucial for the following reasons: (1) Lack of ammunition (2) Few rounds per clip -- reloading wastes time and leaves you open. (3) It takes several pistol shots to the chest to down an enemy.

Even with blazing automatics, going for the head shot can be important. But realize that the more foes you see at once, and the more powerful your weapon, the less important a head-shot becomes. Excluding explosives, always at the VERY LEAST try to go for a hit to the chest.

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3 -- "Surprise the enemy wherever possible."

If the enemy has no idea that you're around the corner, they can't do anything about it! It takes them several seconds to react, so if you know where they are but they don't have a clue where you are, then surprising the bee-jebus out of them can only be good for you. This only works if they DON'T know you're there -- for example, in dataDyne Extraction, as soon as you turn the corner you'll get fired upon. To avoid situations like this, turn the corner and then immediately take cover behind the cover. After the firing stops, go drop them.

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4 -- "If all else fails, run. Run far, far away."

This can actually be quite the life-saver. If you're faced with overwhelming forces, simply flee to a cleared area (e.g. the starting point, or a previous corner) and wait for the people who follow. Attempt to break one or two people from the group and take them out one at a time...the less people you have to face at any one time, the better.

Especially considering Perfect Dark has MANY more enemies than GoldenEye ever did.

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5 -- "Beware of the scary people."

"Scary" people usually possess some of the following traits: (1) Having more than one weapon at a time -- twin Magsec pistols, for example. (2) Having peculiar -- or at the least different -- wardrobes. Shock troopers, for example, are dressed in black/bluish Darth Vader costumes and are extremely dangerous. These usually have more health than normal guys, too.

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6 -- "There's a right weapon, for the right job."

You're not going to snipe someone at 100 yards using a dy357 Magnum. It just isn't possible. Instead, use a weapon with a scope, such as the Laptop Gun, or better yet, the Sniper Rifle.

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7 -- "Use the environment to protect yourself, lest you be mowed down."

I CAN NOT stress this enough. If you're facing some adequate resistance, don't try to be Rambo. Hide behind a corner or a group of boxes, or even a pillar; cover is remarkably important in Perfect Agent mode.

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8 -- "Suppress the urge to blow a cap in a scientist's groin."

It only takes a single civilian death to kill the mission. Scientists and automatic weapons DO NOT mix.

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9 -- "Enemy AI 101."

We're all used to GoldenEye's AI, right? We've learned what we can and

cannot do against it, and exactly what any given soldier will do in any given situation. ERASE ALL OF THIS FROM YOUR HEAD. Perfect Dark's enemy AI is utterly brilliant, and if you use GoldenEye tactics you are going to die a horrible, horrible death.

- Hiding behind railings or low walls will not save your ass. A guard will simply fire over the railing. They will see you immediately. They will fire straight up, or down at an angle just to peg one shot.
- Glass is not a barrier. Similar to railings, they will simply shoot through it. EXCEPTION: Bullet proof glass (obviously)
- Remember the old trick of getting really close to a guard so it can't shoot you? Well, better not try that anymore, because these dataDyne fiends know karate and will KICK you in the head, which can actually be worse than getting shot as your vision will be blurred for several seconds, and your shots will go all over the place. You don't even have to be up against the guard, if you're fighting multiple opponents then sometimes one will break from the group and kick you in the back regardless.
- If you toy around with a guard he will scream for help, and dozens of enemies will flood into your area (depending on the level)
- Enemies ARE NOT practically stationary targets anymore. After only a few minutes of fighting them, you'll long for the days when they stayed in place and took their punishment. Now, they run to and fro, where-ever you AREN'T shooting they will go. This increases the challenge dramatically.
- Remember the "draw the guards" trick? That's where you would go into an area infested with guards, then go to the previous corner and wait for the huge mass of guards to arrive, then you'd blast them with an automatic or a grenade, or whatever you had handy. This doesn't work anymore...well, not ALWAYS. Sometimes a single guard will split from the group to "check up" on you, but it seems that they are playing the "draw the Joanna Dark" trick a majority of the time.

So, after all of this, is there ANYTHING you can do to defend yourself? Thankfully, there is...behold!

- This one artifact remains from GoldenEye's engine. If you go to an enemy and they raise their arm, and you should happen to quickly move five feet to the left/right, he will fire where his arm was originally pointing, even if you begin to run away or go up close. HE CAN NOT SWIVEL HIS GUN. Use this in open spaces. It does, however, require decent timing. If it wasn't for this trick, the game might be impossible.
- Shooting cycles. Anyone who is decent at GoldenEye knows exactly what the shooting cycle is. Sure, you may know it by another name, but you know it's there. It's where a soldier will shoot his gun for several seconds, and then stop. During this pause, you can do anything you want to them, because they can't do CRAP. They can't move, they can't shoot you, and well, the game might as well count it as a kill right there and then.

A good example of how to exploit this trick is in the dataDyne Extraction stage. At the very start, groups of shock troopers are positioned behind boxes or desks (the part where you use the night vision goggles). As soon as you turn the corner -- BAM BAM BAM. Automatic machine gun fire, and you take severe damage. By the time you reach the foyer elevator, you're almost dead! To get past this tricky section (besides reading the walkthrough, of course) is to show yourself for only a split second, then dash behind the corner you came from as fast as you can. They will open fire with their CMP 150's, and the pause of the shooting cycle is yours for the picking. Now you can simply walk casually into their area and put a Falcon-2 round into their cranium. This trick works THROUGHOUT THE ENTIRE STAGE, especially when fighting Cassandra's body guards at the very end.

- Enemies can not -- and will not -- shoot their guns while they are running. As in GoldenEye, they can only shoot when they are standing still. Thus, your first priority should be to take down the still soldiers, and wait for the running ones to calm down. This is a helluva lot more useful than I make it out to be.

There also a few "extra" features in Perfect Dark's AI...

- If you shoot the enemy's weapon, it will fly out of their hands and they will be reduced to a harmless waste of polygons. Well, this isn't exactly true. They can kick you, and in some cases they will pull out a pistol of some kind and continue the attack. But a majority of the time, they will simply whimper one of the many "surrender" lines (e.g. "Please, don't shoot me!" or "I'm unarmed" etc.). However, if you give them enough time, they can go and retrieve their weapon. Cool animation...
- Guards are now faced with the physical laws of our world, and must stop to reload their weapons. It's actually cool to watch, until they bust a cap in your head. But the point is that when they do this, they are stationary targets ready for your mercy...but of course, I doubt anyone reading this has mercy and will just go up and direct their automatic weapon fire to the guard's groin area. Don't deny it! I saw you peg that poor, defenseless scientist in the dataDyne Investigation stage...don't even try to hide it...
- When a guard is rather far away, they will get on all their bellies and shoot you in that position. This is actually quite effective, because the target area is reduced to the point you are pretty much FORCED to go up and shoot them in the back, instead of trying to sniper them.
- Do you know what a human shield is? It's where you use another person as a shield, whether they are dead or alive, and it works in this game as well. If there are several people in the same room with you, move behind the guy closest to you and they won't be able to hit you, allowing you to focus on just this one guy. Another interesting trait of this is that you can hide behind someone who is in the middle of a death animation. The most useful is the one where the guy slowly falls to his knees, hovers there for a second, then falls flat on his face.

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10 -- "Automatics can be both your friends and enemies."

Aren't fully automatic weapons awesome? They're big, loud, powerful, but unfortunately they eat away at your ammunition like a bastard. If there's one single thing you know about automatics, it should be this: Do not use full auto when going head on head with a single enemy unless they are extremely powerful or you have tons of ammo. Use full auto when going against groups of guys. A good example of this is in the first Area 51 stage, where you have an awesome gun in the Dragon, but ammunition is limited. By using one or two shots for a single kill -- instead of say, 10 -- you will conserve ammunition very easily.

The second thing you should know, is that when the gun kicks into fully automatic fire, its accuracy is going to drop like a used body bag the farther away your target is. So, if you are trying to pick off guys you should only peck at the trigger, allowing only one or two shots to go off. Surprisingly, this can be more powerful than just shooting off 10 shots in a few seconds. This especially becomes evident when you are sniping Drone Guns later in the dataDyne Investigation level.

Of course, the kickback of a gun can also be to your advantage. If there's three guys in front of you, spraying bullets everywhere can only HELP you.

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4. P E R F E C T A G E N T W A L K T H R O U G H

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Yes, as the title of this entire document suggests, the walkthroughs were •specifically• made towards the Perfect Agent difficulty setting. Granted, they will work on the lower difficulties, but you'll end up doing a lot more mission objectives than you should have to in the first place. It's just that the entire game was designed around this difficulty setting...everything else is simply child's play.

As for the walkthroughs themselves, I thought these were the best strategies for people who might have problems with that level. It definitely won't be time efficient (see my other FAQ for that), and it might not be the fanciest, but it is generally the safest. But the beautiful thing about each level is that there are usually many, many different ways to do it, so if you prefer to do something different than what I say, and it works, then go ahead and do it!

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Mission One deals with Joanna sneaking into the dataDyne tower to retrieve a man by the name of Dr. Carroll. The first level involves descending into the enormous skyscraper, silently making her way towards the basement, which holds all the technological secrets of the company. The second stage involves busting into the research area and rescuing the good doctor. The final stage involves the desperate escape as the corporations leader, Cassandra de Vries, sends everything she has to stop you from getting to the roof of the tower to your jumpship.

D A T A D Y N E C E N T R A L

TYPE: Defection

Required Mission Objectives:

- Disable the Internal Security Hub
- Obtain the Keycode Necklace
- Download Project Files
- Disable the External Comms Hub
- Gain Entrance to Laboratory

Available Weapons / Gadgets:

- Falcon-2 (silenced) (2x)
- CMP-150
- Laptop Gun
- ECM Mine
- Data Uplink
- Keycode Necklace

Perfect Agent Walkthrough:

This is quite possibly my most cherished level of the entire game...if you just play it, you'll see why. GOD, I LOVE covert operations! :p

After you are dropped from the helicopter you will find yourself on the very top of the dataDyne tower. To get off you may either fall down the edge, or climb down the grating to your immediate right. Either way, be extremely weary as a single guard is patrolling the area. Shoot him in the head and grab his CMP-150. DO NOT use this at all -- you'll want to

save as much ammunition for this baby as you can for the very end.

To gain access to the building, go through the metallic doors. Here, another guard will be shocked, usually saying something to the effect of "What the Hell?" When a soldier says something such as this it will usually back away in confusion, which gives you precious seconds to cap him in the face.

Go down the bending rampways until you get to the bottom: the area has a fan, and a corner bathed in red light. Go here, and you'll get a message from Carrington. Go up to the computer console on the wall, take out the ECM mine -- three of which you have -- and carefully place it on the screen. "OBJECTIVE 1: COMPLETED" should flash on the screen.

Although there are two automated security cameras in this small room (they are somewhat camouflaged due to their color) you shouldn't waste either your time or bullets to destroy them, seeing as once the first objective is completed they will be reduced to nothing more than moving light fixtures. And if they DO sound the alarm before completing the objective (e.g. you are really slow), I feel sorry for your ass, because just about every guard in the entire building is going to warp to your location.

Falcon-2 in hand, go to the grated door in the corner and open it. Right about now the awesome part of the level's music should kick in, and good lord is it glorious. But that's beside the point; make your way down the curving stairs until you reach the brown door at the bottom. Open it up and quickly dash behind the wall on your RIGHT; you should hear gunfire and see the sparks of bullets hitting the wall. When it dies down, head into the open and blast the goons down. If they start to shoot, immediately find cover either behind the wall or a pillar. Once the area is cleared, head to the table in front of the computer monitor, and locate the red button. Press it (action button) and the door to Cassandra's office will unlock. The door in question is much larger than any other in the region, so it is easy to locate. Go inside and punch out both Cassandra and her secretary, then collect the keycode necklace; "OBJECTIVE 2: COMPLETED" should flash on screen.

This is where you will first encounter the foyer elevators (made of glass and they look absolutely breath-taking, etc.) There are two of them; one on the left side of Cassandra's office, and the other on the right. At this point, I would NOT go inside of them, because it's anyone's guess where they'll go. Instead, go to the brown door you haven't entered yet. Inside is a similar spiraling staircase as before, except this time it's going DOWN. If you go to the wrong one, the stairs will be going UP. This can confuse newbies, but like all levels, once you play it awhile the map will become engraved in your skull.

Go all the way down the stairs, so you are as far down as you can go. Enter the door on the bottom (NOT THE ONE IN THE MIDDLE) and quickly open the brown door across from that. Mow down the man behind the desk and grab the ammunition laying there. Show yourself in the hallway and three dataDyne goons will begin to fire. Pick them off as you please, using a combination of strafing and the shooting cycle trick. Once done,

go to the door on the left, go inside, kill the guy behind the desk, and go back into the hall. Open the next door you come to, kill the guy, then the man behind the desk (notice a pattern?). These people will be so surprised their reaction time will slow to a crawl. By the time they reach for their weapons, your targeting reticule should be on their forehead.

The final hall holds two doors and a security camera. Right about now you should get a message that says that the security systems are back online; for this very reason you should take out the camera. Now open the brown door nearest the camera and mow down the shock-trooper that holds double Falcon-2's; they will be equipped immediately. Now go in front of the other door -- it's locked, but you can hear a telephone conversation inside. After a bit, the door opens and the programmer there will scream for help, then run away. Chase him down and he will slowly walk back to the foyer elevators, he's now your hostage.

AWESOME TIP: When he is waiting for the elevator, if you run far away he will go and hide in a weapon storage room that was locked before. Go inside and collect the LAPTOP GUN! Oh baby, where have you been all my life? This will become extremely useful in the lobby sequence (read on).

When the elevator goes to the middle floor, you will quickly learn that you have not cleared this floor yet. You really don't have to, but several guards are lurking in these halls. The first thing you should accomplish is the destruction of the camera, and then take care of any would-be threats.

Now, finally, the programmer is inside the computer room and hacking into the files you require. Once he says, "I-I'm in..." you should bust a cap in the side of his head, because he will then try to sabotage the system, thus failing your mission. Once that is done, take out your Data Uplink and download the files. "OBJECTIVE 3: COMPLETE" will flash on screen.

Return to the foyer elevators, board either one you please, and take it ALL the way down to the lobby. This is the infamous "lobby sequence" I was speaking of earlier. As soon as the doors slide open, a shock trooper will scream something and everyone within earshot will come to you, and then this awesome music score will begin (if this doesn't put your adrenaline gland into action, nothing will). This scenario is extremely challenging and requires a large amount of skill and strategy.

Immediately after the doors open, rush forward (DO NOT GO DOWN THE STAIRS) and shoot the guy on the lower level. The bullets will go through both the glass and his body. Due to the automatic fire, the glass should shatter before you reach it, enabling you to fall below. Quickly mow down the other shock trooper. You now have to deal with three or even FOUR other guys. One will come through the left side of the stairs, the other two-three the right side. Go to the side with the more guys, shoot one down, and then go to the other side with the one guy and easily kill him.

Now it's time to play a nice game of "Run Around the Mulberry Bush" and catch the troopers from behind. In other words, run totally around the stairs and shoot them in the back. Remember to use every trick in your bag; shooting cycles, leaning out, whatever it takes. If you dick around with these guys you're going to die very quickly. Once completed, collect the ammunition and go in front of the staircase.

NOTE: Using the laptop gun here can give you a much higher amount of success than the CMP-150. The laptop gun has a much larger magazine clip, a zoom feature, and is more powerful. What more could you want? Well, aside from some prostitutes...but regardless, you should be able to do this just using the CMP-150 with practice. Besides, it just looks awesome when you mow guys down with it!

SECOND NOTE: If you really, reeeeeealy suck, you can deploy the laptop as a sentry turret and watch the guys fall like sacks of potatoes, then kill any survivors using your double Falcons.

Go into the office and open the door, and then peg the shock trooper that is directly in front of you. Take cover, and in almost a GoldenEye-fashion they will all come right in front of you. *BAM* Watch them all fall. Now go to the other side of the lobby and open the bronze colored door, kill everyone there (if you shoot the computer console, the explosion will kill two guys!). Throw another ECM mine on the screen near the floor ("OBJECTIVE 4: COMPLETED" will appear on screen), then go back to the office. Go near the wall and a secret door will open, and the elevator -- and thus the exit -- has been found. "OBJECTIVE 5: COMPLETED"

E N D S T A G E

D A T A D Y N E R E S E A R C H

TYPE: Investigation

Required Mission Objectives:

-
- Holograph radioactive isotope
 - Start security maintenance cycle
 - Shut down experiments
 - Obtain experimental technologies
 - Locate Dr. Caroll

Available Weapons / Gadgets:

-
- Falcon-2
 - CMP-150

- K7 Avenger
- Dragon
- Proximity Mine
- CamSpy
- Data Uplink

Perfect Agent Walkthrough:

You start out with the Falcon-2, except this time it's not silenced! What gives?! Oh well, you'll have to make due...outside the elevator you used to get here, turn to your right and head down the hallway to the metal door. Inside is a room caked with machinery, and a single dataDyne guard is monitoring the computers. Take him out with a headshot and grab his CMP-150. Further inside there is a lounge of sorts, with two soldiers taking a rest on sofas. They'll be caught off guard, and you should be able to kill them without much trouble. Since this is a dead-end, you'll have to go back.

If you go up to the computer that has red text on its screen (as opposed to green) and activate it, the "maintenance hatch" will become open. You don't need to do this, and it doesn't make the mission any easier, so you can skip it if you wish.

Return to the elevator and take out the guard mingling around the pillars. You should have enough ammunition for your CMP-150 by now, so whip it out and get ready for some action. Follow the brown hallway to the next door, open it up, and be surprised as two guards will immediately call for backup. There is a large, bullet-proof wall of glass in the middle of the room shaped like an "L". Since it is bullet-proof neither yourself nor the soldiers can shoot through it. So wait for them to round the corner of the glass and shoot them in the head. Remember that the soldiers behind a dying guard can not shoot through their comrade as in GoldenEye, so use this to your advantage!

When all four threats are gone, grab the plentiful amount of ammo and head through the next door. This large chamber has four doors -- the one you entered, a large one inside of an alcove marked "SECTOR TWO", another one marked "CAUTION", and another regular metallic door. Go through the one marked "CAUTION"; it is to the right side of the chamber. Inside you will find two green men, side by side. They'll be stunned at your arrival, so just shoot your CMP-150 into their chest. Deploy your CamSpy and let it open the next door for you, then guide it to the glowing piece of green material in the middle of dark room. Hit the trigger button to flash some pictures, and OBJECTIVE 1: COMPLETED will appear on screen.

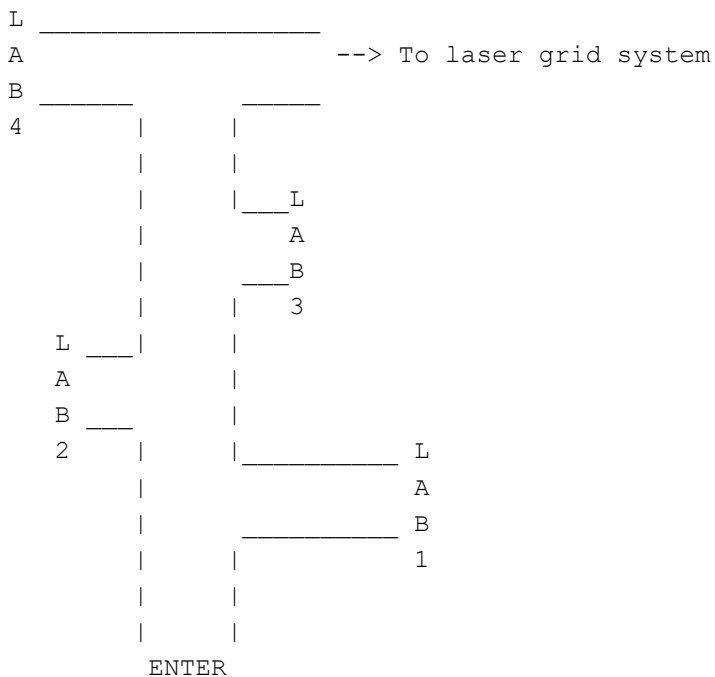
NOTE: You can find a box of Proximity Mines in the glowing room, but they are not necessary for this mission. These are better used for when you are trying to get the cheat.

Now go inside the door to the left of the entrance marked "SECTOR TWO." Here you will discover a long, twisting brown hallway filled with

soldiers hiding behind crates. I definitely recommend turning auto-aim OFF, because it makes the cursor go to the chest, and in this section the chest will be behind the crate, meaning you'll hit nothing but metal. All you have to do here is line up the guy's head with the cursor and shoot off four or five rounds, and they'll drop. Grab their gun, and then simply rinse and repeat until you get to an intersection. Take the right path, go down the slope, open the door here, and expertly take down two green dataDyne guards. You'll now get a message from Grimshaw informing you to reprogram the cleaning bots. Go to the computer console in the back and activate it, then go to the one nearest the entrance, activate that, and "OBJECTIVE 2: COMPLETED" should flash on screen. If you do it in the incorrect order you won't get the objective completed!

Return to the large chamber with blue walls, and enter the final door marked "SECTOR TWO." Kill the guy there, open the doorway behind him, and immediately take cover behind the support pillar. Wait for the men to come up to you, then peg them in the chest with sub-machine gun blasts. There's about five of them, and as long as you hide behind the slanted support pillar you shouldn't even get hit once.

Here is an ASCII map of the hallway:



I'm really sorry I had to do that. I promise I won't torture you with any more crappy, half-assed maps...I'll torture you with crappy, half-assed walkthroughs! Ho ho!

Laboratory 1:

As soon as you enter, run to your left and mow down the guard standing there, then immediately find cover behind the large wall of glass in the middle of the room as another moron will open fire as soon as he sees you. After he stops shooting, go into the open and blast him in the chest. Now turn around and greet the astonished scientist. Joanna will

do all the hard work, ordering him to shut down the experiment. While he's busy with that, collect the two brown ammunition cases in the small alcoves. This is for an assault rifle you'll get soon.

Laboratory 2:

Collect the two cases of ammunition, then make your way to the back of the room to discover a large lift. Stand on it and it'll take you down to a darkened chamber. This part is pretty neat...it shows a dataDyne soldier testing out an experimental assault rifle, and alongside him is a scientist telling him what to do, and asking him questions about the gun. You can watch for awhile, but ultimately you'll want to shoot the trainee in the head. The scientist will scream, "Help! Help! She has a gun!" in the most pathetic voice I've ever heard, then run and huddle in the corner. It all actuality it is quite hilarious! Now go pick up the assault rifle -- it's called the K7 Avenger and you'll probably want to switch to it immediately. This is the first experimental item, and there's two more to go.

Laboratory 3:

As soon as you round the corner you'll see two guards, so immediately back up behind the slanted pillar and wait for them to come to you (a bit like GoldenEye, eh?). After they're dead, enter the lab and shoot out the glass surrounding the pillar. Collect the item on the pillar, it is the second experimental item (Night Vision Goggles). Collect the two boxes of ammunition in the corner for much needed K7 Avenger power.

Laboratory 4:

Talk about Deja-vu! You can handle the two guards exactly like in lab 3, and the ones inside the actual lab can be killed in the same manner as the ones in lab 1. Collect the two ammo cases and order the scientist to shut the experiments down. Make your way to the back of the room and open the large metallic doors, and a prissy scientist will scream, "Who the HELL are you?" If you tell him to shut off the experiments he'll sound an alarm, so you should just knock him out. Go to the computer terminal that is the closest to where he was originally standing, and operate it. One of three things will happen:

- Nothing
- The experiment will be shut down (90% of the time)
- An alarm will sound

If the alarm sounds, quickly shut it off. Check all the other terminals until you find the one that shuts the experiment off ("OBJECTIVE 3: COMPLETED"). If an alarm did sound, a single soldier will run into the hallway...not much of a threat, really.

Garrett_Clardy@stateindustrial.com has this to say about the pissed off scientist:

"When entering the 4th lab and the labcoat says, "Who the hell are you?" instead of knocking him out immediately, follow him to the terminal which will always be the alarm then knock him out. You've just eliminated the guess work and now no longer need to worry about alarms while you find the right terminal."

Getting past the laser beams:

K7 Avenger equipped, open the final door and carefully shoot each of the four guards in the chest/head around with a single tap of the trigger. Although the Avenger has an obvious magazine shortage (25 rounds per clip? What gives?!) you should be able to kill a single guard with only three or four bullets. Take your time to line up the shot, and not spurting bullets every which way as they run around like a chicken with their heads cut off. You should only have to use a single clip to take out these four guards (and that's if you missed a few shots).

When you get to the lasers, wait for the cleaning robot to come. Since it has to clean the rooms further in, it has the ability to shut the lasers off long enough for it to pass. So follow it through the fields of lasers, until you get to the end. Ta-da!

Of course, this won't work if you didn't reprogram them earlier. The bot will be stationary.

Continuing with the rest of the stage...:

Open the door, kill the guy there rather easily, then open the door behind him. Use the Avenger's scope to pick off the soldier to the right, then run into the room and hide behind the pillar in the center. When the guard further in stops shooting, cap in the face. On the pillar is a shelf with more CMP-150 ammunition, but since you'll be using the Avenger for the rest of the mission, you may as well skip it.

When you're about to open the next entrance, Carrington will radio in with a message talking about how you're near the highest security sector. Guarding this very sensitive area are two shock-troopers armed with Dragons! Blow them away using whatever means possible, collect their dangerous weapons, and then turn around to the door you entered. Open it. Hold down B to activate the Dragon's secondary function -- a proximity mine. Now launch this in the small room before the chamber that holds the computer monitor. Now that you don't have the Dragon anymore, you'll have to use the Avenger.

Go up to the monitor and use the Data Uplink to crack the code to the door. While you do this, you'll hear a huge explosion from the room you put the Dragon, and you'll hear the death screams of several people. When the door is unlocked, go in there and you'll find that many

soldiers snuck up on you! This is just like in GoldenEye -- they magically appeared out of nowhere (remember the Facility?). Don't worry, though, these are the only people whom will come. The proximity Dragon took care of them, so head into the now unlocked door!

After a long series of hallways you'll come to a large metallic door marked "SECTOR FOUR." This is it, the final section!

This huge chamber has three shock troopers armed with Dragons, each positioned far from each other. Luckily, they won't see you when you enter. Carefully slide inside, and look straight ahead, slightly to your right. Use the scope of the K7 Avenger and put a single round in his head. Immediately turn to your left and there will be another one in the corner, behind the glass: BAM BAM BAM! Only one remains, and you can avoid his shots by getting behind the large pillars. Once they are all dead, collect at least a single Dragon and open the door marked "RESTRICTED." It's on the left side of the room.

Here you will find three more shock troopers, again equipped with the lethal Dragon assault rifle. Use the Dragon you picked up, set it to a proximity mine, toss it into the middle of the room, and hide behind a pillar. KABOOM! All three will be killed while they shoot at you, missing pathetically. Wasn't that fun? :) Now only was it cool, but it's a lot easier than just shooting them. At the back of the room they were guarding you will find the third -- and final -- experimental item, the shield. "OBJECTIVE 4: COMPLETED."

The final door in the large chamber holds three drone guns, two which are facing you. Now if THIS doesn't bring back painful memories of GoldenEye, what does? :P The easiest way is to simply run through, clinging to the side of the room while speed strafing. You shouldn't get hit once. But, not everyone is skilled in the art of speed strafing, so you novices can just use the scope on the K7 Avenger to pick the guns off. Either way, it's not that difficult. The final door holds Dr. Caroll...his form is more surprising than you would imagine. "OBJECTIVE 5: COMPLETED"

E N D S T A G E

D A T A D Y N E C E N T R A L

TYPE: Extraction

Required Mission Objectives:

-
- Access foyer elevator
 - Reactivate office elevator
 - Destroy dataDyne hovercopter
 - Defeat Cassandra's bodyguards

- Rendezvous at helipad

Available Weapons / Gadgets:

- Falcon-2 (scope)
- Shotgun
- CMP-150
- Hand Grenade
- Dragon
- Night Vision Goggles
- Office Key Card

Perfect Agent Walkthrough:

This is quite possibly the most frantic mission in the game! You have to escape to the roof of the dataDyne building while the entire staff it seems is chasing you down, and they even have a HELICOPTER equipped with a chain-gun gunning for you.

When you start off, the lights will go off so immediately equip your night vision goggles so you can see everything in a sexy green tint. Enemies appear as light shades of green blobs. Because they don't have any goggles of their own, their reaction time will be extremely slow, so you can take your time and line up a head shot. The trick to getting around this section is to show yourself around the corner for a single second -- just long enough for them to shoot -- and then immediately hide behind the corner again so you won't be hit. Then simply strafe back out and cap them in the forehead. It comes with practice.

Once you reach the foyer elevators, take off your night vision goggles and call for an elevator (only the one on the right works, the other one is locked at this floor). Once you step on, "OBJECTIVE 1: COMPLETED" will appear in large letters, as always. Once it stops at the next floor, immediately run out, go around the corners, and show yourself for an instant. The shock trooper behind the barricade will fire off his gun, so go back behind the cover and then show yourself again and shoot him dead. Easy pickings...

NOTE: In the lobby, when you shoot the guys hiding behind barricades, if you shoot each guard within seconds of them shooting at you, then an extra shock trooper will appear at this floor. Upon killing him, he drops a key card. This will be of use later. If you go too slow, though, he won't be there. So you'll need some quick reaction speed.

While going through the long hallway, be extremely wary as two of Cassandra's leather-clad, female "assistants" will pop out and begin to shoot off their shotguns. Take them down immediately with your CMP-150, take their lethal weapons, but keep your CMP-150 on the ready. By now, you should have already met the dataDyne helicopter with its front-mounted chain gun, the pilot yelling at you the entire way. "Give it up, NOW!" and "Halt, fugitive!", etc. This guy will be the bane of your

entire existence until near the end, so just avoid his streams of gunfire the best you can. Go to the room at the end, kill the bodyguard, and go up to the computer on the desk. Press the action button near it, and the locked elevator will become available for use. "OBJECTIVE 2: COMPLETED"

So what are ya waiting for? Go back and use it! By now, Dr. Carroll should've caught up. Whatever you do, don't let him on the lift with you! He'll just get in the wrong place at the wrong time, get blown up (though you should kill him once just to see the effects...it's funny), and your mission objectives will be failed. So just leave him behind -- he'll find his own way up.

On this next floor, your main goal is to make it to the brown door with the stairway that leads to the floor with Cassandra's office. Only problem is the fact that there's a large blue barricade blocking the way! So you'll need to take a slight detour. Your only resistance will be two shock-troopers and a handful of shotgun-wielding lesbians (three, to be specific). Make short work of them with the CMP-150, and be sure to grab more ammunition.

When you finally reach the story that holds Cassandra's office, you will find a shock trooper and two office workers arguing over what to do with a military rocket launcher. You can listen if you wish, or just shoot them all and watch their pathetic screams for help (sadistic, yes, but ever so fun). Grab the rocket launcher and head up the long stairs near their bodies.

NOTE: If you have the key card to Cassandra's office, go inside and you will find a hand grenade on her desk. You can do two things with this: (1) Use it to escape much easier (2) Use it to blow a large hole in the right wall, which reveals a secret room containing a Dragon. Personally, I like the first choice myself.

When you make it to the room with the fans, you will be surrounded by Cassandra's bodyguards, all equipped with night vision goggles and shotguns, and Cassandra will begin to shoot her mouth off. Don't just stand there! Move to the back of the room -- where the red light and the computer monitor are located -- and blow the bodyguard on the RIGHT away with your shotgun (G1). They will react by turning out the lights, so equip your night vision goggles as fast as you can. Some new fast-paced music starts, indicating the fight. Hide behind the corner and take out the other bodyguard back here (G2). There are three more -- one around each corner, and one who will snipe you as soon as you go into the open.

ASCII map of the "fan-room sequence":

```

      Exit
      _____
      G5 |   |   |   |
      _____|G2 |__| G1|
      |S G4      _____|
      |t          G3 |
      |a          ___Light Switch
```

```

|i           |
|r           |
|s           | Enter
|_____|

```

The easiest one to take out from here is G3; the one near the light switch. Just barely show yourself (stand where G2 is located above) and she'll shoot her shotgun, whose shells will merely hit the wall. So now just shoot her dead. Now, as fast as you can, run to the corner where G3 was, and both G4 and 5 will shoot, hopefully missing you. From this vantage point you can kill G4, and then stop to reload. Taking out G5 is the hardest of all, because she has the height advantage (a ten foot one, at that). There are three main ways -- (1) Running into the corner where G4 was, and she'll shoot her gun, then you can quickly get into the open and mow her down. (2) Show yourself for a second so she shoots her gun, then quickly going to the light-switch, turning the lights ON, and taking your goggles off. This will paralyze her for roughly five seconds, giving you plenty of time to snipe her down. (3) Using the hand grenade. Either way, it goes to this --> "OBJECTIVE 4: COMPLETED"

Make your way to the roof of the dataDyne building -- a mere jog -- and the helicopter will greet you, "THIS IS YOUR FINAL WARNING! GIVE IT UP OR DIE!" then spray the entire place with automatic fire. That's not good, in case you're wondering...whip out your handy-dandy rocket launcher, go to the secondary function, and place your targeting reticule over the lethal flying machine so a box appears around it. Make sure you get the lock, because you only get one chance. The rocket will slowly make its way to the chopper, where it will violently explode and send the hovercopter to the streets below, killing dozens of people in the process (hooray!). "OBJECTIVE 3: COMPLETED"

NOTE: If you screw up somehow, it is possible to destroy the helicopter using conventional weaponry. It will take several hundred rounds of ammunition, but just so you know, it IS possible. You'll need a lot of cover and strafing techniques to make it through the process, though.

Now simply step up to the helipad, and your final mission objective is complete, and the level is over.

E N D S T A G E

M I S S I O N O N E C O M P L E T E D

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Now that you have the sapient in your possession, the dataDyne

corporation has retaliated by taking Carrington's private villa into their own, taking Carrington has their hostage and prying secret information from him. They also took Dr. Carroll back...Mission Two involves rescuing Carrington and wiping out all of dataDyne's presence.

C A R R I N G T O N V I L L A

TYPE: Hostage one

Required Mission Objectives:

-
- Eliminate rooftop snipers
 - Activate wind generator
 - Locate and eliminate dataDyne hackers
 - Capture dataDyne guard
 - Rescue Carrington

Available Weapons / Gadgets:

-
- CMP-150
 - Sniper Rifle
 - Laptop Gun
 - Devastator
 - R-Tracker
 - Stores Room Key Card

Perfect Agent Walkthrough:

In Agent / Special Agent, you have to save the negotiator by sniping some guards. In Perfect Agent, you ARE the negotiator! To escape, pull out your Laptop Gun (cleverly disguised as a regular laptop computer) and mow down both of your hostage-takers. Then swivel your view to your right and snipe the purple man on the roof -- this is one of the many snipers you are supposed to take out. Now turn 180 degrees, go down the dock, and snipe the purple man on the other side of the lake.

Collect the CMP-150's, but don't use it, not in the entire stage. The Laptop Gun is twice as efficient as the CMP-150: it has a scope, it has a clip almost twice as large, and is more powerful and easier to control (it has little kickback). However, since they both use the same type of ammunition, you should collect all the guns the soldiers in this level drop.

In all actuality, you can complete one of your mission objectives right away. All you have to do is knock a soldier unconscious, and "OBJECTIVE 4: COMPLETED" will appear on screen. The easiest way to do this is to sneak up on someone -- that, or shooting someone in the legs several times, then disarming them, then punching them out. Whatever works for

you.

Now, as you probably have already realized, the biggest problem with this stage is the ridiculous amount of guards you're going to face, and the maze-like layout of the level. Thankfully, both problems can be solved easily with practice.

Go up the ramp, and go through the double doors right in front of you. You should see a sofa and some other miscellaneous furniture. Turn the corner, and two guys will be right there. Kill them, then kill the other two men down the hallway. Do a 180 degree turn and go through the double doors, returning to the docks. Follow the brown path until you reach an open area with a purple sniper on the roof: kill him, using the wall as cover if you must. There's another guard behind the staircase, I personally like to knock him out, since he's all alone and can't call for help.

Speaking of staircases, go right up the stone staircase. Open the door and kill both men. You should see a small kitchen to your right, and a long hallway to the left of it. Go down here, and four dataDyne thugs will begin their assault. You can just stay in the open and use your Laptop's scope to take them all down: remember, they can't shoot through each other like in GoldenEye, so take down the guys in the front first. When all of that is done, pick up the large amount of ammunition. Make note of the small computer room here, we'll be coming back later.

It's pretty hard to miss the small garden near the computer room, filled with shrubs and ferns. Go inside and look up immediately: purple man! Purple man are mean...they want to shoot you in the head. I suggest you do the same to him before he gets a chance to do his dirty work. You gotta love his death animation...he rolls down the slanted roof and falls on the hard ground. "OOMPH!" is right!

Straight ahead is a long corridor; for reference it has a double door on its right hand side, a painting of two people dancing, and a yellow carpet in the center. Go inside the door to find a master bedroom, and open the sliding glass doors. A bathroom with glass walls? Hmmm, I didn't know Carrington was an exhibitionist! Ugh, now that puts a nasty image into my head...regardless, collect the Sniper Rifle leaning against the toilet. You probably won't need it, but you never know.

Near the bathroom, straight ahead in fact, is a staircase that bends in the center. Go up, right into the open, and fire off about 5 rounds or so of your gun. Then IMMEDIATELY run back into the master bedroom, shut the door, reload your gun, and get ready. In GoldenEye fashion, about 10 soldiers will try to jam themselves into the doorway. Take out the guys in the front first, then the ones in the back, etc. It'll take about an entire clip to take down all 10 or so of them. When the coast is clear, collect the ridiculous amount of ammunition, and then go up the stairs.

Here, there are three doors, each of them double doors. The one you want to go through has several windows by it, and leads to an area filled with stone pillars. Kill the two guys (I like to go outside for a brief

moment, go back inside, and then peg them as they come through the door). Two purple snipers await your appearance in the stone-pillar area...both of which are easy to take down. Now follow the dirt path, killing two dataDyne men along the way, until you reach a clearing with a high wall straight ahead. Use the scope on your Laptop to kill the sniper there (or, if you prefer, your Sniper Rifle). There's only one more sniper left, and he's on top of a roof nearby. If you can't find him, don't worry, he'll find you. Kill him easily. "OBJECTIVE 1: COMPLETED"

If you want a really cool weapon (and hot damn, who DOESN'T?) then go to the staircase that's near the high wall. Go up, turn to your right, and you'll find a helipad. In the back, against the wall, are several crates. One of them can be blown up using a gun, and doing so will reward you with a DEVASTATOR! You gotta love grenade launchers -- and this one will become quite handy in a few minutes. You get three rounds, but that's more than enough for this stage.

Now what you want to do is backtrack ALL the way back to the kitchen area. It sounds far away, but it should take about 10 seconds to speed strafe back there. Once here, look behind the kitchen, and you'll find a long, thin, red staircase. Go down it to find a huge corridor (it's the one where we briefly entered and killed four guys near the start of this entire stage). Keep your eye on the LEFT HAND SIDE wall, and you should find a brown double door. Go inside, down the stairs, and kill the man there. Open the door next to him, and from the doorway you can kill three guys. The first has his back to you, and his death will cause the one near the couch and another in the swimming pool to rush in to see what's going on. BANG, BANG; they're dead.

Return to the staircase, and look to the side to discover two men and a double door. Go through to discover some extensive underground caverns. Look at the ground and follow the metallic line straight ahead to a large chamber filled with water. Show yourself for an instant, firing off your gun, and then quickly leave, following the metal line to yet another chamber filled with guys. Shoot your gun to get their attention, and as fast as you can, speed strafe back to the staircase inside the villa. Shut the double doors and keep your body against them. This "trick" (or oversight, I suppose) remains from GoldenEye. There's going to be about 20 people on the other side of this door, all trying to get in, but since you're there the door can't open the way they want it! Wait about ten seconds, so everyone can catch up, then back away and shoot a grenade into the wall.

After the smoke clears, go back into the underground passage and collect an insane amount of ammunition from the ground. Go straight ahead, into the chamber that has a lake and two large metallic boxes. Each one has a computer console on it; so switch both on to activate the cooling and power systems to the wind generator. Now follow the metallic line in the floor until you arrive at a large, white pillar. Activate the monitor there, and the wind generator will start up. "OBJECTIVE 2: COMPLETED"

About now you're going to get a message from base telling you to take care of the dataDyne hackers...ugh! Now you have to backtrack quite a bit, go back to the computer rooms, and kill three guys in under 30 or

so seconds. This isn't so hard, unless you're a newbie to the level, then it'll get really confusing. If this is the case, you can use your R-Tracker for some help. But here are specific steps to reach the hackers:

1. Get out of the caves, back into the villa.
2. Go up the stairs.
3. Through the double doors.
4. Turn right and go up the long red stairs.
5. Arriving at the kitchen, go down the long hall. Turn right and kill both guys seated at the computer screens.
6. Go down the long hallway (yellow carpet, painting, master bedroom to the side, etc.) and up the stairs.
7. At the top of the stairs, turn left and go to the back of the room.
8. Kill the guy there. "OBJECTIVE 3: COMPLETED"

Now backtrack to the underground passageway. Go through the door near the windmill room, and down the small stairway. Turn right and kill all three shock troopers. This next part is really cool, it's a shootout in the middle of a wine cellar! Glass shards will be flying everywhere...it's great. Be sure to take down every single shock trooper you see. The last one will drop a key card that will open the door at the end. Funny thing, though, considering there's no keycard slot to put it to deactivate any locking mechanism. Oh well, it works, so I won't complain! "OBJECTIVE 5: COMPLETED"

E N D S T A G E

M I S S I O N T W O C O M P L E T E D

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Apparently, a huge meeting between leaders from different organizations is taking place in the G5 Building in Chicago, Illinois. The first stage involves sneaking through the raining streets and into the building itself, while the second stage involves finding the meeting room and listening in, following by retrieving Dr. Carroll's personality diskette and escaping before you're overwhelmed by enemy forces.

C H I C A G O S T R E E T S

TYPE: Stealth

Required Mission Objectives:

-
- Retrieve drop point equipment
 - Attach tracer to limousine
 - Prepare escape route
 - Create vehicular diversion
 - Gain entry to G5 building

Available Weapons / Gadgets:

-
- Falcon-2 (scope) (2x)
 - CMP-150
 - dy-357 magnum
 - BombSpy
 - Reprogrammer
 - Remote Mine

Perfect Agent Walkthrough:

Dang, this level is too awesome...I just like to play this only to shoot civilians, mess around with the robot, or explore the bathroom. Heheh, and you can't forget the awesome rain effects!

Run to the first corner and wait here, you should see a guard walk past. When he turns his back, run up to him and punch him out, along with the nearby civilian. Go into the dark tunnel and punch out the FBI agent at the end. These guys will become the bane of your existence, as if you allow them to call for backup then the entire level will open up and super-soldiers will flood the streets, all equipped with dy357 magnums. Scary stuff...so it's in your best interest to take these FBI guys out. There's only two more left.

Go out into the streets, and you should note two guards. Duck into the nearby alcove that has a red square on the wall, and two sliding doors. One soldier in the streets will be walking away, unless you were really slow. Shoot him in the back of the head. If the second guard -- the one by the dumpster -- notices this, then shoot him dead as well, and then quickly move to the split in the fence and kill the FBI agent there. Move away because this will attract guards back there. Move to the large, black limousine and start the small conversation with the civilian. Punch him out, but be careful because if the robotic sentry starts shooting and the civilian gets caught in the crossfire, he'll die and the mission will be failed. Now put the tracer bug on the limo (NOTE: If the civilian sees you do this, he'll scream for help and you fail the mission, which is why you should knock him out). "OBJECTIVE 2: COMPLETED"

Now, return to the hole in the fence and take out the guys there. Go into the ditch, and take out anyone in the area. You should now be getting a message from Carrington, telling you where they hid the drop-point equipment. Go up the long ditch, and then duck to get by the small hole. Run to the very end and retrieve the suitcase off the ledge -- you now have possession of a reprogramming device and a single remote mine. "OBJECTIVE 1: COMPLETED"

Backtrack to the area with the yellow cab. You'll get a message from Grimshaw telling you to reprogram it, but ignore this for now. Go into the alley illuminated by a red light, and take care of any threats. Don't bother to punch out the civilians, just let them run away (Hahah, "Here, t-take the wallet...I-I don't want any trouble!"). Continue past the barrels, and you'll see an FBI agent at the end...quickly shoot him in the head and retreat back into the area with the barrels, because this will attract the attention of two soldiers. Don't even think of going into the next area to take them out, because you will be mowed down. There is a large fire-escape filled with baddies. It is possible to take them out using conventional ways (and it is somewhat cool, because one will climb over the railing and fall 20 feet to the ground). Exploring the area with the barrels, you will find a trash dumpster. Push this into a stack of barrels, and then shoot the cans to cause them to erupt into a huge fireball. The dumpster will explode, and a suitcase will spill out. Collect this to acquire a BombSpy.

Deploy this little treasure just like you did the CamSpy, and send it right up the fire-escape. The soldiers will ignore it, so drive it to the very top and detonate it. All four guards will die a pathetic death, and the civilian on the ground will be safe (as long as you detonate it at the highest part of the escape). Now collect the ammunition and equip the CMP-150, and throw the remote mine on the blocked up doors. I HIGHLY recommend throwing the mine on the higher of the two, due to the fact you'll get a bonus weapon in the next stage by doing so (which makes the level a piece of cake). "OBJECTIVE 3: COMPLETED"

Now backtrack to the taxi and use the reprogrammer to put in a new instruction set to its navigational system. When that's done it will fly off somewhere else...so now you can just wander around for awhile if you want.

NOTE: Near where the limousine was originally parked, there is a door you can go inside. Down the ramps are several guards, and if you dis-arm them all using the secondary function of the fist, one of them will eventually open the locked double doors, which allows access to the "Punk Pond Bar", and you can find double Falcon-2's on the bar shelf. You can also explore the bathroom, heheh. But all this is optional, so don't feel like you have to come down here.

After about 20 seconds the taxi will crash into the streets, blowing up the cyborg in an hilarious scene. "OBJECTIVE 4: COMPLETED". If you wait near a corner for a few seconds, the soldiers guarding the entrance to the building will come out and start talking about the robot and car parts littering the streets.

"What the hell was that?!"
"What a mess!"
"I never liked that robot anyways..."
"The boss ain't gonna like this!"
"We can always get a new one."

Great stuff. Now you can either run right past them and into the entrance to the G5 Building, or kill them if you wish. Either way =
"OBJECTIVE 5: COMPLETED"

NOTE: If you send the BombSpy into the area with the entrance to the G5 building, all four or so men will immediately run to it. Detonate the device and all of them will die, and "Alternate Diversion Created" will appear on screen. So you don't HAVE to program the taxi if you don't want.

DIFFERENT STRATEGY:

limpbizkit9168@aol.com has this to add:

"On Chicago Streets Stealth, i found there is an easier way to put the tracer bug on the dataDyne limo. In the small hole in the fence where in your walkthrough you kill the second FBI agent, you drop down into the ditch, go into the small duct that is closest to the area where you drop in. Go all the way to the end and stand up. Push C-Up to look up and you'll see a red grate. Push the action button to open it and you'll see the bottom of the limo. Just toss it to the bottom and Objective 2 will be completed. Then from your vantage point you can kill almost, if not all the stragglers from the safety of the duct. I just thought this is easier and you may want to consider trying it."

Thank you,
Limp Bizkit 9168

E N D S T A G E

G 5 B U I L D I N G

TYPE: Reconnaissance

Required Mission Objectives:

-
- Disable damping field generator
 - Deactivate laser grid systems
 - Holograph meeting conspirators
 - Retrieve Dr. Carroll backup from safe

- Exit building

Available Weapons / Gadgets:

- Falcon-2 (Silenced)
- CMP-150
- CamSpy
- Remote Mine Trigger
- dy-357 magnum
- Door Decoder
- Level 1 Key Card
- Level 2 Key Card
- N-Bomb

Perfect Agent Walkthrough:

You start off in what is supposedly a car garage, but I see no cars nor places to park cars! Talk about a crappy concept. Regardless, you get to meet a brand new breed of nemesis -- cloaked guards. They'll become somewhat invisible and will run around the room. Then they find a nice corner and peg you full of sub-machine gun rounds...the thing is though, once they shoot their weapons they will become visible again. And finding them when they are cloaked isn't so hard, because they leave a "Predator"-effect, which can be easy to follow if you can spot it (which can be difficult to the untrained eye). The best strategy for the first room is to go to the dead body, collect his gun, turn to your right, and kill the guy that appears there. Do a 180 and another soldier will appear against the wall near the dumpster. He'll drop the keycard to the door when defeated.

Run through the hall and mow down the man standing next to the switch. Collect the ammunition and equip the CMP-150; you should have a full clip and change. In this next room, the lights will go out and about five guards will cloak themselves. The best method of attack is to hide behind the dumpster to the left of the entrance, duck down for cover, and take out anyone who gets in front of you using manual targeting (R button). You shouldn't even get hit once...as before, the last guy will drop the keycard for the exit.

NOTE: Another cool trick is to go near the glass walls to activate the guards, then run to the entrance and look down the middle of the room. All five guys will run across here, so get your CMP-150 and extend its entire clip in the middle, creating a sort of wire of bullets, and once they cross the wire, they're dead. You should kill them all within a five second period, which is absolutely wicked to see.

Wait next to the door and look through the glass...when the guy comes by, peg him in the head. Rush into the next room and turn to your RIGHT. There should be a guy either walking away or towards you, depending on the time it took you to get here. Shoot him immediately and move further into the room, blocking access to the alarm console. If one single alarm goes off your mission objectives are failed! There are two other guys

here, so take them both down immediately. Now go through the door near the alarm console, and immediately find cover behind the corner, then peak out to kill the guy near the bend in the middle of the stairwell. This dead-end room has three guys: one near the computers, and two in other corners. Move in slowly and pick them off one at a time, using pillars as cover. When it is clear, collect the ammunition and shut off the computer equipment. "OBJECTIVE 1: COMPLETED"

Return to the room with the alarm box and you should notice several switches, all with green lights. Go up to each one and press the action button to switch it off. When they are all disabled the laser grid will be inactive, giving you access to the ceiling assemblage. Climb up the stairs, duck down, and follow the large metallic line (really, what else IS there to follow?) until you get into the room with the locked door (it's one-way only; it has no key).

Look down, and you should see a man standing next to an alarm. Cap him in the face before he sees you. Another guy should come running...kill him as well. Now all should be silent, so send your CamSpy through the small hole, view the long cinema if you wish, and then drop down into the room. "OBJECTIVE 3: COMPLETED"

If there's anyone left, be sure to kill them swiftly. Although an alarm won't fail the mission now, it won't exactly help you either. Go through the door near the alarm and up the stairs. Two more soldiers are guarding the vault: a single sweep with the CMP-150 and they'll be down on the ground. Move there quickly to get the attention of another pair of guys deeper inside, hiding behind a support pillar. Circle around and mow them down. Go up the stairs further in and kill the final man of the stage...at least, the final regular man. This area is bathed in red light, and a box of N-Bombs should be laying in wait -- that is, if you put the remote mine on the upper door in the Chicago: Stealth mission. If not, it won't be there for reasons that are simply beyond me.

Equip the N-Bomb and set them to their secondary function: proximity! Oolala! Set four-to-five of these at strategic locations -- in the middle of stairways, near doors, in the middle of halls, and at the very entrance to the vault. Save about two for later. Inside the vault, you'll get a message from the Institute. Place the door-decoder on the console and an alarm will sound. Back up against the shining vault door and set off your remote mine device, blowing a large-sized hole in the side of the building that will do well for an escape.

Now wait, patiently, and listen with delight as N-Bomb after N-Bomb explodes, sending bodies flying and shrieks echoing down the metal halls. At about the 25 second mark (the countdown to the vault door's opening) the first dazed and extremely confused wave of guards will enter the room, their accuracy at about 5% (read: they couldn't hit you if you were two feet away). To add further insult to injury, they carry dy357 magnums, the slowest firing weapon in the game. Kill these guys easily. Now the heavy vault door will be slowly sliding open, and this alone takes about 20 seconds, so throw your last N-Bombs into the corridor, laughing as people wander into their black eruptions.

When the door FINALLY comes to rest, rush inside and grab the floppy diskette off the shelf. It's the year 2023 and people are still using these? Sure, why not, it's almost as believable as hover cars going mainstream within the decade [/sarcasm]. "OBJECTIVE 4: COMPLETED" Regardless, the stage now simply consists of rushing past the now-drooling guards and through the exit. "OBJECTIVE 5: COMPLETED"

E N D S T A G E

M I S S I O N T H R E E C O M P L E T E D

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Hey man, any game that has you sabotaging government operations has to be cool! :p The main point of this mission is sneaking inside Area 51 (first stage), obtaining the space alien who is a friend of the Carrington Insitute (second stafe) and escaping before the entire government collapses around you, while rescuing the alien and another CI operative. Hectic fun.

A R E A 5 1

TYPE: Infiltration

Required Mission Objectives:

-
- Shut down air intercept radar
 - Plant comms device on antenna
 - Disable all robot interceptors
 - Gain access to hangar lift
 - Make contact with CI spy

Available Weapons / Gadgets:

-
- Falcon-2
 - Magsec-4 (2x)
 - Hand grenade
 - Dragon
 - Rocket Launcher
 - Explosives
 - Comms rider

Perfect Agent Walkthrough:

The way you take on this stage largely depends on one factor: do you want to kill the technician? It's easier to kill him, but it makes the next stage harder. In this walkthrough I made it so he lives, so you don't have to come back. BUT, you can kill him if you want and come back and let him live with a cheat (like invincible).

First off, let the opening cinema run until the soldier walking in the sand gets past the slanted pillars. When that happens, press start and shoot one of the men who have their back to you. The survivor will normally run to the auto-gun and try to activate it, but you should be able to kill him before he even reaches it. The man who was walking away should have heard the commotion, so dive behind a wall and when he stops shooting, come back out and peg him in the head. Grab the MagSec's, but don't use them yet. Be sure to collect all the hand grenades, as well.

Continue along the sandy path until you reach your first automated chain-gun sentry. It won't see you, so fill it with Falcon-2 shots. The guns in this game are really tough, requiring up to 15 rounds before exploding. If you position yourself just right, the gun won't turn to face you. You can use hand grenades, but I prefer to save them for something more difficult than this, ya know?

The second auto-gun is a piece of cake. Simply duck down and position yourself against the wall so you can just a sliver of it, then use your Falcon to take it out. It's nigh-impossible to use the MagSec, because it is much more inaccurate than the Falcon -- the only thing it has over it is an extended clip and more punch to each round (notice how people fly back like 10 feet when you hit them in the chest?).

The guard tower that's roughly 50 feet ahead gives many people headaches, mainly because they position themselves in the group of crates, thinking that's the only way to find cover. WRONG! Here's what ya do: speed strafe against the wall while simultaneously firing off your pistol at the tower, and the two men inside will duck (if not, one will die for sure from a headshot). Position yourself at the foot of the ladder, use the scope of the MagSec to look up, and kill them both easily (they won't shoot down the ladder unless you start climbing up).

You'll find that a lone soldier is running down the tunnel to get help, and if you're (un)lucky he'll already bring backup from the next section. They won't start firing upon you until they get relatively close, so kneel all the way down and shoot them all dead, aiming for the chest (kneeling greatly increases your accuracy over long distances, regardless of the gun). After this, go through the large hole in the chain-link fence, but don't go across the sand! It's littered with landmines -- take out a single hand grenade, toss it a few feet from the hole, and watch the flames soar into the air. Go across the sand to the deserted helipad and pick up the rocket launcher. What smart alec kid left a loaded rocket launcher in the middle of an abandoned lot? Oh

well, I thank his incompetence...

Go across the sand behind the helipad and you'll find a small hole, go through to another section. Here you will find two guys, take them down. From this position you can sneak up behind all three drone guns and blast them to kingdom come (these only require four or five shots instead of 15). You'll notice a technician tending to a robot interceptor. Shoot him in the leg then run away and allow him to limp after you. He'll pull out a Falcon, but his aim is pathetic and he is extremely slow. When he gets far enough from the robot, punch him out and grab his keycard. Destroy the robot he was working on. Go back to the small tunnel that took you to this area and go back through, exiting through the hole in the chain-link fence.

Go through the large tunnel, and you should all be fairly aware of the drone gun that sits around the corner. In the other difficulties he wasn't so bad, but this is PA and the longer you mess around with him the worse it gets. The easiest and decidedly most healthy strategy is to rush forward a few feet from the tunnel entrance, fire off your single rocket -- don't worry about aiming, just hit the wall the auto-gun is connected to -- then immediately get back into the cave. You shouldn't get hit once, and all that will be left of the drone gun will be some blackened, charbroiled polygons. Yummy.

When you stepped out into the open several Area 51 security guards should have noticed you, so step into the tunnel and pick them off. Now, behind the wall that had the drone gun is a huge satellite dish. "I can't throw the rider that high!" remarks Joanna. Pfft, if you were a guy you could, you know, baseball and everything? ;) The simple solution is to hit the shiny button, which will cause it to lower, then you can throw it on.

However, before doing this you'll want to lure out some guards flanking the walls of the dish. One carries a hand grenade and will often kill both you and himself with it, so be extremely cautious -- stay as far away as possible. And if he throws it, just start backpedaling as fast as you can, and hopefully you won't get hurt too much.

When you get up to the dish, you will find a silver door (that is locked) with two guards on either side, plus another auto-gun. Ignore the auto-gun, it can't hit you from your position, just find cover behind the structure that supports the satellite dish and kill both men as they come running. Now the coast is clear, so toss that comms rider up there like there's no tomorrow. "OBJECTIVE 2: COMPLETED" With this, immediately take out your hand grenades and move towards the silver door and the auto-gun. Position yourself behind one of the pillars (What are they for? Who cares, it's cover so don't ask questions) so the gun's bullets can't hit you, then toss a grenade against the door. It will open, and a man with twin MagSec's will step out into the night air.

KABOOM!!

Both him and the automated sentry will be blown into the next existence, but don't celebrate yet, there are three -- count 'em -- perverts yet to be dispatched inside this room, so quickly go within and take care of

them using your new found toys (2x MagSecs, silly). The doors leading further inside are locked, so go back outside. Do you see those robots docked in their landing alcoves? Well, a single clip will take them out -- be sure to do so to both of them. As long as you took care of the one near the lifts, "OBJECTIVE 3: COMPLETED" will flash on screen.

Now hop on the hoverbike (double tap B while next to it) and ride like the wind back to the chainlink fence. Well, maybe not; stop in the middle of the tunnel, get off, and use the hoverbike as cover if need be, because four guards have magically appeared ahead. Take them out from your vantage point -- they can be somewhat aggressive, but as long as you snipe them using the MagSec (remember to duck all the way down) you should be fine. If you allowed the robot interceptor near the lifts to live, you will see him flying around the skies, taking pots shots at you: kill him quickly, and make sure he doesn't land on you when he falls out of the sky...that would be just plain embarrassing (It's happened to me before, ugh...).

Go through the hole in the fence, duck down, and go through the small cubby-hole that spills out into the area near the freight elevators. I said it once, and I'll say it again: you should really come here before the area with the satellite dish, shoot the technician in the leg, watch him chase you pathetically, then punch him out when he's about 10 feet away from the parked robot. Then blow the robot away, and presto, you won't have to fight the robot and the technician will enable the next level -- which is very difficult the first time you play it, I might add -- to become a lot less frustrating.

Where were we? Ah, yes, the freight elevator area. You should all be familiar with the underground bunker, so go down there and plant your explosives on the computer (tap B), then patiently wait for the lasers to vanish, then run past. This scenario begs two questions: (1) How can the computer know its a bomb? I mean, it's on the keyboard, how does it know someone just isn't typing something? (2) What's the point of lasers if they go on and off and can be gotten past?

Oh well, I guess if those problems were fixed then the level would be impossible. Gotta live with it I suppose...

Once you exit the bunker you will hear a series of explosions indicating your plastique wasn't a dud, and "OBJECTIVE 1: COMPLETED" will appear on screen.

You have that fancy-smancy keycard from the technician, right? Well, go up to the computer monitor near the large sliding doors and put it to use. You'll hear some loud mechanical noises, and hear the elevator coming up. Ready a hand grenade (you should have two left) and when the door opens, toss it right at the ground so it bounces across the ground and lands at the feet of two men, the blast sending the two unsuspecting soldiers flying through the air. Collect their Dragon assault rifles, but don't switch to it. Stay with your double MagSecs.

When the door opens, kneel all the way down and get against a crate, and look to the left-hand side of the hangar: there should be a single Dragon-toting soldier here. Shoot him immediately, or he will send a grenade spiraling through the air and right into the lift, probably

killing you instantly. If he does this hideous act before you shoot him (e.g. you're kind of slow...), back up against the rear wall and pray. Now then, all this shooting will have caused quite a commotion, and the freight doors will probably close by the time anyone starts shooting, so use this to check yourself.

Do you have any hand grenades left? You should have one, but if not a proximity Dragon will do just fine. When the elevator goes back down, about four guys will be ready to get in -- throw your explosive of choice against the door so when the door slides open the group will find a very special surprise (They'll thank you by saying such things as, "OH MY GOD I'M DYING!" or "WHY ME!?" etc.). Rush into the hangar ("OBJECTIVE 4: COMPLETED") and collect all the ammunition. Switch to the Dragon, and well, it's all pretty much down-hill from here. The only thing that will screw you up is one more grenade-psychotic (definition: n. a person who has no qualms about killing himself and all his friends, just as long as you go down along with them) up on the metallic catwalks. Your best bet is to move in so they notice, then run FAR away and snipe them using your Dragon as they come running for you. They magically appear out of nowhere, which can throw a lot of people off at first, so be very aware of your surroundings.

Once you reach the elevator (have you noticed this game has a lot of elevators?) you'll get a message from the person you're supposed to meet with, so go on down to the next floor. Kill the two guys in front of you, then some fast music will start and guys will magically appear behind some crates. You COULD throw some grenades down them, have a really big gunfight and win easily, but why bother? The exit is right there, just fall off the part of the catwalk with no railings and speed strafe right into the open doorway that leads to your Carrington Institute contact, Jonathan. "OBJECTIVE 5: COMPLETED"

S T A G E C O M P L E T E D

A R E A 5 1

TYPE: Rescue

Required Mission Objectives:

-
- Destroy computer records
 - Locate conspiracy evidence
 - Obtain and use lab technician disguise
 - Gain access to autopsy lab
 - Rescue the crash Survivor

Available Weapons / Gadgets:

-
- Falcon-2 (Silenced) (2x)
 - Phoenix

- Dragon
- Super Dragon
- Hand grenade (rare)
- Lab clothes
- Tranquilizer
- X-ray Scanner
- Data Uplink
- Medlab 2 key card
- Operations room key card

Perfect Agent Walkthrough:

This level plays with your mind. It tells you to do one thing when in reality you can do many different things to do the same task much more easily. What am I babbling on about? Why, the first half of the level...you're "supposed" to clear out the stores room (a task in itself), push the box of explosives to the marked wall, and detonate it. But this is extremely challenging and frustrating.

Thankfully, there's a way around it.

There are three main ways to get past the wall:

- Using the explosive hovercraft (HARD)
- Tossing a proximity Dragon in front of it, then shooting it (MEDIUM)
- Using the Phoenix to clear the path, then blow the wall (EASY)

How do you get the Phoenix? I would usually only include this in my bonus guide, but since it makes the level about 10X easier, I'll tell you. In the Area 51: Infiltration stage (the one we just got past) you will note a man tending to a robot interceptor near the large lifts. If you kill this man, you can't get the Phoenix. Instead, shoot him in the leg, let him limp about 10 feet away from the robot, punch him out, then blow the robot away. Then finish the stage...Hell, you can even use cheats to do it if you want! Just make sure it's on Perfect Agent, all the objectives are completed successfully, and you reach the end.

Now, in the current level (Area 51: Rescue), watch the opening cinema until Jonathan triggers the hovercrate, then press start and speed strafe to the lift and you'll be able to get on just as the doors close. Don't mess with any guards. When the elevator takes you to the catwalks above, turn RIGHT and follow the long path to a lone soldier. Kill him then attempt to open the door. "This door is locked." Wait for it...aha! That same guy you punched out will open the door for you from the other side, then run away -- so kill him or punch him out, whatever it takes. Inside this secret hangar, go up the ramp to the left, take the elevator, go through the halls, and you'll find the Phoenix pistol -- aka the dildo gun -- lying on a table near some bulletproof windows.

Immediately switch to it, and be on its secondary function -- explosive shells.

Backtrack to the catwalks above the stores room, go past the elevator, turn left and take out the man right there. Then go towards the doors that lead to the room with the cracked wall -- kill both guys by sending explosions around their feet, which will send them flying through the air before they can even get a single shot off. Go through the two doors and look at the catwalks above -- several guys will come running. Usually you would have to take cover and battle them inside the elevator, causing huge health losses, but again, the Phoenix takes care of everything -- shoot a few shells up there, and bodies will go flying. Even if one guy gets past, you can board the elevator and shoot an explosive shell at the next level before he can even realize you're there. It makes it soooooo easy. No more getting mowed down while you attempt to get off the elevator!

Now use the alien-crafted gun to blow a hole in the weak wall, turn left, and go into the cryo room on the RIGHT. You will go through a single Area 51 soldier armed with a Super Dragon, and a disturbing doctor dressed in blue with a face-mask. Go into the containment lab, activate all the red switches, and use your X-ray scanner on them all -- you're looking for a dead alien body inside one of these tubes. When you find it, look at it for a couple of seconds until "OBJECTIVE 2: COMPLETED" flashes on screen.

Backtrack to the hole in the wall, taking out soldiers as you go. Be sure to collect their weapons. Go past the hole and up the hill, ignoring all doors. Just keep following the hallways, illuminated by fiercely bright lights. You'll soon reach an area with a door on either side, and two soldiers will come out. Kill them, follow the path, and you'll reach another large room for storage. Immediately switch to your Super Dragon's secondary function: grenade launcher baby! Strafe to the left and unload about four-five rounds right into the fray, laughing as bodies fly across the room. A single guy will drop from above, take him out as well. Run up the ramp and you'll notice two large planks coming off the catwalks -- and on one there is no grating, which means you can climb across, access the air-conditioning system, and drop right into the showers (the doors are locked in PA, as you should have noticed).

Once inside the showers, head back into the locker room, kill the man there ("Oh my GOD, a GUN!" -- am I the only one who thinks that is kind of funny?), and open up all the lockers until you find the clothes, its location is random so check them all. Immediately equip it via the pause screen, and make sure you are UNARMED! The uniform is no good if you're toting an automatic weapon around, ya know? "OBJECTIVE 3: COMPLETE" If you want to be absolutely sure you're in the disguise, try punching thin air -- you should be wearing white for your arms.

Exit the showers and you'll notice you only have one minute and 30 seconds (1:30) before the entire place realizes you're a fake, so go on the double! Race up the corridors until you reach the place with two doors across from each other, and go through the one on the left (coming from the showers). Inside is a drone gun, but the programmers here won't recognize you as a foe and will greet you cheerfully. Punch both of them out, go to the computer console in the back, whip out your data uplink, and download the virus into its hard-drive. Now all the doors in the immediate area are going to go haywire, opening and closing at random, totally out of control.

Continue back through the hall, coming closer to the hole in the wall. You'll reach two large silver doors, both opening and closing furiously. One of them was locked before, but now you can go inside and have a small conversation with two Area 51 soldiers and a programmer. Position yourself behind one of the soldiers and take out your Dragon, they'll say something like "What are you going to do with THAT?!" or "Are you authorized for that gun?" Before you can answer those questions, they should be in a bloody heap on the floor. See that computer console? Destroy it. "OBJECTIVE 1: COMPLETED" Not too shabby, eh? ;)

You should have about 50 seconds left on your timer. Run back to the hole in the wall and nearby you should note a slanted silver door -- open it and a very long corridor awaits you, filled with office cubicles and soldiers. You did remember to put your weapon away, right? Regardless, run through to the other side (Joanna will make a comment about how the air is being recycled), open the door, and a man on the other side of the door will let you in when he checks your ID. Note, however, that you must have:

- Completed objectives 1, 2 and 3 for him to appear.
- Be disguised
- Be unarmed

...then he'll let you into the autopsy lab. "OBJECTIVE 4: COMPLETED" Punch him out, then run across the room and punch the guy next to the drawing, then equip your Super Dragon and kill the single doctor inside the glass room, and be sure to collect his "Medlab 2 keycard."

About now, roughly three billion men and doctors (the scary kind) will flood the room. They're psychics, knowing where you without them having any kind of clue whatsoever...use a flurry of grenades from your trusty Super Dragon and then collect the ridiculous amount of ammunition littering the floor.

Exit back into the main hallway, turn right, and you should note yet ANOTHER slanted silver door with a similar corridor littered with offices and tables. Since you have the keycard, you can go inside. You'll also find a few guards...take care of them using some grenades. Then go into the final door, blow everyone away, then get the "operations room key card." It can be hard to find, because the explosions will sometimes knock it around the room a bit. When you get that, use it on the doors to finish the stage. "OBJECTIVE 5: COMPLETED"

Whoo! That was a long one!

E N D S T A G E

A R E A 5 1

Required Mission Objectives:

-
- Locate alien tech medpack
 - Rendezvous with CI spy
 - Locate secret hangar
 - Revive Maian Bodyguard
 - Escape from Area 51

Available Weapons / Gadgets:

-
- Falcon 2 (scope) (2x)
 - Remote Mines
 - Super Dragon
 - dy357 magnum (failed mission)
 - Alien medpack
 - Tranquilizer

Perfect Agent Walkthrough:

I hate this stage. Repeat, I hate this stage. I hate waiting for that dumbass Jonathan that takes 10 minutes to follow me, and I hate waiting for Elvis to catch up with his short, scrawny little legs. I don't care if he's a riot, he's too slow! But oh well.

You start out the stage pushing Elvis along in his hoverbed, which you have doubtlessly seen hundreds of time in .mpeg movies before, right? Not what you expected, I guess. Just keep pushing him forward through the doors, in no particular hurry, listening to Jonathan keep talking...and talking some more.

Eventually you'll reach the cal-de-sac that holds the entrances to the two cryogenic rooms, and two maniacal doctors (the scary kind with masks) are there to teach you a lesson by filling you with drugs. You'll get high, everything will become a swirl of light and colors, and you'll lose health, but the only good thing is the "high" bit, so you may as well shoot them dead using your scoped Falcon-2. Run through the brown door that looks like a wall, and rush down the sloped corridor. At about the middle let go of the bed by pressing B, then speed strafe ahead and open the door. Elvis will slide in smoothly, and Johnny-boy will tell you "good job" and hand over a cookie.

Run back up the hill and go through the cryogenic room on the right-hand side. Two more doctors await, and running through blindly isn't the best of strategies, namely because you WILL become blind by doing so. Wait at the entrance and use the corner for cover, and shoot them from your vantage point. Collect their Tranquilizers if you wish, but it's useless IMO.

In the back of the room you'll find a short corridor and a doorway, go inside. If you rescued Elvis (e.g. got him to the designation point) in under 40 seconds a box of three remote mines will be sitting here. Why? I'm not so sure (I know I should've taken that class in quantum physics). If you get them just fling them all over the room, detonate, and watch gleefully as the three Area 51 soldiers fly across the room. Collect their Super Dragons and change to the secondary function, grenade launchers.

Go out onto the huge zigzagging catwalk and take out both soldiers using your grenades. I think it's extra-funny when one of them flies over the railing and into the darkness below. "Ahhhhhhh..."

On the other side is a door, open it and Joanna will make a remark about how the alien medpack should be near here. Who knows how she knew this, but more importantly who cares? Use a grenade to break the glass wall into millions of tiny shards, and walk up to the console and activate it. This will unlock a door around the next corner (beware of the guard), and inside the alien medpack rests on a pile of gasoline canisters. Collecting it = "OBJECTIVE 1: COMPLETED"

Follow the path, watching in amazement as every door opens for you automatically. You'll soon see a guard right in front of you, plaster him. Ignore the door behind him and turn right, kill that guard, then kill the third guard in the third room. The next chamber has several compute consoles/lockers, and you'll find Jonathan inside. "OBJECTIVE 2: COMPLETED" After a short conversation three soldiers will burst into the room, but one grenade will take care of them.

Here's an important tip: don't just run back to the room where you first found guys with Super Dragons. No, that's bad. What you want to do is go to the room with the door I told you to ignore, open it up, and about five guys will be RIGHT there -- single grenade, flying bodies everywhere. Collect the lot of ammunition and wait here for Jonathan to catch up. Go through the automatic doors, waiting for him to catch up. If you don't, some pixie-dust laden guards will magically teleport in and start fighting Johnny boy. Sure, he'll win, but his health will be depleted and it will take forever to catch up.

When you finally get back to the zigzagging catwalks and see that he is on it, run back to the original room, and again, about five guards will be there, out of nowhere. BOOM, BOOM! Dang, that's a lot of bodies on the floor...step carefully. John will begin to set his bomb, and you'll have to "protect him"...not exactly the height of difficulty. When it explodes, go inside ("OBJECTIVE 3: COMPLETED") and kill the two men on the catwalks, then turn your attention back to John and make sure to kill anyone he's fighting, because if he dies you fail the mission.

Return to the Maian and use the alien medpack on him (select it, tap Z). You should hear this weird noise to confirm it's working. From here on out, make sure to kill anyone who gets near John. Don't worry about the alien, he'll be fine. When it says "Alien medpack has been administered" run back to our diminutive friend, a cinema will take place, and god damn is Elvis (the alien's name) a riot. His voice sounds like Yoda and

he cracks me up everytime he says one of his corny jokes. Sad, I suppose, but I don't care.

Then we will all make a trip to the Maian flying saucer, and here's where things get complicated. There are THREE ways to exit this stage, and each one has its own positives and negatives. I'll list them all, going from the easiest to the most challenging.

Ways To Exit Area 51: Escape:

- (Easiest) Once the conversation by the saucer begins, run back to the ramp, go up, and kill people who come through the doors. When Joanna says something to the affect of "We can't leave you behind!" go to one of the two computer consoles on the catwalks. When the fast music begins, activate it, then run back to the second and activate that as well. Both hangar doors will open and the UFO will leave, and the stage will be over. Weird, if I must say so myself. I think this may be a glitch, I just hope it isn't fixed in PAL territory.
- (Medium) When the conversation begins and Jonathan volunteers to open the hangar doors, just wait by Elvis and protect him from any soldiers. Just stay right here...and when both doors are open, you and Elvis will leave.
- (Hardest) When the conversation ends and Jonathan volunteers to open the hangar doors, run up to him before he reaches the ramp and Joanna will say something to the affect, "You leave on the saucer, I'll open the doors." Now open both hangar doors as in the easiest method, but now John will leave on the UFO, leaving you here, which means you have to get on the hoverbike (double tap the B button) and go through hundreds of guards, then find the exit. Here are some directions...
 - Go up the slanted hill that leads to the two cryogenic rooms.
 - Go through the long corridors (you'll see some of the nerve gas for a few seconds), and make your way all the way back to the hangar where you dropped into the showers from the air-conditioning vents.
 - There's only one door on the ground level, and it's ahead and to the extreme right of the entrance. Follow the path, killing the soldiers who block the corridor.
 - When you reach the large room with slanted pillars, go through the door that all the pillars are in front of...you'll burst out into the satellite dish area from the first Area 51 level (Infiltration).

"Captain Sith Jago...please report in...Captain Sith Jago..." Sheesh, this is the same message from the second Area 51 level! He must be, uh, occupied in the bathroom or something. Sorry Miss.

Regardless of which way you exit the stage, it leads to: "OBJECTIVE 5: COMPLETED"

E N D S T A G E

M I S S I O N F O U R C O M P L E T E D

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Another government bashing mission, I see. First you sneak onto the holy grail of terroristic activities: Air Force One. Then you spoon-feed the President information about the huge conspiracy, then get him to safety before said conspiracy can take place. Unfortunately, the plane is smashed into the ground. The final level deals with righting all the wrongs, and rescuing the President from the clutches of evil. It happens every day, right?

A I R B A S E

TYPE: Espionage

Required Mission Objectives:

-
- Obtain disguise and enter base
 - Check in equipment
 - Subvert security monitoring system
 - Obtain flight plans from safe
 - Board Air Force One

Available Weapons / Gadgets:

-
- Crossbow
 - Dragon
 - K7 Avenger
 - dy357 magnum (2x)
 - DrugSpy
 - Stewardess's clothing
 - Suitcase
 - Proximity Mines
 - Horizon Scanner

Perfect Agent Walkthrough:

Let the cinema run for a few seconds, so the guard that is walking away can get towards the entrance to the cavern. Then press start to enter the level -- allow the crossbow to totally deploy. Now turn the corner and nail the guy right there. He will always back away and his arms will move out of the way, allowing you to hit him right in the chest. The crossbow is set on sedate, so a single shot will cause a person to be

unconscious for hours. Be sure to collect his Dragon, too.

Now move towards the alarm box and kill that guy. The man walking towards the cavern has his back to you, so he's easy prey. Walk inside the cavern and deploy the DrugSpy, and drive it around the corner until you see the stewardess and her two bodyguards. The guys will usually run up to investigate this strange object in front of them, so nail them both using the DrugSpy's high speed darts. Take out the woman, as well.

Now return to Joanna's view and collect the ammunition, and don't forget the bag that the woman was carrying. Go to the pause menu and equip the disguise, and make sure you're not carrying any weapons. If you want to double-check to make sure you're in the disguise, punch thin air. Your arms should be blue, with golden rings around the wrists.

Turn around and go back to the airbase, and enter through the door. You will have a brief conversation with the secretary at the front desk, who will grant you access to the entrance to the base. Before going in, however, find the elevator in one of the corners. Call it down, ride it up, and you'll find two men at a table. Behind them you'll discover a suitcase -- grab it and punch out both men before they can take their plan into action. Return to the elevator, go down, and enter the airport ("OBJECTIVE 1: COMPLETED").

When you enter you will see a single soldier toting a Dragon and two escalators, one right in front of you and one to the right. Go down the one in front of you and will you find a conveyor belt and a small table. Equip your suitcase and lay it on the table. ("OBJECTIVE 2: COMPLETED") You now have no weapons on you at all, so you can go through the nearby tunnel with blue lights without setting off the metal detector.

Carrington will now inform you that the case will be checked soon, so you must now shut down the security systems or else your ass will be arrested. After the tunnel with blue lights go across the lobby (A man in blue will say, "You shouldn't have come here, girl!") and through the hall filled with pillars. Steal one of the Dragons from the men in white by disarming them (do it to only one guy). Run up the stairs and you'll find a man in white in front of a computer console and a man in blue, toting a K7 Avenger. Go to the computer and shut the security systems off ("OBJECTIVE 3: COMPLETED") The man in blue will then shoot the man in white and scream, "We're taking over!"

Now fast paced music starts and all Hell breaks loose as dataDyne employees flood the airbase, armed with K7 Avengers and old-fashioned body armor (unless you have another theory why they can take automatic fire to the chest and still live).

Now this is the ultimate challenge, the most difficult section we have seen in the game yet. I can't even do it 100% of the time, but I suppose that will come with practice. Here is the only strategy that has worked for me on a consistent basis (3/4 times, only time it doesn't work is due to a sloppy mistake):

When you go down the stairs (after killing the guy who had the Avenger) there will be about 3-4 soldiers in the distance. Fire off your Dragon to get their attention, plus some guys around the next corner you can't see yet. Keep firing off your Dragon to make noise -- as they start to advance into the room, retreat up the stairs. Look down...when you see guys trying to climb the stairs, throw a proximity Dragon down there and about 10 bodies will go flying as a huge fireball erupts in the small room. Collect the bounty of ammunition and switch to your Avenger.

Follow the hall back to the lobby (it has the escalator) and you will find a Dragon lying on the ground, probably from the guy that was walking there and was killed from the dD thugs. Go into the lobby and you'll see a hallway with several guys there: shoot in there to attract their attention, then look up the escalator, shoot up there, then fucking RUN back to the hallway with all the pillars. Hide behind one of the pillars until people start to come in. Again, throw a proxy Dragon there and watch the people fly. This won't get them all, but it will get a majority of them. Peek around the corner and peg anyone who didn't catch up to the explosion.

Return to the cleared lobby and enter the brown door. Here a man will be staring at the marble wall, pondering the mysteries of the universe. Cap his ass and move in, collect the Dragon at his corpse. Go into the nearby hall and there should be a single man there, kill him as well. In the room next to him there is sometimes a group of four-five guards; I'm not sure what triggers them, but if they are there toss your proxy-Dragon in there and watch the fun. Move in and you will spot a proximity mine on a door -- move far away and shoot it. The explosion will shatter the nearby windows.

Go into the small space the glass once covered, and you'll find a safe. Behind it, on a wall, is a small switch. Move the glass casing off, then press the switch, and the safe will open. Yeah, no criminal could EVER open such a complicated safety device (chortle). Collect the suitcase inside, which happens to be the flight plans ("OBJECTIVE 4: COMPLETED" and go on your merry way.

Back in the hallway with the purple/orange strips on the floor you will find an elevator. Call it up and enter. You can now sigh in relief, the worst of the worst is over. The elevator will go all the way down, and when it opens there will be two men with their backs to you. DON'T SHOOT THEM OR GET THEIR ATTENTION IN ANY WAY! Just close the doors and the elevator will go up a few floors, dropping you off in a silent area. Follow the path to the left and step on the shuttle that will take you to Air Force One. "OBJECTIVE 5: COMPLETED"

If you did get the attention of the two guys, the "silent area" would have been overflowing with guys. Some people even try to kill the two guys, go up the stair-cases fighting off huge amounts of people, thinking that's the only way to reach the shuttle. Using the above "trick" or "detour", whatever you want to call it, drastically decreases the insane challenge of this level.

E N D S T A G E

A I R F O R C E O N E

TYPE: Anti-terrorism

Required Mission Objectives:

-
- Locate and retrieve equipment
 - Locate President
 - Get President to escape capsule
 - Secure Air Force One flight path
 - Detach UFO from Air Force One

Available Weapons / Gadgets:

-
- Laptop Gun
 - Cyclone (2x)
 - K7 Avenger
 - Timed Mine
 - Combat Boost (2 boosts)
 - Suitcase
 - Lift key card
 - Closet key card A
 - Closet key card B

Perfect Agent Walkthrough:

Damn, this level is awesome. Definitely one of my more played missions.

You start the stage facing a doorway, so open it up. Keep going down the side of the plane, always going through the door on the left. Eventually you'll reach an area where a man is walking towards you. Near him, on the floor, you'll find a large grating, the color of red. Kneel all the way down and open it, going down into the lower compartments of the plane.

Once again, keep going through the doors. Eventually you'll reach the kitchen, inhabited by two stewardesses. Sometimes they see through your disguise, sometimes they don't. I don't understand what causes them to see through it, but in the big picture it really doesn't matter. Just keep going. You'll eventually reach the baggage room, a dead-end, and the man here will either greet you nicely or fill you with hot lead, depending on if you the people in the kitchen saw through your disguise. Just keep punching him until he goes under, grab his lift key card, and activate the red button nearby. This will cause an elevator to come up. Grab the suitcase on it ("OBJECTIVE 1: COMPLETED") and inside you'll

find a Laptop Gun and a single Timed Mine.

In the room with the hoverbike, if you press the nearby button it will go down and you can use the bike on the next level. Not all too useful, but still, it'll be there.

Back in the kitchen, activate the button to cause the dumbwaiter to come down. Get on, wait a second, and it will go up a floor, delivering you right where you started the level. Go through the bronze door -- by now everyone on the plane knows you're not a steward -- and go up the ramp. Turn to your left and open the door there. Aha, the President!

"OBJECTIVE 2: COMPLETED"

This presidential situation is totally unrealistic. Yes, he's black, but that's a small matter compared to this next fact (and I'm no hater either). Look under his desk: there's no slut under there waiting for a little sucky sucky. This is just a flagrant disrespect for the real world and totally ruined the vividness of this level for me.

That's enough sarcasm for awhile. After the long conversation with the President (Who doesn't even bother to check the tapes. For all he knows it could be the Golden Oldies.) a cinema will show a Skedar ship dock with plane. Uh-oh...now fast paced music begins and dD men will flood the level. Hasn't this happened before? ;)

Equip the timed mine, gone down the stairs as fast as you can, and open the bronze door that allowed you to get in here in the first place. Now toss the mine right inside the tunnel that connects the alien ship to AF1. You've done it dozens of times, so I won't bother to explain that there's a single man in here and when the mine blows it will kill many bad-guys. "OBJECTIVE 5: COMPLETED"

Now rush back to the lobby with the ramp/stairway. Whip out your weapon of choice, Cyclone or Laptop Gun. I prefer the Cyclone for two reasons: (1) It has more bullet-spread than the accuracy of the Laptop, meaning you will always hit the intended target. (2) Its friggin' cool looking and you can't get it in any other level. Good enough reasons for you? They both use the same type of ammunition, as well. Quite nice.

Err, where was I again? Oh yes, the lobby. Go around the base of the ramp, helping out the president's bodyguards in taking out Trent's men, dressed in black and toting Avengers, just like the last stage. There are some other guys in black in the rooms behind the rampway, two to be exact, one in the hall and another in the room with the grand piano. I'd take them both out.

By now you should get the message that the Pilots have been killed, so rush up the ramp, head straight ahead, open the door, mow down the guy in front of the entrance, and head inside the cockpit. Both of these guys have their back to you, so it is easy pickings. I wonder what they were thinking? "Yeah, we'll just kill the only people who know how to fly this plane, then we can all crash and die! YEAH BABY!" To activate

the auto-pilot simply press the large, glowing button near the windows. "OBJECTIVE 4: COMPLETED". Now that the plane is stabilized you won't have to worry about getting blown away from crashing into the ocean.

Go back down into the lobby, meeting the President again. "Are you sure this is the way to the escape pod?" Hmmm Mr. P, I dunno, isn't this YOUR friggin' plane? Shouldn't you know? Sheesh, no wonder he's El Presidente...

Clean up any extra men down here, collecting ammunition as you please. The President's body guards should have held fort quite nicely, and if you kill them you get extra Cyclone ammo and two keycards that open the locked closets, enabling you to collect double Cyclones. Oh, baby...

Continue through the plane until you reach the "Twin Mr. Blonde Scenario." Trent Easton will say a few words of encouragement, then run away laughing as Mr. Blondes (not THE Mr. Blonde; they're uhh, well you'll see after the next level) attempt to mow you down. I find it easiest to go through the door on the right-hand side, show myself for an instant, and allow them to shoot at thin air as I find cover. When they stop to reload, use both of your combat boosts at once, whip out your gun of choice, rush in, and blow them against the wall, sadistically watching as their bodies fall against the wall, blood spurting from their open chest, then they slide down, limp. What, am I the only one who does that? Stop looking at me like that!

Now the Combat Boosts should still be affecting you, so run after Trent, taking out two of his black-clothed friends. Go down into the lower compartment and kill the two guys there as well. And that's just about it, the President will come down and enter the pod and the level will be over. "OBJECTIVE 3: COMPLETED"

E N D S T A G E

Aturn has this to say:

"Hey, did you know it is actually possible to start in the cargo area of AF1? In the AF base, if you shoot the laser control panel, it will go haywire and certain lasers will disappear and reappear like in area 51. You'll be able to get to that little latter under the plane. This makes the laptop gun cheat even easier than it was before. You can use cheats too on the AF base. It's not much, but it made my life easier.

Thanks,
Aturn.

P.S. (the panel is after the lift that seems to go diagonally down, in the middle of those two rooms with the pillars and control panel, just in case you forgot like I did)."

marshmallow's notes:

To climb the ladder (I was confused on this for awhile) you have to stand in front of it and then press the action button. You'll start out in the room that has the hoverbike on Air Force One. Quite handy, and a huge secret.

C R A S H S I T E

TYPE: Confrontation

Primary Mission Objectives:

- Retrieve Presidential medical scanner
- Activate distress beacon
- Shut down enemy jamming device
- Retire Presidential clone
- Locate and rescue President

Available Weapons / Gadgets:

- Falcon-2 (scope)
- K7 Avenger
- Sniper Rifle
- Remote Mine
- Night Vision
- Horizon Scanner
- President Scanner

Perfect Agent Walkthrough:

Of all the half-assed, half breed, wanna-be-cool but I'm not piece of crap levels I have ever played, this has got to be in the top 10. It's not that this level isn't fun, or its music isn't really catchy (because it is), but the premise is just so out-of-whack it's unbelievable. They expect us to believe AF1 and the Skedar craft crashed right in the middle of the Alaskan wilderness (even though we were flying over the ocean), nobody got hurt, and all these soldiers, sentry guns, and bases just magically appeared within seconds. But oh well, on with the strategy (whatever THAT is...).

Go forward from your starting position and you will come upon two soldiers with their backs to you. One shot, one kill. Collect their K7 Avengers and equip them immediately, you'll have a little over 100 rounds of ammunition. Go to the nearby escape pod, buried in the snow, and up to the red, glowing button that is just begging to be pressed. Do so. "OBJECTIVE 2: COMPLETED"

On the right-hand side of this snow plain is a huge wall, and two large passages are carved into it. Take either one you please, and you will find the wreckage of AF1 in all its glory, smoke and ashes, pieces and parts littering the field, and sparks spitting from the cockpit. On the left side of it, in its shadow, there is a suitcase that is well camouflaged against the white snow. It's on the side with the man in black facing the wall -- if you're on the side with the Mr. Blonde, you're on the wrong half. Pick it up ("OBJECTIVE 1: COMPLETED") to acquire the magical Presidential Scanner, which will allow you to see where the President and his clone are located.

Return to the area with the pod, and keep against the right side of the snow field. You will find a small traveling party consisting of two men in black wielding Avengers, and the third a Mr. Blonde with a Sniper Rifle. Go through the small tunnel that goes through the snowdrift (there will be the grand piano from the plane buried in the snow) to reach a large valley full of soldiers, one of AF1's tires will be in the middle. I like to kill all men to the left side of the tire, then rush in and hide behind the tire and shoot people from this area. If they start shooting back, simply duck down and the ruined tire will take all the bullets for you. Clear the area.

To the right side of the tire are two passages, one to the left and one straight ahead -- take the one straight ahead to see a precarious bridge of ice going across what appears to be a bottomless pit. Take out any men you see, even the ones on the upper ledge. Go across the bridge and into the underground tunnel, being very cautious as you will usually encounter one or two soldiers in here (sometimes with their backs to you, sometimes not). You will eventually be spilled out into a large snowfield with what look like withered palm trees (???) and two drone guns similar to the ones found in GoldenEye's Jungle mission, except these are much stronger. From this tunnel's exit you can take the one out on the far left using your Sniper Rifle. When that's nothing but dust, run to the tunnel straight ahead, dodging machine gun fire from the second one. From this tunnel's entrance/exit (depends on which way you're going I suppose) you can take out the final gun -- I prefer to duck all the way down and use the Avenger myself.

With both guns history, rush into the field of trees and you will spot the Skedar ship in the snow. Two men will start shooting at you from the bottom of the hill, so retreat, using the trees as cover. Watch them run up, and since the trees will mess up their aim, you can kill them as you please. Empty an entire clip of your K7 Avenger into the Skedar ship, then two clips of your Falcon-2 (be sure to stand FAR away) and a HUGE explosion will take place, reaching all the way to the front of the tree-field. Impressive. "OBJECTIVE 3: COMPLETED"

Coming from the wreck of the Skedar ship, on the RIGHT side of the wall there will be a tunnel (where you took out the last drone gun), so go down it, spilling onto another icy bridge. There will be two men down there, take them out. Follow the bridge across the pit and into the underground cave. Eventually you come to a huge hole, pitch black inside. Take out your remote mines, you will have three of them (that's tres for my Spanish-speaking fellows). Put two of them on the walls of

the cave -- one near the black hole, one a few feet away from first one. Switch to the Avenger, put your Night Vision Goggles on, and rush into the cave and turn to your right -- you will see two green blobs, but one is shorter, thinner, and unarmed. This is the clone of El Presidente! Shoot him dead and fucking run BACK to where you put your trap of remote mines because about five or six Mr. Blondes will come running to see what all the noise is about.

Hide behind the corner but keep peaking out, looking at the black hole. When Mr. Blondes are overflowing the tunnel, set off your two bombs and watch the bodies fly. Be wary as one or two will sometimes survive the blast, either because they barely touched it or they were at the very back of the line. Mr. Blondes are extremely strong and have impeccable aim, so don't screw around with these guys unless you want to see the red screen of death.

Go back inside the dark ice cavern, collecting the ton of ammunition littering the floor. On the other side there will be a single Mr. Blonde left, facing away from you (thankfully). Cap in the face and go through the tunnel behind him, arriving in a lighted area again, so take your goggles off. Uh-oh. Three "cop" robots are ahead, firing machine gun fire at you. Take out your last remote mine, toss it up there and watch the fireworks. If one survives, about a clip of the Avenger will make it think twice. In the next cavern is the President being held hostage by Trent. When he says, "You'll never save him now!" shoot him a couple of times and he'll run off with his tail between his knees. El Presidente will now follow you.

Follow the snow drift up, going through the first passage to the right-hand side you see. It will spill you out in the rim of a HUGE snow field, so gigantic the game will begin to stutter if you speedstrafe. In the middle of it all is Elvis and his crashed saucer, and the Maian rocket-star will take down guys from a great distance using his Phoenix. The President will arrive, and the level will be over. "OBJECTIVE 5: COMPLETED"

Of other interests...some people like to rescue the President, then save killing the clone for last. This way when you kill the clone the level will be over, and you won't have to face the herd of Mr. Blondes. You can save the President and skip the blondes by going into the cave on the left-hand side of the valley that has a tire in the middle (shortly after the tunnel with the grand piano in the middle). In those caves you'll also find a passage (this gets really confusing) that will spill you out into an area that has a huge hole in the ground that will allow you to snipe the clone without having any harm dealt to yourself. Very cool. And a run on sentence. But let's not be picky.

I prefer my method when all is said and done.

You'll also find out what's behind all these "Mr. Blondes" that are running around if you watch the cinema that ends the level. Very nice.

M I S S I O N F I V E C O M P L E T E D

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Now that the startling prescence of a massive alien space-craft has been discovered on the Pacific Ccean's sea-floor, it is Joanna's job to battle her way through it to find what is at it's massive core. Before doing so, however, she must find the submarine on board the Pelagic II, the most advanced and hi-tech sea-research vessel in the world, that will enable her to dive down thousands of feet to reach the alien craft.

P E L A G I C I I

TYPE: Exploration

Required Mission Objectives:

-
- Disable primary power sources
 - Secure laboratories and research data
 - Deactivate GPS and autopilot
 - Activate Moon Pool lift
 - Rendezvous and escape with Elvis

Available Weapons / Gadgets:

-
- Falcon-2 (silenced) (2x)
 - Laptop Gun
 - CMP-150
 - dy357 magnum
 - N-Bomb
 - X-Ray Scanner
 - Phoenix (failed mission)
 - Research data disk A
 - Research data disk B
 - Research data disk C

Perfect Agent Walkthrough:

In this level we are going to go through hallways and kill guys dressed

like redneck hillbillies. Then we're going to go down hallways and kill more hillbillies. After that, we will consider killing more hillbillies. After this, we change gears and kill more hillbillies. After lunch, we will continue killing hillbillies. Not just any hillbillies, mind you, but hillbillies down the next hallway. For a change of pace, we will then kill several hundred hillbillies.

Alright, I think you got the idea.

The main theme of this level (besides killing hillbillies) is not to allow anyone to trigger an alarm. If this happens, you are fucked sideways. This is because about 20-30 guards will magically teleport in, then kill you immediately when you go to specific areas of the ship (mainly the place with the moon pool lift and the halls that lead to the submarine docking area). The only reason you should continue to play the level after an alarm is to challenge yourself, or if you're feeling like a lucky first-timer.

As you start off leave Elvis behind, and immediately equip the Laptop Gun. This is going to be your bread and butter for the rest of the mission. Open the first door and peg the guy right in the head, watching as he slowly falls to the ground. Go down the hall to the first alarm box, and the single soldier there will run to the alarm while screaming something to the effect of, "Warn the others!" or "Activate the alarms, we have an intruder!", etc.

ALARM BOX LESSONS -- 101:

As soon as you enter an area, one guard will be designated as the alarm trigger. At this point in time, he is the only person on the ship that can activate an alarm anywhere. He will not shoot you or attempt harm to you in anyway, he will only run to the alarm box and ignore you, even if you are shooting at him and you can smell his breath. Once he is killed, someone else will be designated as the alarm trigger (usually the one nearest the box) and will do the same. Use this information to your advantage while in the middle of a firefight

Because this is only one person, you can kill him easily and he runs to the box. Move to the door and look through the glass, you will see a man standing against a wall. Remember Bunker from GoldenEye? Same method here. Shoot him through the glass. BUT THIS IS IMPORTANT: Make sure it is only a single round, and it is right to the head. If you do this correctly another person will come and stand next to his body, and make a comment, ranging from the serious ("Oh my God, he was my best friend!") to the comical ("Eh, I never liked him anyway..." or "ARE YOU OK!?" while his body is slumped against the wall, lying in a puddle of his own blood). If you make too much noise, or miss him, an alarm is activated. So get it right.

When the second guy is standing next to the body, shoot him dead and

move into the hall. The man nearest the alarm will suddenly become the alarm trigger, and will immediately run to the alarm (which is behind you). Shoot him easily, and the man down the hall will suddenly start shooting. Easy pickings.

Go through the first door you see to be ushered into the nuclear reactor room. Before doing ANYTHING be sure to check the staircase. If you were slow one of the hillbillies will be at the top, but if not he will be down below. Shoot out the cameras (one on top, one on bottom) and then move to the large blue cylindrical structure in the middle of the room. Activate the X-Ray Goggles and the buttons will become either red or green. There are four green ones, placed randomly: activate them all. Now go downstairs, and go to the large, phallic tube sticking out of the core. At the tip is a button, activate it to disable all nuclear power to the ship. "OBJECTIVE 1: COMPLETED"

Exit the room through the door you came inside of in the first place, and continue down the hall. On your left will be a staircase, illuminated yellow. Climb up to reach a crossroads of sorts: there's a door on the left, a green staircase ahead, and a door on the right. Take the door on the left to enter the research section. Shoot out the camera and then unarm yourself. Here you see a ladder, and two doors. Inside each door is a small laboratory filled with scientists who will try to escape. I wish I could shoot them in the face with automatic fire and enjoy their final death throes as they watch me kill their friends in cold blood, but unfortunately that would fail the mission. So instead punch them out, then collect the research disk that falls out of their pockets. Three scientists, three disks. "OBJECTIVE 2: COMPLETED"

Return to the crossroads and go up the green / lime stairs, and two more hillbilly yokels await their death. Further inside are the pilot systems, filled with three civilians controlling the ship. Order them around like the bitches they are, grinning as they say such things as, "You win! I-I give up!" and "Please don't hurt me, please..." etc. However, one of them will get a bit overconfident and try to kill everyone with a magnum. Thankfully it takes him awhile to reload it, so just shoot him dead. The remaining pilots, after seeing the power a sub-machine gun has when you shoot someone in the face point-blank, will be quite co-operative in your wishes. "OBJECTIVE 3: COMPLETED"
Interestingly enough, you can shoot them all dead after the objective is complete without consequences. This is what I'm talking about, baby!

As you return to the crossroads be wary as one (sometimes two) guards will magically teleport around the lime staircase. After dispatching them -- if you get my drift -- go back down the yellow staircase (Everything on this ship is color-coded, makes it hard to get lost and easy to write a guide, eh?).

THIS IS IT!!!

No, I haven't had an overdose of cocaine (don't do drugs, kiddies) again and lost my mind, this is it! It's the most complicated alarm box scenario (whatever you want to call it) in the entire level and where about 95% of all people screw themselves over. So you can bet I'm going

to go into some considerable detail.

I hope you bet big.

ASCII map of the final alarm box scenario:

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| moon pool room |  
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|   ^           ^           * |  
|*   |           |           | | |
|   |           | #1 |-----|  
|   |           |   _   * |  
|   |-----|*   |_ |   |  
|*   ^   *   ^           A |  
|   ^           #2 ^           |  
|-----^ ( B ) ^-----|  
          ( B )           |   |  
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                          |^^^|  
                          |   |  
                          Enter  
          ( Y ) ( Y )
```

LEGEND / KEY:

^^^ = Doorway
* = Single redneck soldier
_ = Support pillar
A = Alarm box
#1, 2 = choices (see walkthrough below to understand this)
(B) = Blue stars
(Y) = Yellow stairs

I realize the map above looks slightly cluttered, but if you take into account the amount of things you have to keep track of, the above is just barely enough.

The map has the locations of stationary redneck soldiers, eight in all, but it doesn't take into account a ninth soldier who walks around the entire circle (or square, I suppose) of halls. The location of this ninth and wandering redneck will greatly affect how you take on this sensitive area.

In the "enter" area above, peer through the window and you will see the first soldier straight ahead. Shoot him in the head without making too much noise. The man nearest him will inspect his body if you were silent, or try to kill you if you were loud. Either way, dispatch him. This is where things get tricky. As you enter this hallway, you have two choices: # 1 and # 2 (and I ain't talking about the bathroom). Neither is better than the other, but you have to choose very carefully. If the doorway that leads to choice 2 is open, the man inside will see you and run off to alert the others, sending an alarm off. If this is the case, you must take choice 2. If it is shut and he does not know you are there, take choice 1. However, the wandering guard can screw things up because he can run away before your realize what's going on, so PAY ATTENTION! Listen up, when someone says "Activate the alarm!" and starts running towards an alarm. There are three boxes, keep close eye on them.

In the end, practice will prevail and make this section rather easy. But when you first get to it, it's a killer.

Inside the moon pool room, there is a computer console on the wall. Joanna will make a comment about submarine control systems, so activate the computer. Of other note, if an alarm was activated there will be roughly 10 people in here, all coming out of nowhere. Throw an N-Bomb into the middle of the chamber and hope for the best. When you activate the console the moon pool lift is activated, which leads to this:
"OBJECTIVE 4: COMPLETED"

Now go down the blue stairs. Well, before that you'll want to shoot and kill the chest of the man you can see, which will alert his friend, whom you can also kill rather easily. Now go down the blue stairs and go through the door with no window. This is the blue hallway section, leading all the way to Elvis. There really are no tricks, just plain ol'e shooting fun. Shoot through windows where possible, and do your best. In the final circular hall, show yourself for an instant and make some noise, then retreat up the stairs and shoot the huge group of people that come.

When you finally reach Elvis he will greet you with that hyper-extended voice of his. You can either follow him to the last section or go there yourself. The last section is the door in the crossroads that we didn't go through yet, it leads to the golden hallways, which in turn leads to the exit. The golden hallways are tricky in a few spots, but overall it is extremely easy. However, if an alarm was activated then you are in a pickle, as about 10-20 people will be added to the mix. Then it becomes extremely difficult.

The only parts that are difficult are the parts where you can't shoot through windows. In the first case, it is the third room. I just show myself for a couple of seconds, and then use the shooting cycle trick to kill them. For the second instance, this time the last room of the golden hallway, strafe behind the small obstruction in the wall. This will give you cover from the guard at the back, and allow you to kill the man near the exit. Once he's done kill the guy in the back, then go to the diving control center. "OBJECTIVE 5: COMPLETED"

PELAGIC II: MAJOR TIME / HEALTH SAVER

Helpful reader Deguello@planetn2000.com has this to point out...

"I'd like to contribute this to your cheat faq. In Pelagic II: Exploration, you remember the place where you have to hit the button to activate the moon pool lift? Well, if you turn on your X-Ray specs and scan the wall on the walkway above it, you'll find this little box in the wall. Push B, and the thing will open. This passage leads STRAIGHT to where you need to go after you meet up with Elvis. You can circumvent

the Golden Hallways ENTIRELY! Nice FAQ, BTW."

Sincerely,
Deguello@planetn2000.com

ALTERNATE ALARM STRATEGY:

Sent in by alf (aaburto@connect.ab.ca)

"When you get to that tricky part in your FAQ where you made up that ASCII map, I found a much easier way to clear the rooms, and believe it or not, it involves setting off an alarm. First, when you come down the yellow stairs after getting the disks from the scientists and ordering the sailors around, the door to the tricky part should be to your left as you come down the stairs. Make sure both doors are closed that lead into your little room at the foot of the yellow stairs. Now enter the tricky part and make sure the guy at the end of the room sees you.

Now quickly run back to the little room by the yellow stairs and close the room. The alarm should go off. Position yourself so that you are pressed against the door to the tricky part and aim through the window. Guys should start coming toward you so take them down through the window while they can't do anything. It's best to use the Falcon-2 to conserve CMP-150 ammo. Even if guys make it to the door to your little base at the foot of the stairs, if you are pressed against the door, more often than not they won't be able to open the door and you should get head shots through the window every time.

Don't even worry about the door behind you because as long as you've cleared those areas behind you, no soldiers will come through there. If guys stop coming, cautiously proceed and continue through the tricky part. If someone sees you, let him activate the alarm and run back to your little base. Pick them off through the window again. Using this strategy, I managed to clear the entire tricky part without losing any health. Just make sure guys see you and set off the alarm, run back to that room, look through the window and wait!"

E N D S T A G E

D E E P S E A

TYPE: Nullify Threat

Required Mission Objectives:

-
- Reactivate teleportals
 - Disable Cetan megaweapon
 - Secure control room
 - Restore Dr. Carroll's personality
 - Escape from Cetan ship

Available Weapons / Gadgets:

-
- Falcon-2 (scope)
 - Shotgun
 - CMP-150
 - Farsight XR-20
 - Proximity Mines
 - K7 Avenger
 - Backup disk
 - Infra-red Goggles
 - Phoenix (failed mission)

Perfect Agent Walkthrough:

This is what the entire conspiracy is all about, and what the Skedar have been searching the galaxy for centuries so they can obtain it...the Cetan Ship, crashed millions of years ago into our oceans, holding a weapon of such power its magnitude can not be perceived by our feeble minds. Dude, that is like, totally rad! :p

This mission is long and quite naturally very challenging. The main idea is to stay as healthy as possible.

At the start you will run through a series of tubes, eventually spitting you out into a green chamber like the slippery, wet spermatozoa that you really are, that you hide from all your friends and family. But don't worry, I won't hold that against you. Many people find the two rooms full of cloaked guards wielding shotguns (and drugs, by the look of their outfits) impossible, but there's no reason to get through without taking a single hit. For the first room, run down the middle of the room, slightly to the left, and run through the left-hand side of the pool of water in the middle of the room. By now several people will have shot, and thankfully, missed you. Now run straight ahead to the huge doorway, another penis corridor, if you will.

The second room: as soon as the doors open several guards will cloak themselves right in front of you. Rapidly fire your Falcon-2 (or Shotgun, if you want) by tapping the "Z" trigger while simultaneously running to the right, and you will injure the two guards that will shoot at you. They will be in too much pain to even lift their weapons, so run down the hill as fast as you can. You will then spot a lone redneck trooper, armed with a CMP-150. Shoot him and take his weapon. Continue to use your Falcon-2, picking off the two rednecks loitering the nearby hall. Ignore the large green door, and instead make a detour down the large hole in the side of the wall, going down a hill, and into the underground caverns, illuminated by alien lights. Mmmm, this reminds me

of a really good acid trip. Num nums!

There's only one more trooper before you come face to face with a door, sealed tight. To open it, simply shoot the cylindrical object in front of it. Now you'll get the full attention of five-six redneck soldiers...continue to fire your Falcon-2 into the fray, keeping your distance, until you run out of pistol ammunition. Switch to the CMP-150 and finish off the survivors, then rush in and collect the ridiculous amount of ammunition of the floor. You should have two clips of ammo, easily. Shoot the second lantern on the floor to open the next door.

Only one trooper patrols this hall, so have your way with him. Shoot the last lantern to open the door to a sort of control room. Ignore it, however, and return to the second cloaked guard room. You will see Elvis coming towards you, and there might even be a surviving guard behind him (use your Infra-red Goggles to make sure they're all gone). When you are sure Elvis is following you, return to the control room in the underground halls. You will find two soldiers and a Mr. Blonde inside, who for some reason have shit for accuracy. I wonder why? You can stand in the doorway and take them all out with little effort. Grab their guns and wait for your date -- that is to say, Elvis. Eh, same difference, right!?

When he enters the room and says in his Yoda-voice, "Time to activate those teleportals!" immediately run back to the second cloaked guard room. Go right to the entrance to the underground tunnels. "OBJECTIVE 1: COMPLETED" should flash on screen. Now run back in the direction of the FIRST cloaked guard room, and you should hear a little "zip", the sound a guard makes when he cloaks himself. Behind you, near the entrance to the underground tunnels, two guards have magically appeared! Damn, isn't that annoying?! If you don't kill these guys, escaping the ship later will be a bastard, so be sure to take them out. They only appear when the first objective is complete, and when you're about 50 videogame feet away.

After they are taken care of, go through the big green door and keep going right. Eventually you will find the first teleportal, a large hub on the wall with some trippy effects. Touch it to get some flashy sh*t going on, and you will magically appear in a totally different part of the ship. Elvis will also hand over his FarSight XR-20...sweet.

The idea of this short section is to reach the next teleportal, preferably without getting hit once. There are six Kentucky-rednecks waiting, and they are relatively easy to take out. I prefer using my CMP-150, a short burst to their overall-covered chest will send them to the floor.

Once you reach the teleportal and go through, you will reach a huge system of corridors and hallways, filled to the brink with baby Skedars. You should ignore them all, because if you stop to fight you will just get killed from behind, but if you keep on the move you won't get hit once. The idea here is to use the FarSight's one-hit-kills power to destroy the large, liquid filled glowing tubes you see around here. A large explosion will ensue, so try to stand back. You will also meet two

biomechanical auto-guns, but they won't shoot until you get relatively close, and everytime you see them they are about 20 feet away, so no worry. Take your time to line up the shot and they die.

Near the end, things get semi-complicated. When you destroy all the main tubes, a door will unlock. So go through, and here you will immediately see a biomechanical gun right above your face. You have just enough time to line up the shot and destroy it before it begins shooting. If you miss, you will probably get hit, so start circle strafing immediately. It won't be able to turn fast enough to hit you, so quickly shoot it dead. The door here is locked. To open it, go up against the sides of the room. Each wall has a set of two blinding lights. Use the FarSight's secondary function and you will home in on a tube in another room you can't reach. Shoot the cleverly hidden tube, hidden from view behind the wall, and then the second one, and the door will open. "OBJECTIVE 2: COMPLETE" will also flash on screen. Go through the teleportal.

Before opening the door in front of you, use the FarSight's secondary function to look through it. Inside you will find two Mr. Blondes standing guard. Shoot one of them, then go back to your normal view. The first one will be alerted by his comrade's death, and will open the door. However, he will not begin shooting his deadly Avenger until the door is fully open. Since it slides rather slowly, you can shoot him in the belly or chest region and kill him before you even see his face! Nice trick if I ever saw one, because right now we don't need any K7 Avenger rounds in our face. Now the control room is secure. "OBJECTIVE 3: COMPLETED"

Here you will find Dr. Carroll on a table. Use the backup disk (from the pause menu) on him and a cinema will begin. After it ends, or you skip it, whatever, "OBJECTIVE 4: COMPLETED" will flash on screen.

Now all hell breaks loose, as the ship is about to explode and you have only 60 seconds to do the obvious: escape. Standing in your way is a group of three redneck guards, which aren't too smart because they all congregate into a small group, enabling you to kill them very quickly using your CMP-150 of Avenger (but that only has 20 rounds, not even a full clip). This will be about 10X harder if you didn't kill or if you just ignored the cloaked guards who magically appear after the first objective is complete. They will still be here, cloaked and all, and shoot you in the face with a shotgun, killing you just about instantly. So it'd be a good idea to take them out earlier, enabling you to escape the ship rather easily. "OBJECTIVE 5: COMPLETED"

E N D S T A G E

M I S S I O N S I X C O M P L E T E

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The Skedar's plans have been completely ruined...in retaliation, the Carrington Insitute's HQ has been totally taken over by the Skedar and their allies, the dataDyne corporation. It is Joanna's job to clear all the hostage takers and rescue the employees and move them to safety. His will be a daunting task, as all dataDyne soldiers have been equieped with a fearsome new brand of shield-technology that can stand dozens of high-powered bullets before failing.

C A R R I N G T O N I N S T I T U T E

TYPE: Defense

Required Mission Objectives:

- Reactivate automatic defenses
- Release hostages
- Retrieve experimental weapon
- Destroy sensitive information
- Deactivate bomb

Available Weapons / Gadgets:

- AR-34 Assault Rifle
- K7 Avenger
- Falcon-2
- Mauler
- Devastator
- dy357 magnum
- Laser
- Combat Boosts
- Data Uplink

Perfect Agent Walkthrough:

This is a level some people say is impossible to beat on PA. I laugh in their face, mainly because I can beat it just about everytime. It doesn't take super-speedy reaction time or a cold-hearted aim. All it takes is strategy. And here's the one that always works...

You start off near the ramp that goes down to the hangars. If you turn the corner you will come face to face with your first adult Skedar, in terrifying sight. I think they look pretty intimidating myself. But ignore the Skedar, he will be busy fighting with a Carrington Institute (CI, for short) soldier.

Instead, run down the ramp to the hangar with the big blue ship. Carrington will plead with you to save them by activating the auto-defense mechanisms. When you enter, shoot the glass out and fall to the ground. Run around the ship and through the tunnel dead-ahead, and activate the first gun by pressing the action button in front of the computer console on the wall. Now open the door around the corner and straight ahead. Open the second door straight ahead, and quickly activate the second gun. Now turn around and strafe like hell back to the hangar with the blue jumpship. If you go too slow a pair of K7 Avenger-toting dataDyne hooligans will blow you away. If you speedstrafe you'll make it without getting shot once -- in fact, you won't even see them.

Back inside the hangar, go to the ramp on the other side, where you originally entered. Go past all the gasoline canisters and enter the door at the other end, and two CI agents will be standing right there. Why the hell can't they turn the damned auto-guns on themselves? Lazy 'tards. Oh well, do this simple task and "OBJECTIVE 1: COMPLETED" will appear on screen. Return to the lobby, to your starting position.

Depending on how fast you went, around 1:00 (one minute) should have elapsed when you enter the lobby. The Skedar that was up here is usually dead, but if not he will be very weak, so kill him. Go to the first elevator and board it, taking it up to the second floor. Turn right and you will find two doors: left and right. Go through the one on the right. Some guides say to use your combat boosts, but this is a MISTAKE. DO NOT USE ANY COMBAT BOOSTS UNTIL I SAY SO. They are very important to surviving.

Through the room on the right door, the first hostage situation awaits you. There is one hostage-taker right in front of you, and another behind a short wall, to your right. The one to the right will back away and say, "What?" and then immediately shoot the hostage. So he is your first target. The second hostage-taker, straight ahead, will bumble around and have to reload, giving you more than enough time to take him down. Don't bother to collect the Avengers, just go through the left door this time.

This time there's a hostage-taker right in front of you, with his gun pointed to Grimshaw's head, and the other one is to the left, but he isn't even looking at the hostage. He'll have to turn around to shoot. So take out the one straight ahead, the one behind Grimshaw (the guy with the nasally voice). Kill him, then swivel your view and kill the one in the middle of the room. Sometimes the woman will run in front of your rifle-barrel and punch out the guy. If this happens, don't make the mistake of shooting your gun. Obviously, assault rifle bullets to her brain won't help you with the hostage objectives.

Go inside and one of the hostages will drop a devastator grenade launcher as a thank-you present. This only seems to happen if you go through the door on the RIGHT first, then come in here. But then it happens 101% of the time, so no worry. It has three rounds, two of which you must not waste, and the last you can play around with. Go to the other set of brown doors on this same floor, and go inside Carrington's

office (he's not there, obviously). Later in the mission, Carrington will tell you to destroy some sensitive information in his office. If you do it then you will be killed. DO NOT try to do it when he tells you to. You'll just get shot from behind by magically appearing soldiers. So instead, shoot a sticky grenade from the devastator on the safe (the blue panel on the wall) and it will explode, destroying the sensitive information much earlier than you have to. "OBJECTIVE 4: COMPLETED" This is going to save you a ***HUGE*** amount of trouble and grief. And, for some strange reason, you can't use the laser to rip the safe door off. Weird.

Now quickly go to the elevator that all the hostages are boarding, and go down with them. The ground floor should be completely empty of enemy presence IF AND ONLY IF you went fast enough. Under 2:10 seems to be the limit, but that's easy to beat (I average 1:45 and below...). If you _DO_ see any soldiers, do NOT use the AR-34 on them. Although not as powerful, the Avenger shoots bullets MUCH faster, which allows you to take them down much more efficiently, hence, you will not die.

Make your way to the holograph room (a right turn from the hostage-elevator) and you will see three soldiers, lined up executioner style, facing a large group of CI employees. Take out your devastator and shoot a grenade slightly to the left of the feet of the middle soldier. Sometimes, VERY RARELY, there's a weird glitch and the grenade goes through the floor, having no effect. This only seems to happen if you shoot the grenade and it hits the foot of the man...you want to hit the floor, not his foot! If this happens, shoot the last grenade as fast as you can! Whichever grenade works, it will explode and send all three soldiers flying. No hostages will die. If you try to go through them all using an assault rifle at least two or three hostages will die. Two or three is unacceptable in Perfect Agent.

Finally, go to the firing range, the final stop for hostages. If you went fast enough there STILL shouldn't be anyone in the lobby, but it doesn't matter, your saving grace is coming up. Inside the firing range, several CI employees will be fighting two guards -- rather well, I might add -- using Falcon-2 pistols. Blast the mothermuggers while they're distracted and "OBJECTIVE 2: COMPLETED" will flash on screen. As fast as you can, go to the computer, activate it, and the glass surrounding the experimental gun will shatter. Collect it to retrieve the God-like RC-P120. "OBJECTIVE 3: COMPLETED"

Now about two or three trillion (or somewhere in-between, I didn't bother to count) soldiers and Mr. Blondes wielding Maulers will flood into the level. This is where people f*ck themselves, they have no combat boosts! But we do. So activate both of them to enter the Matrix...I mean slow motion. In real-time the RC-P120 couldn't really give you that big a boost in performance. In slow motion...you may as well be invincible with infinite ammunition. YOU CAN GO UP AGAINST A GROUP OF EIGHT GUARDS and kill them all without getting hit once! If you don't feel like Neo right now, you never will.

The RC-P120, combined with slow motion, will allow you to carve a path right to the hangar that contains the Skedar Bomb, which is inside their landing ship. Remember that last Devastator grenade I told you to "play

around" with? Well, if you see a lot of guards bunched together...you know what to do. Watching three Mr. Blondes spiral 10 feet through the air in slow motion must be experienced by everyone.

Once you reach the area with the Skdar ship make sure the coast is clear, take out your data uplink, and begin uploading the virus into the ship (by now the boost's effects have ended). Back away so you can see both entrances...If anyone comes in, stop and shoot them. You can't take any risks. Simply start the download again if you have to do so. When it takes off ("OBJECTIVE 5: COMPLETED") you can either stick around and watch one of the most impressive real-time explosions of the game, or run to the exit while cloaked using the RC-P120's secondary function. Either way, the level is over.

SMALL NOTE:

In the Area 51: Escape level, if you exit the stage on the hoverbike Jonathan will be near Carrington's office, and will help you with his magnum. Not all that useful, though. I'd just skip it if I were you, it's pretty pointless.

E N D S T A G E

M I S S I O N S E V E N C O M P L E T E D

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Captured by the Skedar, Joanna must break free of her cell and totally take over the alien craft before it is able to call for help. The ship, although massive in size, only holds 50 or so of the deadly aliens. With the help of Elvis and his friends, Joanna will have to fight to the bridge to totally take it over.

A T T A C K S H I P

TYPE: Covert Assault

Required Mission Objectives:

-
- Disable shield system
 - Open hangar doors
 - Access navigational system

- Sabotage engine systems
- Gain control of bridge

Available Weapons / Gadgets:

-
- Combat Knife
 - Mauler (2x)
 - AR-34 Assault Rifle
 - Callisto NTG
 - Slayer
 - Cassandra's Keycode Necklace

Perfect Agent Walkthrough:

I would compare this to the Aztec level in GoldenEye...it's very long, the enemies have very strong weapons, dying is a piece of cake, but once you learn a trick for each group of guards, it becomes pie (yes, I just made an analogy involving two different baked goods...I must be hungry)! But still, this is certainly one of (if not *****THE*****) hardest levels of the game on Perfect Agent. It was actually pretty easy on Special Agent...but not any more. No siree bob! For this reason, I'm going to go into so much detail your eyes swill glaze over if you try to read it all in one sitting. That, or you will get brain cancer from the computer screen radiation. You should really get outside more. ;)

Before doing anything, we need to realize we are not fighting people (duh hyuk, hyuk, really?). We are fighting an alien civilization evolved on a totally different planet. Therefore, we need to study their physiology if we want any chances of killing them.

EVERYTHING YOU WANTED TO KNOW ABOUT THE SKEDAR, BUT WERE AFRAID TO ASK

The Skedar are not what they appear...they are hidden under a guise, protected from the outside world by a mask of lies. In reality, the Skedar are small, snakelike creatures about six feet in length. The monstrosities you see are purely biomechanical, a combination of living tissue and robotic mechanisms. The head is not the most vulnerable part of their body as in humans, but it is the snake-like object trailing behind it, wavering in the air like a flag everytime they run. This is the tail of the real Skedar inside the mask.

Amount of damage a single Skedar can withstand (In AR-34 bullets. A single clip, need I remind you, is 30 rounds):

- It takes 20 rounds to the leg or thigh of a Skedar for it to die.
- Around 15 to the chest (or whatever you want to call the object the two arms are connected to...I guess it's a chest).
- Around 10 to the face or head.

- Less than four shots to the snake (closer to base: less...closer to the tip, more).

So you see, knowing the truth about the Skedar makes them weaker.

Ha, all this talking and no walkthrough yet! Well, here it goes. The mission starts off with you holding a combat knife (be sure it's set to primary function, knife slash) and just escaping a holding cell. Cassandra de Vries is running around in the next area and is going to make a very useful diversion for you. If you watch closely, you will see two Skedar -- one stationary, one moving. DO NOT get the attention of either, just hang back inside the cell. When you hear Cassandra scream, run out and the Skedar that was running will be inspecting the body, and the stationary one will now have his back to you. PERFECT! Use the combat knife on the one with his back to you and he will die instantly due to the fact you surprised him. Grab his Mauler, and for some reason you get 20 rounds instead of the standard 10...oh well, I'm not complaining!

Stay right here, and look behind you. The three shield consoles are right there, below you: charge up the Mauler, and when it turns a pink color, shoot each console to bring the shields down, as Elvis instructed. "OBJECTIVE 1: COMPLETED" This is actually more ammunition-efficient than shooting them with the primary function. Now move to the corner, where the second Skedar is waiting. In a second you'll hear the mechanical whir of an elevator. As of now, you have two choices: (1) Running inside the open elevator while simultaneously shutting its door. You won't get hit once, and waste no ammo of life if you do it right! Just don't go inside the lift, then turn around and shut the door. If you do that you take some nasty damage. You have to shut the door WHILE going inside. (2) Killing the Skedar using the combat knife or Mauler. I prefer the knife, because right now ammunition is precious.

Either way, you will go down to the Skedar Ship's runway, where the hangar doors are located, being guarded by two trailer-park Skedar. The idea here is to run straight across and down the hallway straight ahead, where another elevator waits. IF you can, shoot the Skedar on the left, towards the direction you're running, with an auto-aimed charged Mauler shot. However, if you miss, you don't want to shoot again. But if you kill him, quickly run and pick up his Mauler.

Now go to the elevator. You should have around 10 rounds, maybe only five or six. Each charged shot you blast takes off five, so this is critical. When the second elevator reaches the top, go to your left and a Skedar will be dead-ahead. He will fall off the ledge while simultaneously shooting off his alien-crafted pistol. Stand still for a second, then strafe to the right while shooting your charged Mauler, and if you auto-aimed correctly he should be laying in a pool of his own blood. If not, backtrack and try again. If you run out of ammunition, use the knife as a last, desperate plea.

Either way, you'll want to walk up to the alien console and activate the

one on the left-hand side. The hangar doors will open and the pimp crew, consisting of Elvis (the master pimp) and two of his cronies will enter the ship, brandishing wicked sub-machine guns called Callisto NTG's. "OBJECTIVE 2: COMPLETED" When you return to the runway, several different scenarios can take place. We didn't kill all the Skedar, so chances are, there will be one near Elvis. You will have enough ammunition to shoot off one, maybe even two, charged shots. Make them count, and make sure Elvis isn't in the line of fire. It might not even matter if you miss, half the time Elvis' group of boys will blast them away.

Anyway, Elvis will greet you in his pimp-ways, and hand over an AR-34 Assault Rifle with over 400 rounds of ammunition. "Here, take this! You may find it useful..." Hell yeah! We be hanging out in the Maian crib, yo?!

Now run into the runway and find cover, and watch in awe as Elvis' friends, well it had to be said, kick some serious Skedar ass. Two Maians with NTG's will basically take down 20 Skedar AT ONCE. Damn they're good! But I'm not sure if that really counts, because if you examine closely you'll discover that the Skedar are slightly weaker than normal...but I won't hold that against them!

After a few seconds of this Skedar-arse-beating thing, an elevator will come down and Elvis will tell you to take it. So do so. Short, gray men can never lead you wrong. However, before leaving, you may want to (gulp) shoot the little Maians and take their Callisto NTG's, setting them to their secondary function: high impact shells. You only get 20 rounds, and that's all you get. If you have good aim, this can take down two, maybe even three Skedar, but only save it if you run out of AR-34 ammunition.

When the elevator arrives at the top floor, go to the door straight ahead, go to the VERY left-hand side of it, and open it. To your left and right, on each side, is a Skedar. But if you DO NOT let them see you, you can shoot both of them dead without them evening moving. For the one on the left, you might be able to see his head if you're lucky, but I usually have to settle for thigh/chest shots. That takes a bit of ammo for the AR-34 (which is what you REALLY SHOULD be using MOST of the entire mission UNLESS I SAY SO SPEFICALLY! THIS IS IMPORTANT!).

However, the one on the right, you can see the pink underside of the snake! So shoot it about three times and boom, he's dead. Go in and grab their Maulers, and go through the door on the LEFT. Then take the door to the right, and here is an elongated room with a single Skedar at the end, and there's some sort of alien structure in the middle. Here's what you do IN THE EXACT ORDER I SAY:

1. Strafe out to the right-hand side of the structure. The Skedar will immediately notice you.
2. Crouch all the way down.
3. Shoot him in the head with your assault rifle.

DO NOT switch steps 1 & 2, because then the Skedar will not try to shoot

you, he will simply run around the structure. The Skedar, although very good fighters, have terrible aim over long distances. So you won't get hit here. Another cool thing is that if you do the above tick, his gun (all Skedar are right-handed) will be shooting nothing but the structure in the middle of the room.

Collect the ammunition and head through the door straight ahead to come to an intersection, then head RIGHT. But do not rush into the navigation room. Stay in the doorway, duck ALL THE WAY DOWN, and slowly enter the room, looking to your left. Joanna will make a comment about a machine that contains information. To your right will be a single Skedar. If you are crouching all the way down his gun will not be visible and he will shoot nothing but the wall (there is a small ramp that leads to a lower area, which is why he is lower than you). Then there is another Skedar in this room, this time on the left-side. What I always do is strafe diagonally backwards (still crouched all the way down) and he will start shooting at you, but again, his gun's shots will be blocked by the low wall that surrounds the lower area. Cap him in the head as fast as you can and he will fall. Grab the ammo and Elvis will come in and investigate the computer (trippy graphical effects...).
"OBJECTIVE 3: COMPLETED"

Elvis will then say, "Time to head upwards!" Reusing voice samples already? For shame. Exit through the door you DIDN'T come in here from, and then turn left at the intersection. Go up the long corridor, and at the end will be a Skedar. It's very far away, so his first two or three shots will miss. However, his third or fourth shot will always hit. To kill him as fast as possible, duck all the way down and fire off as many bullets into his head as you can. He shouldn't get past his second shot. Around the corner is another Skedar, only this time even farther away! Take care of him in the same manner by crouching all the way down (which, I think, makes you an even harder target to hit, and improves your accuracy ten-fold).

Now you enter an area with a blue door. Equip your Mauler, and set it to a full charge. Now open the door and immediately close it. A Skedar will be RIGHT THERE IN YOUR FACE and begin shooting off his deadly gun. After three shots open the door again and tap the "Z" trigger. He's so close, auto-aim will work almost instantly. He will die. If you miss...not only do you suck (hang your head in shame), but you will take heavy damage from the survivor.

This is the room I like to call the "Christmas Light Room." That has a cheery name, doesn't it? Maybe too cheery...how about, the "Christmas Light Room...of Death." That sets a better impression. I call it the Christmas Light Room because of the fact all the lights are hideously green and make me feel all jolly.

But getting to the point, a single Skedar inhabits this room, to the left. He's turned at an angle, and will have to turn around before shooting. Because of this, you should use a Mauler (on charge, duh) to take him out, because you'll have enough time to line up a shot. Now take out your AR-34 rifle again, and enter the door behind him. Open the second door, and there will be another straight ahead, who will again have to turn around. Immediately crouch all the way down and blast him

with your rifle -- you may even hit the snake a few times. Now turn the corner and another piece of alien trash is in wait. Allow him to shoot two or three shots, then turn the corner, crouch, and kill. "Crouch and kill" basically describes the strategy for this level...

DO NOT, I repeat, DO NOT enter the engine room. You will be mowed down. Instead, crouch all the way down and destroy the brown panels on the central pillar from the corridors. When both panels are destroyed, Elvis will scream that we need to get out of here, so run back to the Christmas Light Room (Of death...) to escape the huge explosion that ensues, killing all the Skedar in the engine room. So don't worry about anyone following you. "OBJECTIVE 4: COMPLETED"

Exit the Christmas Light Room through the door you took to enter it in the first place. Turn to the right and go up the small ramp there, it twists into another hallway. Kill the Skedar there (strafe out, crouch down, shoot its head) and then enter the next room. Two Skedar are on two different ramps, and will begin shooting at you. Quickly head up the ramp to your left and shoot that Skedar as fast as you can, maybe using a charged Mauler to take him down faster. The second Skedar, on the other side, will now be on the bottom, distracted by Elvis. You have the height advantage: take him down with the scope of your AR-34. You should have around 100 rounds left.

Go into the elevator, and Elvis will use another recycled line (this time from Pelagic II! They have no shame!). After the second elevator you will enter the bridge, with three Skedar and new "action" music! And one of them has double Maulers! Ouch! Find cover behind the walls immediately, and crouch all the way down, and take them out one at a time. Switch to your Mauler and go deep into the bridge, retrieving the extra Mauler from the dead Skedar body in the middle...you may have to search around for it, but be sure to snag it. Ooooh, baby, double -- CHARGED -- Maulers. Highly erotic.

Now Elvis will burst in, and behind him will be about five or six Skedar, all waiting to die. They have guns, but never shoot them. They totally ignore you, they all go right to Elvis. Every time. If you've reached this point the mission is pretty much over, as long as Elvis doesn't do anything retarded, like -- for example -- running in front of your guns and getting shot in the side of his big-ass head (even though his joke about the headache was funny). When all the Skedar lay dead the ship is in your control. "OBJECTIVE 5: COMPLETED"

E N D S T A G E

M I S S I O N E I G H T C O M P L E T E

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The Skedar's Battle Shrine, the nerve center of everything related to the Skedar's war plans, has been discovered. The ship that Joanna has taken over will enable her to get there, land, and take over the operations there. Once the Skedar priest is killed, the war between the Maians and Skedar will finally come to an end.

S K E D A R R U I N S

TYPE: Battle Shrine

Required Mission Objectives:

-
- Identify temple targets
 - Activate bridge
 - Gain access to Inner Sanctum
 - Destroy secret Skedar army
 - Assassinate Skedar leader

Available Weapons / Gadgets:

-
- Falcon-2 (Scope)
 - Callisto NTG
 - Mauler
 - Phoenix (2x)
 - Reaper
 - Devastator
 - Slayer
 - Infra Red Goggles
 - R-Tracker
 - Target Amplifier

Perfect Agent Walkthrough:

Well, the Falcon-2 is pretty much useless, so toss it aside and whip out the Callisto NTG. Set it to high impact shells. Now we're talking...although there are many Skedar on this level, they aren't as dangerous as the ones on the Attack Ship. Most of them don't have any guns, but you must know that you MUST KEEP YOUR DISTANT. A good kick or punch by one of these alien fascists will pretty much kill you in one hit, if not put you in the red-danger zone health-wise. So be cautious, and stay away from close confrontation battles.

First, be sure to activate the R-Tracker. We will be looking for special pillars, and the only way to know if they are special is by looking at

the radar. If they're special, there will be a yellow dot on the radar. If they're regular old pillars, they'll be no sign of them on the scopes. Basically, if they're special (three in all) you'll want to toss the target amplifiers on them. For the two normal pillars, put a sticky grenade on them, and allow them to be destroyed. However, the location of the special pillars are TOTALLY RANDOM. So it is up to you to take care of things.

Move into the first area and show yourself long enough to the Reaper toting Skedar, he'll begin firing his deadly chain gun at you, so quickly hide behind the pillar. By now, two other Skedars will have dropped down from nowhere. When he stops firing his Reaper, strafe out and mow him down using your Maian sub-machine gun. Now turn around and blast the two following threats down. The first pillar is right there in the opening.

Go down the twisting path, marveling at the architecture of the tunnel...that is, until a few Skedar warp in. When a Skedar warps in he will be temporarily vulnerable, as he will stand there and look around to get his bearings, so be sure to kill them as soon as they appear. Now look behind you and a few more will be following you, so take them out. Move down the sandy path until you reach the split path. A Skedar will appear on either side: begin to backpedal while simultaneously firing at them and they will both fall. They have no weapons, so this shouldn't be too hard. At the split path, turn to your right. The second pillar is in a small enclosure. Just be on your toes, because another Skedar will usually warp in right next to you!

Now return to the split in the path, and this time take the left-path (or, from your point of view coming from the enclosure, straight ahead). Another split in the path occurs almost immediately, one has a Skedar at the end, the other leads to a canyon. Ignore the canyon and take the one with the Reaper-Skedar. He will immediately begin to fire, and if you didn't know it yet, a Reaper will drain your health insanely fast, so take refuge behind one of the support pillars. When he stops, strafe out and teach him a lesson by shooting him in the head a couple of times. The third pillar is directly behind his carcass.

This next part is somewhat tricky, but comes easy with practice. Two Reaper-Skedar are taking cover behind a fallen piece of rock. You should show yourself to them, then run behind the corner. When they stop shooting, strafe back out and take care of one of them. Then do the same for the remaining alien dirtbag. You really can't risk going out into the open, you could die within only a few seconds. After both have been "taken care of", if you get my drift, go behind them to the area that holds the fourth and fifth pillars. The fourth, it should be noted, is the "fat" pillar. If it is one you should destroy using the grenade launcher, it will take TWO sticky grenades at once to blow it up, instead of only one. It's a pity. Also of note, around the last pillar TWO Skedar will warp in, but they are easy prey.

Now that all of the target amplifiers have been placed ("OBJECTIVE 1: COMPLETED") the Maian fleet will level them by sending down rockets, so don't get too close to them. Go back to the entrance to the canyon, and if you blew up the two pillars that weren't special, twin Phoenix

pistols will be lying on the ground right before the ladder. WHY!?! Who knows, more importantly, who cares! It will make the rest of the level pretty darn easy. Switch to them immediately, and kill the two Reaper-Skedars from your vantage point. Set them to secondary function -- explosive shells, baby -- and you can clear out the big dirt pile that is blocking the ladder to the next section. Here, a Skedar will warp in -- blast him into cinders. Now equip the Infra-Red Goggles and you will find a weak section in the bluish wall -- use the explosive pistols to take it out. We just saved a lot of Devastator ammunition...

Enter the hole, and four baby Skedars will flood the hallway (two from the front, two from the back). Just send a couple of explosions their way using the Maian pistol, and they will go flying, smacking against the side of the wall...gruesome. Open the sliding door to reveal a switch and a large rock. When you stand on the switch the bridge will activate, but as soon as you step off it retracts back inside the wall. There happens to be a moveable rock nearby...Hmmm, jeez, as if it wasn't so obvious in the Zelda games: push the rock on the switch! It doesn't exactly require that much brain-power. "OBJECTIVE 2: COMPLETED"

Now cross the bridge and you will enter an extremely awesome part of the level...these hallways are extremely dark, the only lightsource you get are the flickering of the destroyed lightbulbs, the remnants of them spitting sparks into the air. Very nice use of lighting, if I may say so myself! You'll also run across some of the locals: more of those damned baby Skedars! Blast them into charcoal using your double Phoenixes.

Eventually you'll reach a door, go through it. Two Skedars equipped with Slayers will meet your acquaintance...you can either blast them away with the Callisto or use the Phoenix. I prefer the latter, because if you time it right the explosions from the Phoenix will destroy the rockets they fire, so they pretty much blow themselves up. It's hilarious! Either way, BE SURE TO GRAB BOTH OF THEIR SLAYERS. You get two rockets, which isn't too shabby. You'll then find a small altar, and a message will appear. "Make your sacrifice to the God of War." A Skedar altar speaking to us in perfect English? Riiiiight...It's almost as bad as the ending to Independence Day when Goldblum hacked into the alien ship using a Mac. Both are so corny!

But getting to the point, here's how to solve this "puzzle": Take out a weapon you have no use for, mainly the Falcon-2. Now tap the action button (the same one you use to open doors or reload) and the weapon will be set on the altar, turning the generator on and opening the locked door above. Speaking of above, look up there...a Reaper-Skedar with nothing better to do than stare at the wall all day. Shoot him in the head a couple of times, just to put him out of his misery. The poor soul...

Now return to the flickering hallways and continue along the path, eventually reaching the Inner Sanctum ("OBJECTIVE 3: COMPLETED"). Now we meet the army room...many people have problems with this, but if you have the proper explosive weapons, it's a cinch. Each side of the room has several green doors, all in sets of two. One Skedar will come out of each door. They will first come out of the ones on the RIGHT, then through the ones on the LEFT. You should have two Devastator rounds, and

two Slayer missiles. If you had to destroy the fat pillar, then you'll only have one grenade, but still. Here's what you do: shoot either a sticky grenade or a Slayer missile at the sets of two doors. It will explode and kill both Skedar before they even come out. If you run out of explosives, use the Callisto NTG to finish the last one off (on the left side, one set only has a single door, instead of the standard two). When all the Skedar are dead, you are free to go. "OBJECTIVE 4: COMPLETED"

The Skedar King is remarkably easy. If you're playing this on Perfect Agent, you should already know how to beat him and know how to take him down very easily, so..."OBJECTIVE 5: COMPLETED"

E N D S T A G E

...Alright, I won't leave you hanging, I'm not THAT cruel and unforgiving. First off, you have to keep shooting the King until his shield turns a greenish/blackish color (I say it's mostly green, myself). He will then run to the center of the arena and duck down, re-energizing himself. This is your chance to shoot the statue above him, it is the Battle Shrine itself. It normally has its own shield, but once the King has been weakened and is recharging, it's vulnerable, except for the long one in the center. Your first targets are the fat ones on the side, and then the thinner, longer ones at the bottom. These are hard to hit, until you realize you can strafe to the side of the King and shoot the very base of them, which is much easier to hit than their tips. If you would try to hit their base from the front, the King's shield would have blocked it. But from the side, you can actually shoot behind him. Very cool trick.

The weapon you use should be the Callisto NTG, set to high impact shells naturally. It will drain his shield away very easily and has a much larger magazine than that of the double Phoenixes. Or, if you wish, you could use the Phoenixes to weaken his shield, and the Callisto to blow away the pieces to the statue.

The King himself has several tricks up his sleeve. He can shoot a rocket at you, but if you strafe to the side the explosion shouldn't touch you. You can also make him explode the rocket all over himself if you use the Phoenix...which is kind of funny if you ask me. His last two tricks include teleportation and sending in a lone Skedar warrior to help, but if you shoot at him fast enough he won't have any chance to do so.

When all four pieces of the shrine have been knocked off, the final dagger's shield will disappear. Destroy it, and it will fall and skewer the King like a shish-ka-bob, impaling his body and nailing it to the ground. Nice one.

M I S S I O N N I N E C O M P L E T E D

C O N G R A T U L A T I O N S

Now you may enjoy the crappy ending. What the Hell were they thinking when they made it? Sheesh, it's awful...thankfully, the ending credits are worth it. Check it out for some extremely funny names (One man was credited for, and I quote: "Guns and visual orgasms." Hahahaha!) and dance to the wicked music. Dance I say, DANCE!!

Hold on a second, more you say...?

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Did someone say "Bonus"?! I hope so! These special assignments have you playing as a totally different character than Joanna Dark. Mr. Blonde's Revenge explains how Cassandra de Vries was captured by the Skedar, and you play as the bad-ass Mr. Blonde himself. In Maian SOS, the sending of the SOS by Elvis from Area 51 is revealed. WAR! details the final erasing of the Skedar's battle shrine, including the cloned high priests. The final level of the game, Duel, isn't really a level at all, but more of a mini-game.

 M R . B L O N D E ' S R E V E N G E

Note: This level will only be available for use when the game has been beaten on Agent difficulty (or higher).

Required Mission Objectives:

- Plant explosive device in lab lift
- Eliminate dataDyne Captain
- Locate and escort Cassandra to helipad

Available Weapons / Gadgets:

- Mauler
- CMP-150 (2x)
- Falcon-2 (2x)
- dy357 magnum
- Shotgun
- N-Bomb
- BombSpy

- Cloaking Device (30 seconds)
- Skedar Bomb

Perfect Agent Walkthrough:

Mr. Blonde is a bad-ass character, so being able to play as him is a great treat. Sure, the guards occasionally say, "Get her!" but it's all worth it in the end.

You start out in the lobby of the dataDyne Tower, and your exit is at the very top, on the roof. Before boarding the foyer elevators, however, you need to make your way to the room that has the elevator that would lead to the second level in dD: Defection. To do this without getting absolutely mowed down by the butch guards, activate the cloaking device and swiftly enter the elevator without them being the wiser. Equip the "Skedar Bomb" from the items menu and it will automatically be set into the elevator. "OBJECTIVE 1: COMPLETED"

Now head up the stairs and one of the foyer elevators (the one on the right; the other is locked) will come down. Get inside, deploy the BombSpy, send it out of the elevator, then return to your normal view. Close the foyer doors to begin your ascent. When you are out of view of the lesbian soldiers, uncloak yourself. You should have about 10-15 seconds left of it, depending on how fast you did everything. Now take out your Mauler, and begin a charge. Then immediately return to the view of the BombSpy. Move it to the second elevator, the one that is locked. A person will magically teleport inside. When this happens, detonate the BombSpy. "OBJECTIVE 2: COMPLETED" Your elevator will then stop at the next highest floor.

Get out and quickly move to the metal stairwell. A lone shock trooper will be moving down, armed with a dy357 magnum. All of the troopers in this stage have one, along with a ridiculous amount of body armor covering their chest. A charged Mauler shot, however, will go right through it. Quickly open the brown door to the next highest floor, and the elevator door that the dataDyne Captain magically appeared in will be right there. Get inside, close the doors, and you will collect double Falcon-2's...pretty sweet. The Mauler is actually a better weapon due to the fact that everyone on this stage has lots of body armor, but I prefer to use these double pistols...they have a sweet reload, and just seem cooler!

The elevator will then drop you off at Cassandra's floor. Kill any and all storm troopers (BEWARE! They can and will use N-Bombs, so try to take them out as fast as possible). Ignore Cassandra's office door and go up the metal stairway that leads to the fan-room. Cloak yourself, quickly go up the ramp, and shoot the shock trooper who is standing guard over the entrance to the roof right in the side of his masked head. Cloak yourself again, go to the roof, and surprise the last trooper by shooting him in the groin repeatedly. Muahaha, how's that body armor feel now, buddy?

You can also take out the four security cameras, but it's not required.

Open the doors to Cassandra's office and she will immediately sound the alarm. Then she will try to take you out with a Falcon; disarm her and she will be totally vulnerable. Mr. Blonde will order her around like the little bitch she is, then she will run to the roof, making snide remarks the entire way. I feel like capping her in the ass 90% of the time; heck, I'll fail the mission just to see her frail body hit the floor, then watching as a pool of her own blood forms beneath her corpse. But, er, I guess you want to actually complete the mission, eh? :p Well, the rest of the level is totally clear, so there's not much to talk about. A few guards may sneak behind you, but they're nothing to worry about. When you reach the roof, "MISSION 3: COMPLETED"

E N D S T A G E

M A I A N S O S

Note: This level will not be available for use until every level (including Mr. Blonde's Revenge) is beaten on Special Agent or higher.

Required Mission Objectives:

-
- Sabotage enemy medical experiment
 - Destroy captured Maian saucer
 - Activate distress signal

Available Weapons / Gadgets:

-
- Falcon-2
 - dy357-LX (2x)
 - Dragon
 - Tranquilizer
 - Pyschosis Gun

So, you've played as Joanna for just about the entire game, and have just discovered the joys of playing as Mr. Blonde and now want some more alternate action?

Maian SOS is the way to go...

Poor Elvis has taken a bit of a beating in between getting captured and finding himself ready to have a few "medical procedures" performed on his little grey alien body. You'll start the level with only about a third of your health. This can make things a real pain in the arse..

Perfect Agent Walkthrough:

Walk up to the guard in front of you. Let him see you and wait for him to draw his weapon. Disarm him, and then punch the crap out of him. Quickly turn around and head for the door you see (you will most likely have alerted the guard in here of your presence by now). Disarm him, wait for him to take out a second weapon (if he does) and disarm him again, then punch him to death too. Grab the Psychosis Gun from the table, then head back through the door you came in from. Push the medical stretcher into the back wall of glass. Stand back, pull out your Falcon 2 (if you didn't already use it on the guards before), making sure not to waste a single bullet, blow up the stretcher, this will cause the glass to explode, giving you a way to get out.

Move towards the door ahead, there is a single guard in between the two doors here, so open up, and put a hole in his head, grab his dragon, and get ready for another guard to open the next set of doors and open fire upon you. Take care of him and move out into the next room. Take it easy, and watch your ammo. There are two more guards in this room... making sure not to get hit kill them both and move on to the door at the end of the room.

As soon as you open the door head left, killing the guards as they come for you.

(-- Optional: If you wish you can head right here now. The point of going here is to get yourself a deadly buddy temporarily, who can help you through part of the level. You may want to use him now, or after objective one is completed. I HIGHLY suggest getting him after your first objective is completed myself.

Anyway, if you choose to head right watch out. Kill the guard as soon as you've turned right, and then go through the door in front of you, put a hole in the guard to the left, and the guard to the right of you, each standing in front of a door.

Once you've dealt with them, take the door to the right (or the door to the left if you want a helping hand right away, but he won't last as long this way >:)). When you enter turn left, kill the guard you see and then exit back into the room where the two guards were on either side of. You probably will have alerted another guard who is in the room ahead of you usually, if you have alerted him shoot him with the Psychosis gun. Why you may ask? Because he has TWO dy357-LX's! He'll now be on your side, and he's the best person in the level to have on your side, trust me ;) Now head into the room ahead of you, if he didn't come out, then he will be in here to the left, either way once he's been shot with the Psychosis gun and is on your side you'll be much better off. In this second round room there will be one more guard. Kill him and exist until you come back to the area this optional section started at. --)

Note: If you wish, you may want to get the guy with the two dy357-LX's at a later point in the level... If so, then I've said when you might want to get him.

Head left, walk up the the door, which will automatically open. Kill the guard here and then go left through the grey door. There are four more guards here, all sitting at desks as you enter. Kill the lot of them, using as little ammo as possible :)

Run to the back of the room and open the first door, make sure your dragon is out, open the second door and aim at the thing you see two "scientists" standing around, shoot it. It will explode, killing the scientists, and Completing Objective One! Run to where the explosion was, and pick up the tranqulizers the guards dropped.

Go back the way you came, through the two doors right after each other, and then out the door at the end of the room.

-HERE- is where you can go for the guy with the two dy357-LX's if you didn't already get him and use him earlier in the level. I suggest getting him at this point, rather than earlier myself. It makes things a hell of a lot easier ;) Refer to the "optional paragraph" on what to do.

Turn left and head up the hallway, with your buddy by your side (hopefully) stick closely behind him, and follow him though the hallways, taking care of anyone that he has trouble with. Make your way through the hallways, (up a ramp then right and down a ramp) making sure your friend is doing ok, and that he doesn't miss anyone. Once you've made it all the way through the hallway, you will come to an open hangar area. If you wish, you can venture into the side rooms along the way, for some extra Pyschosis ammo. But I personally wouldn't bother, but hey, that's just me. The room on the left is useless, the room on the right is where you want to be. Beware there is a drone gun in the room to the right (with the Pyschosis Gun ammo in it). As soon as you open the door, take out the drone gun and then kill the guard.

Getting back to where we were.... at this point you should be at the door that opens up to a hangar area. Your buddy with the dy357-LX's will end up coming to and end here more than likely without even getting a shot in. Aaaaaww how sad :P Make sure you pick up his guns and DON'T WASTE THE BULLET YOU HAVE!

Head forward and left through the area, as always killing each of the guards on your way.

Open the door that you come too and head forward, over the bridge and up the ramp. You'll enter a room with three other doors in it. Ignore the ones on the sides (there is nothing for you to see but empty space) and head for the door straight infront of you. Make your way

through the hallways, killing the guards you see along the way. When you come to a door to your left, and one to your right take the one to the left. Ahead of you you'll see a little square gap in the wall. Crouch twice, and jump through. When you hit the ground run through the left side of the huge pile of crates and kill the guard you see here (hopefully he'll be facing away from you). You CAN get lucky here, and sometimes you can sprint straight to the elevator, and get in. If not, you'll have to call it and wait around, taking out all of the guards that come after you.

Anyway, once in the elevator it will take you up one level. Get off and go right. You'll see another door at the end of the path. Open it and shoot the guard standing there in the head. And up the ramps you go. Watch out, because shit loads of guards will come after you at this point, so you have to make this snappy. Run along till you are in a spot that is fairly safe from guards shooting at you and where you can see the Maian spacecraft and whip out your dy357-LX's DO NOT MISS THIS SHOT! Shoot the spacecraft and it should blow up with just one hit.

Now pissbolt to the elevator and get your ass in fast! You're nearly there..... don't get too excited yet, remember, stay calm and focus. There will be a guard in plain sight when the elevator stops, so get ready for a quick head shot. When he's delth with go through the two doors and face right, sidestep out and kill the two guards at the end of the hall. If you are feeling lucky you can throw a dragon mine.... but I wouldn't if I were you.

Go through the next set of doors and then either a) immediately shoot the office desk divider thingy (the brown wall) and then run through it and hit B at the computer teminal, wait 2 seconds and you are done, or b) take it the safe way, still blow the first wall, but kill all of the guards you see and then make your way to the terminal, hit B and you're done! Good job..... only one real level left :D

E N D S T A G E

W A R !

Note: This level will not be available for use until every level (including Mr. Blonde's Revenge and Maian SOS) is beaten on Perfect Agent.

Required Mission Objectives:

-
- Kill Skedar King.
 - Kill Skedar King 2.
 - Kill Skedar King 3.

Available Weapons / Gadgets:

- Phoenix
- Mauler
- Callisto NTG
- Reaper
- Slayer

Ready for the final bonus mission of Perfect Dark? Well, it's a reasonably short one, but it gives you a great feeling of accomplishment. Because you know that YOU ARE A TRUE FREAK, you've managed to beat every level previous to this on Perfect Agent mode and now you and three of your Maian friends are coming to blow the shit out of every last one of those fucking Skedar.

Perfect Agent Walkthrough:

The level takes place through part of the Skedar Ruins... Damn rare for not making the bonus levels in original places.... but that's what you get for having thousands upon thousands impatient gamers not willing to wait a few extra months so the final product can be the best it can.

Anyway, for the purpose of War! this is fair enough. The level has loads of Skedar running about the place, and three Skedar Kings you have to destroy.

When you start off, run forward, follow the pathway right, walk up the small slope and then turn right and enter the dark hallways through the hole in the wall (which you blew open in the Skedar Ruins level previously).

Set the Phoenix to explosive shells.

Follow the path when you come to an opening, where you have to jump down turn left. Walk toward the right turn, get ready to sidestep out with your Phoenix (set to explosive shells), edge out and shoot the Skedar at the end of the hallway. Run to where it was, turn the next corner (right) then go to the next turn (left) and edge out, shoot the Skedar that come out at the end of the hall. Walk to it's dead body, take the next corner and get ready for some really shooting action. Shoot the first skedar you see (using the parts of the wall that stick out for cover). A BUNCH more Skedar will rush out from the door to the left at the end of the hallway, so be prepared.

Once you've killed them walk to the door that they came from, there will be plenty more Skedar in here, just take them out from as far away as you can with the Phoenix.

The king is in the area with the spinning pillar, and the place where you had to sacrifice a weapon to the Skedar in Skedar Ruins. You have to make this quick. Swith you your Mauler (which you should have picked up by now), and set it to charge up shot mode. Jump around the dorner

and shoot the big skedar in the head (the gre-ish snake like thing) for and instant kill. If you miss just try to shoot it again. If you take too long he will summon a bunch more Skedar, so you really want to take him out fast. When he's dead Objective One is Completed.

>From here, make your way back to the door you came in and head up the ramp to the next door (which is locked until objective one is completed).

Open the door, run across the bridge (shooting any Skedar that may have found themselves there as you go). Open the next door and run back a bit and blow the crap out of the Skedar that may greet you.

Run through the hallway until you come to another door. Open it (ready to shoot), if there is/are Skedar there shoot it/them, open the next door and shoot the two or so skedar that rush for you. Switch back to your Mauler on charge up shot and walk up behind the pillar. There is another Skedar King behind it, so aim up a little, edge out to the right and shoot his head (the grey snake like thing), again for an instant kill, if you miss the first time keep at it. When he is dead, Objective Two is completed.

Whip out your Slayer if you wish and kill the rest of the Skedar in the room and the ones that run through the door (in groups if you are using your three slayer rockets) the Skedar King was in front of.

Switch to your Phoenix again (if you didn't use it to kill all of the Skedar that just rushed you).

Go through the door with your Phoenix out, kill the Skedar that run around the wide pillar in here (if you wish, you can use the slayer in here instead, but be carefull not to get caught in the splash zone of the explosions) and then get ready to complete the final objective, of the mission in the game. Remember where the Skedar king was in Skedar Ruins? Yeah, well aim for where he was (the centre at the back of the room) with your Phoenix, then open the door and shoot like crazy. As soon as he fires his first rocket it will catch the explosion of a Phoenix shot and blow up right as it leaves his slayer >:P that will kill him and Complete Objective Three.

Congradulations, you are a legend. You've done it, the final mission in Perfect Dark completed, by you on Perfect Agent :) (Hopefully you've done the Dual on Perfect Agent by now, but if not, come and read from here on after you have).

Your reward?

Semi-Spoiler alert

Perfect Dark mode!!! What's this you say? Well for those who have completed Goldeneye totally on 00 Agent mode you'll be able to guess this one.. Perfect Dark is listed under Perfect Agent mode on every

level that you select. When you hit A you'll be taken to a mini-menu where you have three options to adjust:

Enemy Health, Enemy Damage and Enemy Accuracy. They have little sliders for each, all three options start on 100%. You can slide them anywhere from 10% to 1000%. You can have a lot of fun with these... if you are insane you can jack all three up to 1000%..... or for a bit of a challenge you can take them up to more respectable levels (110-300+%). If you'd like some fun try sliding the health bar up to 1000% and the Damage and Accuracy bars down to 10%.

Experiment, and have fun with your small but awesome reward.

End Semi-Spoiler alert

E N D S T A G E

T H E D U E L

Required Mission Objectives:

-
- Defeat dataDyne guard
 - Defeat Jonathan Dark
 - Defeat Trent Easton

Available Weapons / Gadgets:

-
- Falcon 2 (Scope)
 - Dy357 Magnum
 - dy357-LX Magnum

This isn't a mission as such, but rather your final training level. This will take you one or two tries..... perhaps three at the most to complete.

You start the Duel with absolutely no health! But that is the entire purpose..... see, the idea is to defeat three progressively harder enemies without being shot once. Which is rather easy.

Why you are reading the walkthrough for this level is beyond me..... why I wrote it is even more puzzling... Anyway, lets get down to business.

Perfect Agent Walkthrough:

You'll start watching about a two second cut-scene in first person mode where Joanna will take a few paces forward. When she stops walking forward you will gain control of her. Turn left or right 180 degrees and pop a cap in the virtual dataDyne guard (using the scope of your Falcon 2), if you don't want to do that you can turn around and run up to him for a more accurate shot, but you risk being killed doing this. Before the dataDyne guard shoots he will jump to his right, so he'll be pretty easy for you to take out. When it's dead (well it is just a hologram) Objective One is Complete.

You'll go back to the same cut scene again once the first objective is completed. As soon as you gain control of Joanna turn around 180 degrees again and then run forward and turn around once you are at the other end of the wall on the left and look inbetween it and the other wall, if you are lucky the hologram of Jonathan will be at that end of the hall, if he is take a few pot shots at him from close range, if he isn't there he will be at the other end of the hall, if he is at the other end of the hall either zoom in and shoot him then and there, or run back around the wall (so he can't shoot you) until you come to the end of it, then run around and shoot him from close range. When it's dead Objective Two is Complete.

When objective two is complete, you'll go back to the cut scene again. As usual wait until you gain control of Joanna. As soon as you can strafe around to the right and hide behind the wall. Run behind it till you are almost to the end (sticking to the right of it). Get your gun ready then zoom, and edge out and quickly shoot the hologram of Trent.

When the hologram of Trent Easton is destroyed that's it. Objective Three is Completed, and so is the last of the single player missions (even if dual isn't really a mission as such, but rather the final training level)...

E N D S T A G E

What is there to do now? Well, you can try your luck at the Co-Operative single player missions with up to three other simulants, or a friend.

After that you've got the insane multiplayer modes to play. There are the 30 challenges for you to complete with one, two, three and four players which will be no easy task. When you've completed all of the Co-Op levels in single player, and all 30 challenges with one, two, three and four players you're done with the actual things you can "complete".

Now, sit back and play the hell out of multiplayer would you? There are soooooooooo many options and settings for you to fiddle with you'll be playing for months, even years..

What's this? You want to play more of the single player missions? Well, I guess I don't blame you, they are great. Fiddle around with Perfect Dark mode for a while then will you?

You want to play them some more? Play around with cheats..... hell why not try to complete all of the levels you can with enemy rockets on or something?

You *still* want to play the single player missions? Fair enough. Play the levels, on all three difficulties and try to beat them as FAST AS YOU CAN.

Do you think you have what it takes to get some world record times? Or just wanna check out how fast come freaks can really move? Check out the Perfect Dark Elite, and have a look at the world record times for each stage, on each difficulty level here:
<http://rareelite.hypermart.net/pd/elite.htm>

Still want more suggestions...? Well think of something yourself, because I can't be stuffed :P

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5. FREQUENTLY ASKED QUESTIONS

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Question: I'm in a small room with 3+ guards and with a wimpy pistol. They're all facing at me...what should I do in a situation like this?

Answer: Peg each guard with a shot to the arm or leg. This will stun them, causing them to stagger in pain. While they're busy with this, mow down one of the others. Rinse and repeat.

Question: How do I get <enter cheat name> for <enter level name>? I'm having a lot of trouble on this one!

Answer: As with GoldenEye, I'm working on a separate Cheats/Secrets FAQ for Perfect Dark. Be patient.

Question: Ack! In <enter level name> there is something different in it! I'm not on Perfect Agent, so your guide can't help. What do I do?

Answer: Agent? Secret Agent? BAHAHA! The only use those two modes have are for unlocking cheats and practicing for the Perfect Agent setting. C'mon, be a man. ;)

Question: In GoldenEye, I could peg guys in the head from 50 feet using the scope of my AR33. But how come in this game I can't do that? The bullets just get too inaccurate over long distances!

Answer: It turns out you can still peg people from far away with automatics! If you kneel all the way down, your bullets will go EXACTLY in the center of the square! This makes it harder to move, yes, but it's a great trade-off for being able to make head shots from so far away.

Question: Whatever happened to the "Perfect Head" mode where you could use a GameBoy Camera to take a picture of your head and put it on other characters in the game?

Answer: To avoid potential lawsuits by stupid friggin parents along the lines of "Hey, I want \$20 billion dollars from Rare, because you made my son Jimmy shoot his sister with a real gun because her face was in Perfect Dark" Rareware, unfortunately, but wisely removed the function from the game towards the end of development.

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6. WEAPONS / GADGETS
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No matter how hideously genius the levels are designed, or how smart the enemies may be, or how the missions are set up, each first person shooter has one thing in common: guns. Whether you're sniping a dataDyne guard at 30 yards or literally bowling over people with the Super Dragon, Perfect Dark offers some of the most extensive weaponry for a first person shooter to date.

This section is split up into smaller sub-sections, making it much more organized than if I were to simply list all the weapons in one huge index.

S E M I A U T O M A T I C S

Semi-automatics consist mainly of pistols and slow shooting weapons. They make up a majority of your arsenal as you start out the game.

Falcon-2

- A small, grayish-blue pistol. It can be fitted with a silencer, a scope, and a laserbeam.
- Mainly for covert operations where silence is key, and surprising your opponents is more important than rushing into a room and mowing down guards. With only eight bullets per clip, you're going to need to be very accurate. Aim for the head if possible.
- Its secondary function is a pistol whip, where you will (as Joanna says) "bosh" people using the gun. Sort of like the Sniper Rifle butting in GoldenEye.
- This is Perfect Dark's equivalent to the PP7.

Magsec-4

- An elongated pistol with a reddish-brown handle and a gray coloring to the rest. Its filled with small valleys and craters, giving it a very futuristic look. Rounds are standard pistol shots with an extra punch.
- The Magsec-4 is considerably more powerful than the Falcon-2, and its shots are extremely high pitched which indicate the speed of the bullets. Although it has a scope (2x) its accuracy becomes pathetic the more and more distance you put between yourself and the target. This weapon was clearly made for close-quarter fighting.
- Its secondary function is a three-shot burst, similar to the upgraded pistol in Turok II: Seeds of Evil. Use this when facing many guards at once.

dataDyne dy-357 Magnum

- Pretty much the same as the Cougar Magnum in GoldenEye, except a bit trimmed down.
- The Magnum is annoyingly slow, up to two seconds between shots even if you rapidly press the trigger. Even worse is the fact that the reload time is about five seconds -- Joanna flips the used cases out and shoves new ones in, then flips the magazine back into the gun.

- This weapon's only saving grace is that it can usually kill a man in a single round, causing them to fly back several yards.
- The dy-357's secondary function is a pistol whip, similar to that of the Falcon-2.

dataDyne dy-357-LX

- Exactly the same as a regular magnum, except plated in gold and can kill in a single shot regardless of where you shoot the person.

Shotgun

- Perfect Dark's shotgun makes GoldenEye's look like a pea shooter by comparison, not only in looks but in action as well.
- The shotgun's primary function is a single shot, a short reload, and then you're set again. But you really don't want to use that...instead, try the secondary function, which causes TWO shells to burst out of the muzzle, and then there's the short reload, and you're ready to go again. Aside from explosives, this is the only weapon that can kill more than one person with a single pull of the trigger.
- The obvious downside to the shotgun is the ridiculously long reloading time -- up to 10 seconds! In the field, if you are left in the middle of the room with no offensive weapon and nothing to hide behind while reloading, you may as well just quit right there. Pay close attention to the magazine in the bottom right-hand corner of the screen and anticipate when you're going to reload. When this occurs, quickly get cover until it's over. Using this weapon takes a huge amount of skill.
- If you're in the middle of reloading and need to shoot, press the trigger button and you will stop reloading.

Sniper Rifle

- Yet again, the Perfect Dark version of a GoldenEye weapon makes the latter look quite sad. PD's sniper rifle is everything you could ever want in such a gun: a huge scope, awesome detail, cool reloading animation, power, and being able to zoom in well over the distance of any football field.
- The Sniper Rifle IS NOT meant for close-quarter fighting. Doing so will leave you wide open because the time between shots is long enough for the enemy to get a shot in.
- The Sniper Rifle's secondary function allows you to get on your belly, similar to the way some of the guards do. This makes you much more difficult to hit!

A U T O M A T I C S

Ah, *these* are the fast firing children of love. Hold the triggers down on one of these bad boys and a stream of bullets will fly out. Lethal. For more information on how to correctly operate these machines, check out rule 10 of "The Perfect Rules."

CMP-150

- A small, silent sub-machine gun that has extreme detail in its sides. You'll find this in just about every level that involves dataDyne.
- The CMP-150 isn't terribly powerful, but it can extend its entire clip within seconds. This is both a plus and a minus...on the positive side, you can take down a guard very quickly. On the negative side, its clip is empty within seconds and you're forced to reload again and again.
- Its secondary function is a lock-on target, which points the gun at any enemy that you have you put the aiming target over (a red box and a number will appear around the enemy once the lock has occurred). This works even in Perfect Agent mode, and even if the auto-aim option has been turned off. It is a built-in feature of the gun.

AR-34 Assault Rifle

- It's supposed to be an upgraded version of GoldenEye's AR-33, but it seems to look more like an upgraded RC-P90. Odd.
- This is, in my opinion, the best assault rifle in the game hands down. Its clip of thirty rounds isn't evaporated in seconds like other guns (ahem, K7 Avenger!) and each individual bullet does an insane amount of damage to any one enemy. Add in the fact it is awesome in both close-range battles and long-distance ones (thanks to the scope), well, I think you can understand my reasoning.
- The AR-34's secondary function allows you to walk around while zoomed in. Not all that useful, but at least people can't complain about not being able to do that now.

Cyclone

- Although bizarre in appearance, the Cyclone is one mean automatic. It has 50 bullets per clip and its accuracy is rather decent. And let's not forget about the crazy reload animation that shows the clip going through one end of the gun and out the other...
- The Cyclone's secondary function empties the entire clip with one pull

of the trigger. The amount of damage this causes is astounding -- use this when a group of guards just won't go away. Be aware, however, that once the process begins, it can not be stopped.

=====
Dragon
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- An assault rifle that resembles the guns used in Aliens film (the second one), it suffers the same fate as many other rifles in the game -- that is, a very small magazine with two fast of fire.
- The Dragon has a scope, but its accuracy over long distance isn't too hot. Use it sparingly unless you are crouched down.
- The Dragon's secondary function causes you to throw it on the ground. Whoever comes by will cause it to explode into a huge cloud of fire and smoke. This is best used in multiplayer (aka "Combat Simulator").

=====
Super Dragon
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- The differences between the Dragon and Super Dragon are difficult to spot. The only major contrast is its secondary function -- a small grenade launcher instead of a proximity mine. A combination of fire and automatic rounds make this a much deadlier weapon than the Dragon.

=====
Laptop Gun
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- This is quite possibly one of the most clever guns in the entire game. The laptop gun is named so due to the fact that it is meant to look like a regular laptop computer. You carry this into an area, and then with a click of a button it will fold out into a lethal sub-machine gun that spits bullets like nobody's business. Add in the fact that it has a zoom function, and you have one awesome piece of weaponry.
- The laptop gun's secondary function turns it into an automated sentry gun which you can attach to any surface: wall, floor, ceiling, hill, stairway, slope -- whatever you wish. When anything passes by, it'll burst out into automatic fire and mow them down. This is best used in multiplayer instead of solo play, however. Once it is laid, it'll run out of ammunition after about a minute. You may pick it back up by pressing the action button and then reload it. Or, instead, you can get another laptop gun and throw it somewhere else. NOTE: There can only be one sentry gun at one time. If you throw a second one down, the first one will explode.
- The sentry gun is simply HILARIOUS in multiplayer, especially Capture the Case or King of the Hill. Use it often to defend an area, or put it in an area where many people go. Be aware that it will not shoot at either the person who laid it, or their team-mates.

=====

K7 Avenger

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- Although it looks quite lethal in appearance, it is quite possibly the worst automatic in the game. With that said, it is ever-so useful in the few levels you find it.
- The K7 Avenger's largest and most obvious flaw is the fact that its magazine capacity is simply too small for the speed at which it spits out lead. You'll find that it takes up to 10 bullets just to kill a single guy, because most of the time you'll miss and by the time you stop half the clip is practically gone. You'll definitely want to make sure your target is standing still before shooting this baby.
- The K7's secondary function is a "threat detector" which tells you information about various objects around the area. Talk about pointless...

=====

RC-P120

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- A new, revolutionary gun made by the Carrington Institute, they upgraded the design of the RC-P90 from GoldenEye.
- Can anyone say best gun of the game? The only problem is its absence...Yeah, it has a simply ridiculous amount of ammunition, and its reload time is surprisingly short, but you'll hardly EVER find this in solo play (which really is a shame due to its secondary function). Why you couldn't pick this up in the last few levels is beyond me!
- Secondary function? Why yes, the RC-P120's extra "revolutionary" feature is a cloaking device that is built into the gun itself and draws its fuel from the bullets in the magazine. Once cloaked you can not shoot your weapon, but you can sneak behind people and then unload 40 rounds into the back of their skull. S-w-e-e-t...

B O O M ! ! ! B A B Y

<Screeeech> <KABOOM> <Glass shattering>

You'll oftentimes hear the above sound-effects (often at once) when playing with these dangerous toys. Just don't wander too close to the blast radius because, suffice to say, you'll be blown away.

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Devastator

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- A fancy name for a regular grenade launcher. It is a gray cylinder with a handle.
- The Devastator's shots are extremely difficult to shoot precisely,

because they will arc wildly and bounce all over the place. It takes an extreme amount of skill to use this; to novices this will be a suicide weapon, to experts it will be a lethal tool.

- Its explosions will send groups of guards flying, and can blow down downs, barrels, and just about anything you want.
- Its secondary function is a "sticky grenade" similar to that found in the movie Saving Private Ryan. The grenade will stick to a wall or ceiling for several seconds, then fall and explode. Very nice!

=====
Timed Mine
=====

- Exactly the same as found in GoldenEye. After five seconds, BOOM! They're gone. Its secondary function is a threat detector, which can detect if there are any timed mines ahead. This way you won't kill yourself with your own mines (note: this is actually pretty useful in multiplayer modes).

=====
Remote Mine
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- In Perfect Dark, the remote mine takes on a lesser role than that of its cousins in GoldenEye. When you do get a chance to use it you only get ONE, which means you can't play around with it.. It's a shame, really -- but maybe that's what the cheats are for, such as infinite ammunition? ;)
- To detonate, press A + B at the same time. KABOOM!

=====
Proximity Mine
=====

- Exactly the same as found in GoldenEye. When someone comes by, BOOM! They're gone. Its secondary function is a threat detector, which can detect if there are any mines ahead. This way you won't kill yourself with your own mines (note: this is actually pretty useful in multiplayer modes).

=====
Rocket Launcher
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- Wow, talk about flashy. The entire rocket is gray, but on the side of it is a shiny sticker with caution stripes that say "CAUTION" in bold type.
- Pretty simple -- point to your target, press the trigger, and watch it be blown into the next world. You have to reload after every shot, but considering the radius of the blast, I doubt anyone is going to survive to shoot you.

- The Rocket Launcher's secondary function is a homing missile that will track any target that you point the aiming target at (a box will appear around it, similar to that of the CMP-150, indicating the lock). Press the trigger, and a large blue rocket will fly out -- it's slower than your run-of-the-mill rocket, but it will go around corners and slopes just to get to the target.
- The Slayer and Devastator get bad-ass names, but this is just a plain old "Rocket Launcher." Discrimination I say! ;)
- WARNING: Keep out of hands of children under eight.

=====
 Slayer
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- A nasty bit of alien technology. Its primary function is a normal rocket launcher, massive smoke trail and all.
- Where this weapon earns its infamous reputation is its secondary function, where you get the view of the rocket and can physically control it using the analog stick! You can go around corners, up slopes and stairs, anywhere you want. You can also press the "R" button to slow down, if you wish. Once you hit the target, the screen goes static and then you return to Joanna's view, and see a huge fireball in front of you. This is just too cool...you MUST experience this.
- A multiplayer favorite.

=====
 Hand Grenade
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- Similar to that of GoldenEye -- when you pull the pin (nice sound effects, if I may add) the timer starts. It can ricochet off walls and corners, and its explosions will send guards flying. You can hold it longer, so that you won't have to wait so long for it to detonate. If you hold it long enough you can throw it so it explodes in mid-air, which means no one will be able to successfully dodge it. Don't hold it TOO long, though -- I shouldn't have to tell you what will happen if you do!

=====
 N-Bomb
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- A cylindrical grenade, but much darker than usual. When you throw it the resulting explosion will make every guard and enemy totally dis-oriented; and you too if you get too close! The ones at the center of the blast will be killed.
 - Primary function explodes on contact with the floor, the secondary is a proximity mine.
-

The following guns are devices that can't be fathomed in today's time.
Only the world of Joanna Dark can hold these gruesome weapons.

=====
Callisto NTG
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- A Maian sub machine gun, the inner workings can not even be fathomed by our primitive brains. Reloading consists of inserting a liquid ball in the side, which morphs into a liquid itself and sucks it in. Weird...
- The Callisto's primary function is a quick fire, laser machine gun, while its secondary function is slower, yet more powerful laser. This is one nasty toy!

=====
Phoenix
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- Another liquid morphing reloading alien device (say that three times fast!)
- This alien pistol shoots regular laser shots as standard, but its secondary function spits out shells that explode on contact. This can take down even the strongest of shields within seconds.

=====
Reaper
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- This titanic, three-barreled chain gun was especially fitted for the Skedar race, which are much more muscular than humans. Due to this, the accuracy of this machine is absolutely pathetic, as once this baby starts up almost everything you look at will be filled with lead. It can unload its ridiculous 200 clip within seconds.
- If anything manages to get by the radius of your devastation, use its secondary function, which uses its cooling fans as a sort of thresher and will cut a regular person to pieces.

=====
Mauler
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- Another laser, made this time by the Skedar. I consider this the Klobb of the game, as its slow shooting and each individual shot seems to do little damage. Its only saving grace is the secondary function, which charges up the gun (it will turn red) and allow you to kill in a single round. This is VERY useful in levels where you fight the Skedar themselves.

=====

Pyschosis Gun

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- Similar to the tranquilizer, except each dart will now cause the person you shoot to become mentally disorganized. He will shoot other soldiers and open up previously locked doors just for you. Ammunition for this machine is very limited, so make every shot count!

=====

FarSight XR-20

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- Although never said specifically, one can infer this was created by the Maians. It shares the same liquid-metal morphing reload animation as the Callisto and Phoenix, and it has a similar color scheme (blue/white)
- The mechanisms that drive this machine defy our basic principles of physics. Its secondary function shows an X-Ray view of the level in real-time, showing people and everything, and here it is a sniper scope that can view hundreds of feet into the level. But the incredible thing is that a single shot will go through walls, floors, and shields, and kill a person with a single hit. No hole is left in the walls.
- Its primary function is a similar one-hit kills shot, but it is rather slow.

O T H E R S

Those that couldn't fit in any other category have all been non-cerismonily dumped into the "others" file. Most are worthless, save for the knives and Classic Weapons.

=====

Crossbow

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- Hints of Turok abound, but let's focus on the gun itself. Its primary function is a fast, totally silent arrow that will sedate a person with a single hit. They'll be out cold for hours. Its secondary function is a poison tipped arrow, which kills.
- The only drawback of this tool is the fact that reloading is similar to the shotgun; individual arrows are put in at a time.

=====

Knives

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- Primary function is the slash and clash of a sharp edge, which has a similar range to that of the fist. Secondary function will send a poison tipped knife flying through the air, killing anyone it touches.

=====

Fists

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- Even when unarmed, Joanna is a deadly force. Regular punching will send a person to dreamland, while the secondary function will allow you to steal a weapon from a person. This is most useful in multiplayer...

=====

Tranquilizer

=====

- A small gun that shoots high-speed darts that will cause a person's view to be incredibly blurry. After about four shots they'll basically become blind as everything will become a swirl of lights and colors. In the solo missions this can kill guys in a few shots.
- I love the "pop" of the reloading animation!

=====

Laser

=====

- This little oragne and black baby straps onto your arm. I must admit I wish that I owned on of these!
- The Laser's primary fire mode shoots out fairly weak laser bursts, that are best used at close range.
- The second function of the laser shoots a constant short-range beam, which is about 1/3 as powerful as the primary firing mode, but will still deliver a one hit kill when aimed at a head >:P
- The secondary fire mode reminds me slightly of a lightsabre :)

=====

Classic Weapons

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By getting gold stars in the shooting range of the Carrington Institute, you can unlock these "classic weapons" from the great game of GoldenEye 007 (check the cheats section). Their names were changed slightly, however...

Perfect Dark Version	GoldenEye Version
• CC13	• DD44 Dostovei
• KF7 Special	• KF7 Soviet
• DMC	• D5K

- RC-P45
- PP9i
- KLO1313
- ZZT (9mm)
- AR53
- RC-P90
- PP7
- Klobb
- ZMG
- AR33

Strangely enough, these "old" guns make PD's arsenal look like complete and utter crap. They don't expend their clips as quickly (compare the D5K to the CMP-150, the AR33 to the AR34, and the KF7 Special to the KF Avenger...HUGE DIFFERENCE!) and you don't have to crouch to get good accuracy. Suddenly, getting headshots in this game from far-away when the guard knows you're there isn't so tough!

 G A D G E T S

These stabbers, grabbers, and bob-blasted doo-hickies will all help you succeed in the field somehow.

=====
 Combat Boost
 =====

- A revolutionary type of pill that will affect the nervous system and allow you to view things thousands of times faster than any regular person. You can watch in awe as individual bullets cases fly from your automatic weapon, soar though the air, and peg a poor guard in the head. If they miss, a huge shower of sparks will light up the room.
- Put this in the last weapon slot in multiplayer. This basically allows you to have the slow motion effects of "The Matrix" upon activation. It lasts for about one minute and allows for action that you simply can not do otherwise.
- The only downside to this is that when you die, it will take FOREVER for you to 'wake up' again.

=====
 X-Ray Goggles
 =====

- Special goggles that allow you to view X-rays of the surrounding environment in real-time. It shows everything as shades of red, purple, and green. Humans also appear, but disappear when you get up close. This is especially useful in the second Area 51 level, near the start.

=====
 Night Vision Goggles
 =====

- These are nothing new in the year 2023, but they have been much improved over the decades. It's quite simple really: when it's so dark

you can't even see your gun, use these. Everything will appear as a sexy green tint.

=====
Infra-Red Vision Goggles
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- Exactly the same as the Night-Vision Goggles, except these tint everything in red, and allow you to see the body heat of all enemies. Because of this, this device enables you to see cloaked soldiers. Quite useful!

=====
CamSpy
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- A small mechanical camera-bot, once deployed you gain control of it through its warped view. This allows you to go places that Joanna can't, either for safety or space reasons.

=====
DrugSpy
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- A variant of the CamSpy, it is exactly the same except for the fact it can shoot high-speed darts tipped with a poison that will cause a person to be knocked unconscious for hours.

=====
BombSpy
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- As you may have already guessed, this is exactly the same as the two former "Spies", but this baby can be detonated upon a push of a button. The resulting blast has the same radius as that of a rocket launcher explosion!

=====
Energy Shield
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- dataDyne suddenly introduced this technology shortly after meeting with the Skedar (i.e. it was part of their trade: dataDyne gets lots of new alien merchandise to make them billionaires, Skedar get access to the Pelagic II). It is an extremely diminutive machine, but it can save your life. Once equipped it will form a protective energy shield that will block anything from bullets to lasers. However, after a short while it will collapse and you will be left vulnerable once again.
- The shield is similar to the body armor found in GoldenEye.

=====
Cloaking Device

- =====
- Using advanced Skedar technology, this device will enable its users to become almost totally invisible to the human eye. However, once you shoot or punch, the field around you will be disrupted, and you will become visible for several seconds.
 - You can only find this once in the solo play missions without cheating, which is a shame in my opinion. You get 30 seconds worth of it, which is just enough to make the level it appears in quite frantic.

L E S S E R U S E D G A D G E T S / I T E M S

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ECM Mine

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- You use these in dataDyne: Defection. Their ability? ECM Mines can jam electronic communication devices, as long as they are directly attached to the comms. device itself.

=====

Data Uplink

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- This little baby is capable of accessing (more like stealing) just about any form of electronically stored data, via remote interaction. Once you've got the data it is sent directly back to the Carrington Institute Hackers, who can then hack into the system directly for you.
- The point of the Data uplink is pretty much to either open doors, or just download data.

=====

R-Tracker

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- This powerful tracking device can be customized to show the locations of: People, Weapons, Objects and just plain set co-ordinates.
- The R-Tracker displays a radar on your screen, the locations of certain pre-programmed things show up as a colored dot.

=====

Tracer Bug

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- Used only once, the Tracer bug, once attached to an object will allow people back at the Carrington Institute trace the movement and exact whereabouts of whatever it is attached to.
- Make sure to stick this somewhere where it won't easily be spotted.

=====
Reprogrammer
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- Like the Data Uplink, the Reprogrammer is capable of remote interaction of just about any stored data. Once data is accessed it is sent back to Carrinton Institute hackers who are then able to gain a direct link to the data and manipulate it as their skills allow.
- The Reprogrammer is used in Chicago: Stealth to reprogram the navigation system of a futuristic taxi cab.

=====
Door Decoder
=====

- Perfect Dark's safe-cracker. Attach it to the electronic lock of a safe and watch it do its stuff...which is, cracking the code to open the safe door, thus allowing you access to whatever may be inside.
- The Door Decoder isn't Perfect, it does take a little while to crack the safe door's code as it has to go through every possible combination until it singles out the right one.

=====
Comms rider
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- Attach this to any part of a communications relay. It "piggybacks" off the signal, allowing contact between Joanna and the Carrington Institute to be maintained in areas this otherwise would not be possible.
- Damn Joanna has a good throwing arm.

=====
Explosives
=====

- A nice little plastic explosive device. This comes complete with a sealed tamper-proof timer, and built in teflon-coated shrapnel. You don't want to get on the wrong side of this, do you?
- Joanna should be a baseball pitcher or something....

=====
Disguise
=====

- Practical joke, novelty nose, moustache and glasses.....
Not really. There are two different disguises you can wear in Perfect Dark. One is used in Area 51: Rescue, the other on the Air Base.
- It sure does take people a while to catch on to the fact that you are not the person you are supposed to be in those clothes... :P
- Don't go shooting that meaty weapon while in disguise, or people will

suspect something is up almost instantly.

Alien medpack

- The latest in Maian technology. It can diagnose and perform surgery on a patient, all without the need of cutting them up at all :P
- Made by Maians, for Maians. It's a pity it doesn't work on humans.
- You use this to revive good old Elvis in Area 51: Escape.

Horizon Scanner

- The Horizon Scanner is basically a high-tech, high-powered pair of binoculars. They show a wide, zoomed in image of the horizon. You can zoom in even further, and adjust what you are looking at as well.
- You can't move while using the Horizon Scanner, so you'd better make sure you are not out in the open, or in sigh of an enemy.
- Comes with up to a whopping 31 times zoom lense!
- I want me a pair of these.. I guess I'll just have to wait another 22 years.

President Scanner

- This will bring up a radar display on the location of the President. Also contained in the device is the most up-to-date records of the President's state of health, medical conditions, both past and present as well as treatment details, and much, much more.

Target Amplifier

- Attach one of these to an object (thee in all) and it's exact location will be sent to a Maian ships flying above the planet. You attach the Target Amplifiers to three vital thingies (:P) in Skedar Ruins.
- When all three of these are placed correctly the Maian weapon launches missiles at all three of them, and in a matter of seconds, the objects they are attached to are destroyed.

Skedar Bomb

- Surprising, since the slack arses are rare didn't use any new levels for

the bonus missions, is the fact that....dun dun duuuun there is a bonus level exclusive Item in the game :P. Mr. Blonde's is where you will use this.

- A "directional fusions bomb", custom designed and built by the Skedar. What that means is, when placed in the right place it will send an explosion downward, destroying the underground dataDyne labs, and then cause the rest of the dataDyen building to collapse.
- This soooooo is funkier than the pissy Carrington Institute made "Explosives".... The Skedar certainly know how to make mean weapons and other devices.

=====

7. C R E D I T S S E C T I O N

=====

I have to thank the following people, companies, sites, inanimate objects, horrific demons, and whatever is left over.

COMPANIES

Nintendo: If you didn't know, you're playing it on their system.

Rareware: They made this awesome game, along with GoldenEye, Jet Force Gemini, Donkey Kong 1-4, Perfect Dark, Blast Corps, Marble Madness, Battletoads, Snake Rattle 'n' Roll...and countless other AAA+ titles.

INTERNET SITES

Rareware <www.rareware.com>: Rareware's official site. This is the best official company site ever made, for one of the best companies there is in the world of video games. This site's tongue-in-cheek humor is irresistible! You have to love those Brits...

Gamefaqs <www.gamefaqs.com>: Besides the fact that my massive collection of FAQs is there (cough, cough), it is also the largest FAQ site on the Internet. Please, if you copy this FAQ, make sure it's from THIS site and you keep it updated. If this FAQ has not been updated awhile and there's a lot of information missing, make SURE you're not viewing an outdated version. Please, for the sake of my e-mail box...

IGN64 <www.ign64.com>: Apparently, I took many of their tips from their site...

Cheat Code Central <www.cheatcc.com>: The biggest video game code resource site on planet Earth.

SPECIFIC PERFECT DARK SITES

www.pdark.com

<-- You may catch me on their message boards...

www.pdcentral.com

www.perfectdark.com

PEOPLE / HORRIFIC DEMONS

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

Super Foot <SuperFoot103@aol.com>: Typing error corrections....

garrett_clardy@stateindustrial.com: For information on the angry scientist in dataDyne: Investigation.

Aturn: For telling me you can climb the ladder to the airplane in the Air Base to start out in the lower compartments on Air Force One. Very cool trick.

Deguello@planetn2000.com: For pointing out the cool trick that allows you to skip the golden hallways in Pelagic II entirely. Sweet trick! I didn't even know about it.

Alf <aaburto@connect.ab.ca>: For the tips on Pelagic II.

Limp Bizkit 9168 <limpbizkit9168@aol.com>: The alternate strategy for the Chicago: Streets was written by him.

Satan aka the Prince of Darkness <billgates666@microsoft.com>: I like Satan, he gives me candy!

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8. CONTACT INFORMATION
=====

Feel free to contact the insane author of most this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@poormail.com.

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a M rated game with copious amounts of violence and guns, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~

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