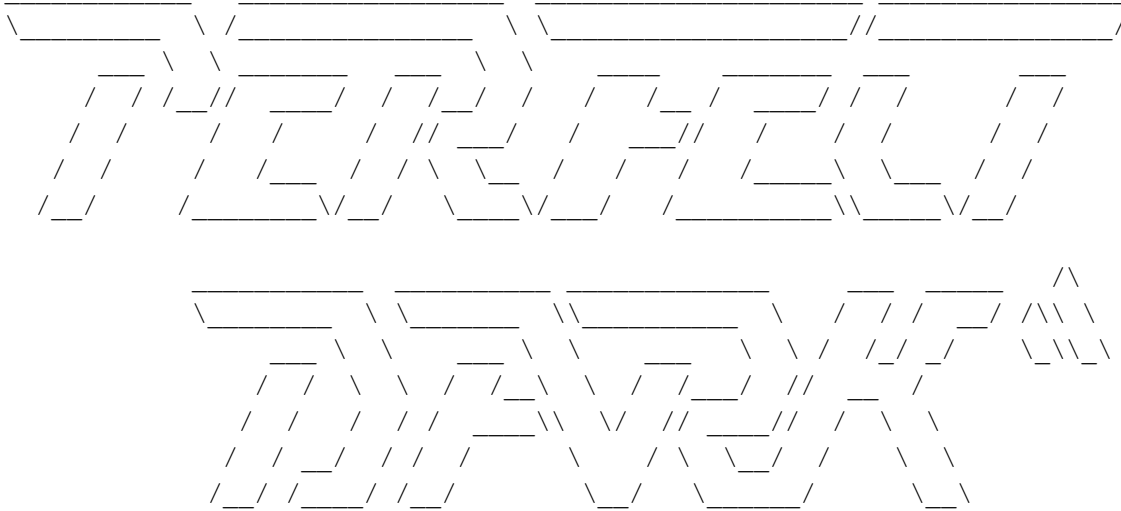


# Perfect Dark FAQ/Walkthrough

by Croco

Updated to v2.1 on Nov 20, 2000



~A FAQ/Walkthrough Created By: Croco~

---

This Document is Copyrighted 2000 by Croco. Any reproduction of this document in part or in whole without the author's consent is strictly forbidden (excluding personal, private use).

This Extensive FAQ to the Nintendo 64 game Perfect Dark Includes:

- \*Character List
- \*Weapons List
- \*Gadgets List
- \*Enemy List
- \*Guide to the Carrington Institute (Including how to get Gold Medals in the Target Range)
- \*Solo Missions Walkthroughs (For Agent, Special Agent, and Perfect Agent Difficulty Levels)
- \*Combat Simulator Challenges Help and Arenas Guide
- \*Learn How to Obtain the Cheats in Record Time
- \*Co-Op and Counter-Op Strategies
- \*More! Read On to find out...

Contact Me: [croco64@yahoo.com](mailto:croco64@yahoo.com) (see Part 4, Section E for details)

## -VERSION HISTORY-

-----  
This is currently Version 2.1 of the Croco FAQ/Walkthrough for Perfect Dark, Created 11/20/2000.

Version 2.1- Created 11/20/00

So, why haven't I updated for a few months? Laziness. Angry? Too bad! There's nothing you can do about it! Ha ha ha ha ha!!! Sorry. I'm back finally with a new Version and some new things for this FAQ. New stuff includes the Perfect Agent Carrington Villa walkthrough, a New Section explaining the Combat Simulator Rankings, Challenges 5 and 6 in the Combat Simulator, how to get the Marquis of Queensbury Rules Cheat, three new Weapons Training tips, new Cheat Descriptions, and finally some new Reader Set-ups. The wait seems to be well worth it.

Version 2.0- Created 8/15/00

Since it's only been a few days since my last update, this one isn't as large as usual. There's three new levels included, as well as another gun added to the Firing Range. That's all.

Version 1.9- Created 8/11/00

I know I missed the expected update date, but the last update wasn't posted until 8/7/00, so I've decided to give you reader's a little extra time to read it. Anyway, I can't believe I'm already at Version 1.9... it seems like it happened so quickly (unlike me finishing my FAQ :). My big updates have returned with four new levels covered, completing the Special Agent Walkthrough. Also included is a new section: Glitches and Tricks (see Part 4) and two new Challenges. Finally, this update should put me over 400k. It's getting pretty big!

Version 1.8- Created 8/4/00

I forgot to tell you all this, but in my last update I implemented a new feature, found underneath the Update Notice, that will inform you the approximate date that the next update will be here. A nice handy feature in my opinion. Anyway, in this update I've gone back to my normal "3 levels, 1 gun" update with Missions 6 and 7 and the Laptop Gun for the Firing Range.

Version 1.7- Created 7/28/00

Am I crazy or what? In the last update, I covered five levels, more than I normally do. In this update, I have six new levels explained! Now only that, but I've started two new sections: Co-Op/Counter-Op Strategies, and the Cheats Walkthrough. And finally, I've added two new guns to the firing range. What a nice trend... larger and larger updates.

Version 1.6- Created 7/23/00

Well, a week later and another update, but this one's a little bigger than usual. I've added five new levels to various Walkthroughs, and have also updated the Firing Range and Cheats sections. Even better, the entirely new section, the Combat Simulator Multiplayer Strategies, has been started on. Not too shabby...

Version 1.5- Created 7/17/00

Hmm... I'm getting a little behind on my updating. Oh well, what matters is that there's an update now, which includes an added level to the Agent, Special Agent, and Perfect Agent Walkthroughs. Strangely, each of the levels I covered this time take place in the same location! Also, I've added a few new Combat Simulator setups sent in by readers.

Version 1.4- Created 7/10/00

Finally, I'm back from vacation and ready with another update. This update marks the completion of the Agent Walkthrough (at least the normal missions), covering the final three missions. Also, as usual I have a mild update to the Firing Range, and have rewritten and organized the Cheese Guide. Enjoy, and expect more work on the Special Agent Walkthrough and the start of the Perfect Agent Walkthrough soon!

Version 1.3- Created 6/30/00

Unfortunately, I didn't get that update "in a few days", but It's still only a week later. Also, I'm going on vacation next week, so don't expect another update anytime soon (probably will be 10 days or so). But for now, I've completed Mission 6 in the Agent Walkthrough, and I've also got a handy Cheese Guide for those of you who want to find all the hidden pieces of cheese. Oh yes, I've been handed a way to complete the challenges without any work at all (well, barely any work) and some more cool setups, so check that out too. See

ya in a couple of weeks.

Version 1.2- Created 6/23/00

Like usual, I've added a new mission onto the Agent Walkthrough, but unlike usual, I've added a new section. I've finally gotten started on those Combat Simulator Challenges, even though I'm not very far as of now. Shockingly, I've updated the Special Agent Walkthrough as well with a the second level. I'm hoping to update everything again in the next few days, so stick around.

Version 1.1- Created 6/17/00

Well, I decided to update again a mere five days after the original! I think this breaks some sort of record for me. Anyway, with this update I've gotten in Mission 4 (Area 51) for the Agent Walkthrough, and I've also updated quite a few of the sections in Part 2, which includes Sections A, B, C, G, and H. And finally, I've finished the Hologram Training Strategies and added some more tips for the Firing Range in the Carrington Institute Section. That's all for now, stay tuned for more updates soon.

Version 1.0- Created 6/12/00

Well, I've decided to begin work on a Perfect Dark FAQ, which is currently one of my favorite games. This game is also very popular, so I hope I'm not making a huge mistake, as I will probably be flooded with e-mails... oh well, that's OK. Anyway, enjoy this new FAQ by looking through the completed sections, which includes all of Part 1, Part 4, most of Part 2, and these specific Sections of Part 3: In Part 3, I've begun work on the Carrington Institute, the Agent Walkthrough (Levels 1-6) and the Special Agent Walkthrough (Level 1). I haven't started on the others. Have fun looking around, and expect some updates in the future.

-----  
UPDATE NOTICE: New to this update is the Carrington Villa Walkthrough, the Combat Simulator's Challenges 5-6, how to get the Marquis of Queensbury Rules cheat, a new section explaining the Combat Simulator Rankings and what you need to advance, info on how to get the Training medals for the AR34, Super Dragon, and Shotgun, some new Cheat Descriptions, and finally some new set-ups sent in by readers.

NEXT UPDATE: Who knows... pray it's sometime in the next ten years...

-----  
~TABLE OF CONTENTS~

- I. Part 1- Introduction
  - A. Introduction
  - B. Author's Comments
  - C. Story
- II. Part 2- Guides and Lists
  - A. Controls & Play
  - B. Characters
  - C. Enemies
  - D. Weapons
  - E. Gadgets/Items
  - F. Vehicles/Robotics
  - G. Cheats\*
  - H. Simulant Types
  - I. Combat Simulator Rankings
- III. Part 3- Walkthroughs
  - A. Carrington Institute

1. Firing Range\*
2. Gadgets Training
3. Hologram Training
- B. Agent Mission Walkthrough
  1. Mission 1 (Levels 1-3)
  2. Mission 2 (Level 4)
  3. Mission 3 (Levels 5-6)
  4. Mission 4 (Levels 7-9)
  5. Mission 5 (Levels 10-12)
  6. Mission 6 (Levels 13-14)
  7. Mission 7 (Level 15)
  8. Mission 8 (Level 16)
  9. Mission 9 (Level 17)
  10. Special Assignments\*
- C. Special Agent Mission Walkthrough
  1. Mission 1 (Levels 1-3)
  2. Mission 2 (Level 4)
  3. Mission 3 (Levels 5-6)
  4. Mission 4 (Levels 7-9)
  5. Mission 5 (Levels 10-12)
  6. Mission 6 (Levels 13-14)
  7. Mission 7 (Level 15)
  8. Mission 8 (Level 16)
  9. Mission 9 (Level 17)
  10. Special Assignments\*
- D. Perfect Agent Mission Walkthrough
  1. Mission 1 (Levels 1-3)
  2. Mission 2 (Level 4)
  3. Mission 3 (Levels 5-6)\*\*
  4. Mission 4 (Levels 7-9)\*\*
  5. Mission 5 (Levels 10-12)\*\*
  6. Mission 6 (Levels 13-14)\*\*
  7. Mission 7 (Level 15)\*\*
  8. Mission 8 (Level 16)\*\*
  9. Mission 9 (Level 17)\*\*
  10. Special Assignments\*\*
- E. Combat Simulator Challenges Walkthrough\*
- F. Combat Simulator Multiplayer Strategies
  1. Arenas Guide\*
  2. Multiplayer Strategies
- G. Co-Op/Counter-Op Strategies
- H. Cheats Walkthrough\*
- I. Cheese Guide\*
- IV. Part 4- Additional Help
  - A. Additional Tips
  - B. Combat Simulator Suggested Set-Ups
  - C. Glitches & Tricks
  - D. Frequently Asked Questions
  - E. Contact Info/Credits
  - F. Closing Statement

---

\*: This symbol indicates that this section has been started on, but is currently under completion. Expect more in future updates.

\*\* : This symbol Indicates that this section has not been started on at all. When it will be started on is usually based on the order it is on the list.

: No Marks indicate the section has been completed.

Where Should You Go?

Part 1: This section allows you to get to know my view on the game and

why I wrote this FAQ. The story to the game is also included in this section. You can skip it if you want.

Part 2: This has good information on the aspects of the game, such as enemies and items. If you're an experienced player, you can skip this section, but there still is plenty of good, detailed info that any PD fanatic must know.

Part 3: This is the real meat of the FAQ, and where you can find info on the game, with walkthroughs, guides to the combat simulator, and more.

Part 4: This section is generally miscellaneous things. If you've checked all over and can't find what you need, someone may have the same problem or one of the tips may help you out. If they don't you can always contact me, and info on how to do so is found here. Also, credits and thanks are given out to those who helped me. Finally, there are some Multiplayer Settings recommendations for interesting battles.

---

```
  /\---|  _ \=====/\  \---/\
 /  /\ |  _/      -PART I: INTRODUCTION-  /  /  /\  \
/_//_/-| |=====/_//_--\  \  \
      |/
```

- - - - - INTRODUCTION - - - - -

Does this game even need an introduction? Perfect Dark is nearly perfect when it comes to first-person shooters. Goldeneye was hailed for its FPS greatness when it came out, and it looks like PD will be the same way. It takes the Goldeneye formula and builds on it with cool new futuristic settings and weapons.

After countless delays by Rare, who added to and dropped from (Game Boy Camera features?) the game, they were finally ready to bring it out in May. And I don't think I could've been much more pleased with the results. This is an excellent game, and even though it's made by the famous Rareware, it still surprised me.

PD is bound to be compared to Goldeneye. It's quite similar in graphics, play control, and even some of the animations have returned. On the outside, it looks too similar to Goldeneye. Still, Perfect Dark will come to feel like a different game once you get into it. It has all of the things that made Bond great, plus a little more to change things a enough to make it more fun to play. PD is definitely a step above Goldeneye in every category, be it the cooler weapons (each with secondary functions), tons of gadgets for secret spy missions, or the enemy AI. Any Goldeneye fan would have a great time with Perfect Dark... I know I did.

- - - - - AUTHOR'S COMMENTS - - - - -

Of all my FAQs, this is by far the one I've thought about the longest. And I mean thinking about it as in "should I do it?". Before the game came out, I thought that the second the game did come out, FAQ writers would be racing like mad to get in their FAQs first, and within a matter of days there would be 20 or so FAQs there, meaning no space for me. I, on the other hand, wanted to play the game first, get it down, and beat at least most of it before I start on a FAQ. Plus, I tend to like to take my time when writing. Rushing to make one wasn't for me, so I thought "Nope, no PD FAQ."

Of course, I must have reconsidered this sometime or you wouldn't be reading

this, right? Despite my decision not to make one, I couldn't get the thought out of my head about starting a FAQ. I eventually realized that I really wanted to make one, I should make one. Fortunately, by this time I had also realized that the number of new FAQs had grinded to a halt and there was plenty of room for mine. So I embarked on the mission to make this FAQ. And I'm quite happy I did, too.

Recently I decided to delay to release of this FAQ, so I could fit more stuff into each of the sections and add a few extra levels to the walkthroughs (that's right, it was about to be even shorter). If I can actually complete everything in this difficult game, maybe you'll see the rest of the stuff in the Table of Contents... probably not for a while, though.

- - - - - STORY - - - - -

Writing up the story in my own words wouldn't sound too good, so instead I'll let you read this nice excerpt from the Perfect Dark manual:

"Since the dawn of man, our planet has been watched. The reasons for this interest differ from race to race: some merely wish to observe until humanity has evolved to a point where they can introduce themselves without sparking mass panic, while the motives of others are considerably less benign.

"Not all humans are oblivious to the watchers above and among us. Daniel Carrington, head of the elite Carrington Institute, suspects that rapid technological developments at dataDyne HQ are the result of the corporation taking a dark path to first contact-a path which apparently branches through major government agencies.

"Whether or not his suspicions are justified, it is clear that events are rushing to a head. People are being abducted, animals mutilated. Someone amongst the stars desperately wants something they believe us to have, and Carrington suspects that the grand plan penetrates far deeper than the recent surface incidents. Using all means available, the Institute has resolved to find out exactly what is going on before urgent messages from one Dr. Carroll located deep within the heart of the dataDyne operations. requesting extraction from the company before alleged threats on his life are actually carried out.

"Cue freshly qualified Agent Joanna Dark, code-named Perfect Dark thanks to her unprecedented achievements in training. Her first real assignment could hardly be of more importance: infiltrate the dataDyne skyscraper, locate Dr. Carroll, and bring him back to the Institute undetected and unharmed. With events at dataDyne shrouded in mystery, yet moving so fast, whatever knowledge Dr. Carroll possesses could ultimately decided the fate of the human race."

-GAME STORY:-

To make this section a little more interesting, I've added the story of the game here as well. This will describe some of the major events that go through the entire story. If you've finished the game, this may be fun to read. If you haven't, I suggest not reading this (unless you don't mind finding out about what's going to happen).

\*Warning! Possible Spoiler!\*

Speeding across the skies of the city, the Jumpship prepared to stop above the headquarters of the infamous dataDyne Corporation, Lucerne Tower. The Carrington Institute, world renowned for its efforts to maintain peace (while at the same time producing a hoard of deadly weapons for its operatives), has

sent their top agent for her first mission: infiltrate the Tower and rescue a Dr. Carroll. Dr. Carroll had managed to contact the Institute earlier, pleading for them to send someone to rescue him. Dr. Carroll had all the information on dataDyne's plans, so Daniel Carrington, founder of the Institute so modestly named after himself, didn't think twice about rescuing him. This mission would also test the new agent and she if she was all she's cracked up to be.

Joanna Dark, code named Perfect Dark, jumped down to the roof of the Lucerne Tower. Carrington wondered if would see her again. Several hours later he got word from her that she had retrieved Dr. Carroll and was making her escape. That was when he also got news from his Jumpship that a Hovercopter was nearby and it would not be able to pick Joanna and Dr. Carroll up until it was gone. Carrington was in a desperate situation. Only Joanna had the means to take out the Hovercopter, but a fully armed Hovercopter against a human? Despite the odds, Joanna took it out, and raced to the roof where the Hovercopter was waiting.

Cassandra de Vries, CEO of the dataDyne Corp., tried to stop Agent Dark from taking her best employee and threaten the future of her company. Joanna was too fast, however, and was able to escape. But Cassandra knew how to get Dr. Carroll back. When Perfect Dark arrived back at the Institute, news of Carrington himself being captured reached her and she immediately set out to save him.

Speeding through Carrington's private villa, Joanna reached his location, but was unfortunately too late. Carrington had revealed Dr. Carroll's location, but also managed to pick up from his enemies that a meeting at the G5 Building in Chicago was scheduled.

Agent Dark arrived in Chicago and snuck into the G5 building. Sneaking stealthily through the building, she took a holograph of the meeting, where she learned that the President's life was at stake. She left only after stealing the back-up files needing to undo Dr. Carroll's reprogramming.

Carrington had yet another mission for her as soon as she departed from the building. Despite her information on the President, a more pressing matter came from Area 51. An alien from the Maian race, whose people contacted Carrington frequently, had crash landed and was about to be dissected. Carrington knew this guy was important, and risked sending Joanna through the tightest of security to retrieve him. Helped by the secret agent inside the complex, known as Jonathan, Agent Dark broke into the labs and prevented the Maian from being harmed. An escape seemed impossible, but Joanna managed to get out in the now-awake Maian's ship. The Maian's name? Why, it's quite a common name for an alien: Elvis.

Now it was time for Joanna to aid the President. Trent Easton, head of the National Security Agency (and also working for Cassandra and the mysterious Mr. Blonde, who seemed to be the most interested in the plans of dataDyne), requested the use of the Deep Sea sub, the Palagic II, from the U.S. government. The President refused, so Trent decided to create a President that wouldn't... a clone of sorts. But there never could be two President's, so one would have to go.

Agent Dark disguised herself and managed to sneak on to Air Force One as it departed from its latest stop in Alaska. Managing to get to the President before Trent could replace him, she evacuated him to safety. However, as he left a ship appeared alongside Air Force One... a Skedar ship. The Skedar, another alien race, was much more fearless and ruthless than the Maians. And they had plans here as well. The Skedar Shuttle connected to Air Force one and began spewing out fearsome enemies. The only way to stop it was to disconnect it. Elvis appeared at the last second, but was too foolish and caused all three

of their crafts to crash in the cold lands of Alaska.

Emerging from the wreck, this was Joanna's chance to stop the replacement of the President once and for all. She found the clone and took it out, and made sure that the President was OK. Mr. Blonde, on the other hand, was not very pleased. Especially at Trent. This was the last time Trent would fail him, as he changed back into his true Skedar form to kill him.

When Joanna, Elvis, and the President were rescued, Carrington informed them of the theft of the Palagic II by the dataDyne Corp. Joanna decided to take the sub back and see what was on the ocean floor that was needed so badly by Mr. Blonde, the Skedar, and the dataDyne Corp. When she arrived, she found a powerful Cetan weapon that could destroy earth in mere seconds. Elvis, who had tagged along, was able to disable the machine. As they left, Agent Dark and Elvis ran into Dr. Carroll. They reprogrammed him back to his normal self, but there was little time for greetings. Dr. Carroll immediately told Agent Dark and Elvis to leave fast, as he was about to destroy the entire complex beneath the waves. Dark and Elvis made it out of there on the sub, the explosion nearly consuming them.

Back on land, everything seemed fine. Carrington, the Maian ambassador, and the President had agreed to talk to each other for the first time. But as they were about to leave, the Carrington Institute was assaulted by a group of Skedar warriors and dataDyne Troops. Joanna managed to get everyone out of the Institute safely, but didn't manage to help herself. She awoke on a Skedar attack ship, cellmates with Cassandra de Vries. Cassandra decided that she would rather get even with the Skedar, and helped Joanna make an escape, sacrificing her life in the process. Joanna hacked into the ship's defenses and managed to get some Maian support. She and Elvis then took control of the ship.

Their next stop was the Skedar homeworld, where they hoped to get rid of the Skedar once and for all. Joanna scoured the ruins for their leader, but when she found him, he was more heavily armed and shielding than she thought. Devising a plan, she managed to shoot a spike from one of the Skedar holy symbols to fall on the leader and impale him. The Skedar were defeated, and Agent Dark had succeeded.

But wait, were all the Skedar defeated? Whatever happened to Mr. Blonde?...

---

```
 / \ --- |  _ \ ===== /  _ \ --- / \
 /  // \ |  _ /  -PART II: GUIDES AND LISTS-  /  / /  / \ \ \
 /  // _ / - | | ===== /  _ / -- \ _ \ \ \
 | /
```

- - - - - CONTROLS & PLAY - - - - -

If you've played Goldeneye before, Perfect Dark's controls will be very familiar. Nonetheless, Rare has added a few new features to help you out. Note that these controls are for the standard control setting, 1.1. To switch your control style, go to the options menu and select "Control". You can choose from four control styles using one controller and four control styles using two controllers, just like in Goldeneye. I recommend 1.1 for anyone, even if you've already gotten used to another style.



~STANDARD CONTROLS~

Control Stick Up: Move Forward  
Control Stick Down: Move Backward  
Control Stick Left/Right: Turn

A Button: Switch Weapon (Cycle Forward)  
B Button: Action Button (Open Doors, Reload Gun, Grab onto Object, etc.)  
Top C Button: Look Down  
Bottom C Button: Look Up  
Right C Button: Strafe Right  
Left C Button: Strafe Left  
R Button: Manual Aim  
Z Button: Fire Weapon  
Start Button: Pause Game (and open Briefings, Objectives, Inventory, etc.)

Control Pad Up: Look Down  
Control Pad Down: Look Up  
Control Pad Right: Strafe Right  
Control Pad Left: Strafe Left  
L Button: Aim

Hold R and Press Bottom C: Duck  
Hold R and Press Bottom C Twice: Crouch  
Press A and Tap Z: Cycle Backwards Through Weapons  
Press B and Tap Z: Use Weapon's Secondary Function

~NEW FEATURES~

Hold A Button: Access Quick Menu

The Quick Menu is an excellent feature. It allows you to access any of your weapons or gadgets right in the middle of the game and without pausing. Hold Down A to activate it, then move the Control Stick so you highlight the weapon/item you want, then release A. You'll immediately switch to the weapon and won't have to cycle through.

Hold B Button: Switch to Secondary Function

Each weapon has a secondary function in addition to its primary function. Only one can be used at a time (unless the secondary function is an "upgrade" to the primary function), so switch back and forth between the by holding down the B button. When the red box at the bottom switches to yellow and a description of the secondary function comes up, its been activated.

---

~ALTERNATE CONTROLS~

-Style 1.2

Control Stick Up/Down: Look Up/Down  
Control Stick Left/Right: Turn  
A Button: Switch Weapon (Cycle Forward)  
B Button: Action Button (Open Doors, Reload Gun, Grab, etc.)  
Top C Button: Move Forward  
Bottom C Button: Move Backward  
Right C Button: Strafe  
Left C Button: Strafe  
R Button: Aim  
Z Button: Fire

-Style 1.3

Control Stick Up/Down: Move Forward/Backward  
Control Stick Left/Right: Turn  
A Button: Fire  
B Button: Action Button (Open Doors, Reload Gun, Grab, etc.)  
Top C Button: Look Down  
Bottom C Button: Look Up  
Right C Button: Strafe  
Left C Button: Strafe  
R Button: Switch Weapon  
Z Button: Aim

-Style 1.4

Control Stick Up/Down: Look Up/Down  
Control Stick Left/Right: Turn  
A Button: Fire  
B Button: Action Button (Open Doors, Reload Gun, Grab, etc.)  
Top C Button: Move Forward  
Bottom C Button: Move Backward  
Right C Button: Strafe  
Left C Button: Strafe  
R Button: Switch Weapon  
Z Button: Aim

---

-OPTIONS-

Reverse Pitch: When you normally play (when this is on), when you press Up/Forward you look/aim down. Switch this off and pressing Up/Forward makes you look/aim up. Either way is fine, it's more of personal taste for this one.

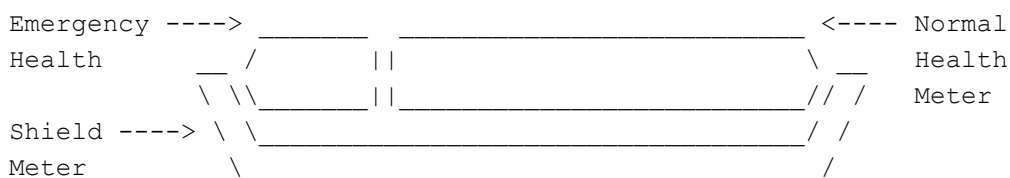
Look Ahead: When you look up or down and start walking, with this on it'll center your view back to the normal. With it off, you'll continue to look in the same direction. This is good in some situations and bad in others. I like to leave it on, because it can get my view back to normal quickly.

Head Roll: It's helpful to turn this off. When you aim, your head would move slightly when this is on, messing up your aim. Turning it off will make everything stay still. Unless you like realism (like me), it's best to turn it off.

Auto-Aim: The Auto-Aim option is always on and quite helpful. When you aim near an enemy, the aiming will shift over to the enemy automatically. It's good to leave this on, but don't become too dependent on Auto-Aiming, because it takes longer than manual aiming.

---

FIGURE 1: Reading the Health Meter



\*When the normal Health meter is depleted, the red Emergency Health Meter is displayed.

---

- - - - - CHARACTERS - - - - -

To follow the story, one must know about each character. Without knowledge of them beforehand, you'll most likely be confused when they appear. Knowing them, it will be easy to follow the plot, concentrating on the advancing story rather than who the characters are. Consult this guide to learn about them.

Note- There may be some mild spoilers in this character guide. I won't reveal any major part of the plot, but some of the profiles may. If you don't want to learn about some of the plot, skip the entries for any characters you have not met, and even then perhaps skip Mr. Blonde's.

-JOANNA DARK-

Race: Human (Female)

Age: 23 years, 2 months

Training Status: Complete

Training Grade: A++

Active Status: Assigned

Relation: Carrington Institute Operative

Preferred Weapon: Falcon 2

Profile: Highly trained but inexperienced. Superb reactions. Proficient with a variety of weapons. Very competent all-around agent. Highest recorded training scores resulted in the creation of a new class of training grade. The embodiment of the Carrington Institute's ideal agent, hence the call sign "Perfect Dark".

Joanna is the top agent at the Carrington Institute, and is the character who you will play as throughout most of the game. She is very skilled in stealth, weaponry, and technology, making her the best agent the Carrington Institute has ever had. Because of her skill, she is often sent on dangerous missions to advance the knowledge of the Institute.

-DANIEL CARRINGTON-

Race: Human (Male)

Age: 62 years, 8 months

Training Status: N/A

Training Grade: N/A

Active Status: N/A

Relation: Carrington Institute Owner/Founder

Profile: Intelligent patriarchal scientist/entrepreneur and founder of the Carrington Institute, which introduces new technologies to the public. Plans all missions carried out by his agents and runs each operation from a link in his office. Strange taste in clothes.

He founded the Carrington Institute, and will be a close friend during your missions. He will get you started on your training and will brief you before every mission, giving you your objectives and anything he knows about the area and the situation.

-MR. BLONDE-

Race: Skedar (disguised as Human Male)

Age: Unknown

Relation: Key Skedar Warrior

Preferred Weapon: His own claws

Profile: This is a Skedar warrior lurking within a holographic projection of a striking blonde young human male in his late 20's. The oral modulation unit gives the Skedar a precise, persuasive, and intelligent voice. It is a propaganda and manipulation tool for the Skedar, and an unusually subtle one.

Mr. Blonde, holographed as a tall, blonde human, is actually a fierce Skedar warrior in disguise. He wants to gain access to the sub Palagic II even more than Cassandra and Trent, as his race could use what he expects to find on the ocean floor to his advantage.

-TRENT EASTON-

Race: Human (Male)

Age: 32 years, ? months

Relation: Head of NSA

Preferred Weapon: Gold Plated DY357 Magnum

Profile: Head of the National Security Agency. Has a friendship of sorts with Cassandra de Vries, although it operates more like a partnership of interest. He will tend to do what Cassandra says, possibly because although he has a dominant personality, it is not as dominant as hers. Figurehead for some of the rogue elements in the NSA.

Trent works for the government of the United States, but also has strong relations with the dataDyne Corporation. He has close relations to the President as well, and often debates with him over issues. The latest one is about dataDyne's use of the Palagic II submarine, which he explains "will show that America supports its businesses." However, the President is reluctant to give this powerful vessel to him, which may cause Trent to take action...

-CASSANDRA DE VRIES-

Race: Human (Female)

Age: 39 years, ? months

Relation: dataDyne CEO

Analyst Note: The head of dataDyne Corp. Addicted to power, dislikes being anybody's underling. Hates it when she loses the initiative. Is prepared to do extremely unscrupulous things in order to get ahead of her competition, primarily Daniel Carrington, whom she despises.

Cassandra, the leader of the mysterious dataDyne corporation, is very intelligent. She is not skilled at combat, but usually has plenty of guards to back her up. She often makes negotiations with others to further her company's power. She spends most of her time in her office at the top of dataDyne's Lucerne Tower. Despite her evil nature, resist temptations to kill her.

-ELVIS-

Race: Maian (Male)

Age: 320 years

Relation: Maian Ambassador's Bodyguard

Preferred Weapon: Farsight XR-20

Profile: An alien from the Maian race. He is a 'Protector' (bodyguard) for the Maian ambassador who travels to earth at Daniel Carrington's request. Protectors are trained to excel in the use of an assortment

of weaponry. Elvis is a terraphile, finding Earth and everything about it fascinating.

Protector 1, or Elvis as he has people of earth call him, is a Maian alien. He crash landed into earth, and was knocked unconscious. He has recently been transported to Area 51, where an autopsy is to be taken place. Elvis is of vital importance to you missions, so you must not let this operation go through. He pilots a saucer-like craft, and uses the powerful Farsight XR-20 as his main weapon. He also wears tennis shoes and sometimes an American-flag vest. Which is very strange, especially for a respected alien. His real name is Aelphaeis Mangarae.

-DR. CAROLL-

Race: The Carroll Sapient (AI)

Age: 6 months

Relation: Key Figure in dataDyne Corp.

Profile: An artificial intelligence created by the dataDyne Corp. with an emphasis on language skills and code breaking. Fortunately, he has morals, and due to his intelligence, has guessed some of dataDyne's future plans. The voice is highly precise and educated and simulates the character of an academic.

Dr. Carroll calls for your help at the beginning of your quest. He doesn't approve of what dataDyne is doing, and wants to get out of there as soon as he can. If he doesn't, dataDyne will reprogram him so he has no moral objection. He wishes to defect to the Carrington Institute, and the information he possesses is critical. The information he holds regards dataDyne's future plans, which would be very helpful to know.

-U.S. PRESIDENT-

Race: Human (Male)

Age: 50 years

Relation: President of the United States

Profile: A highly educated, shrewd African-American who is trying to do what is right but is surrounded by people like Trent Easton. He believes he has Trent under control after refusing the request for the loan of the Palagic II to the dataDyne Corp. Perceived as being easily led by the majority of political commentators, which is perhaps unfair.

This guy is obviously a big part of America, which is the main reason that someone is plotting to get rid of him. His safety may be in danger, and the one who's threatening it is the one he least suspects. He's currently trying to get Trent Easton off his back for his idea of letting the dataDyne Corp. use the deep sea submarine, Palagic II. Although his profile states that he is an African-American, he doesn't appear to be so in the game.

-JONATHAN-

Race: Human (Male)

Age: 28 years, 5 months

Training Status: Complete

Training Grade: A+

Active Status: Undercover

Relation: Carrington Institute Undercover Agent

Preferred Weapon: DY357 Magnum

Profile: The Institute's most experienced undercover agent. Highly accurate with chosen weapon (Magnum Revolver). Perfectly suited to



```
Body--> | __ |
        | || |
        | || |
        |A||3| <--Limb
        |__|_|
```

#### DATADYNE INFANTRY

Weapon: CMP 150, K7 Avenger

Armor: Poor

Intelligence: Low

Found: Levels 1, 3, 4, 14, 15

This is the basic foot soldier. They come equipped with CMP 150's, which are good weapons to pick up once you immobilize them. They won't take too many hits to kill, and they respond rather slowly to your presence. Any weapon will work well against them.

#### DATADYNE SHOCK TROOPER

Weapon: CMP 150, Shotgun, Dragon, K7 Avenger

Armor: Average

Intelligence: Average

Found: Levels 1, 3

The Shock Troopers are recognizable by the masks they wear, which give them night vision. They can use several different weapons as result of their better training. They will usually be found with CMP 150s. They are one step above the normal CI Soldiers in armor and intelligence.

#### DATADYNE FEMALE GUARD

Weapon: CMP 150, Shotgun

Armor: Poor

Intelligence: Low

Found: Level 3, 18 (Special Assignment)

These guards are quite similar to the CI Soldier, and when they appear with CMP 150s there is very little difference. They have a slight increase in intelligence, but not enough to make a big difference. Sometimes they will come with shotguns in hand, which makes them much more deadly. They can easily be recognized by the white pants they wear over their uniform.

#### DATADYNE TROOPER

Weapon: CMP 150

Armor: Poor

Intelligence: Low

Found: Level 2

These are the lab area counterparts of the normal dataDyne Infantry. The only real difference is their green clothing instead of the dataDyne Infantry's blue.

#### DATADYNE SNIPER

Weapon: Sniper Rifle

Armor: Very Poor

Intelligence: High

Found: Level 4

The Sniper will stand above ground usually and are sometimes hidden. The Sniper

Rifles they possess give them great accuracy and they'll notice you quickly. It's best to find these guys first and take them out before they get a chance to snipe you. Try to stay as far away as possibly, which means using a scope yourself is very helpful.

#### G5 GUARD

Weapon: CMP 150

Armor: Poor

Intelligence: Average

Found: Levels 5, 6

Special: Cloaking (Sometimes)

G5 Guards suspiciously hang around the G5 Building in Chicago. Like most other bad guys, they carry CMP 150's. Sometimes, however, G5 Guards may be equipped with Cloaking Devices, multiplying their deadliness by 100 times. Take special care to attack a G5 guard while he fires, as this is the only time he is visible.

#### G5 SWAT GUARD

Weapon: DY357 Magnum

Armor: Poor

Intelligence: Average

Found: Level 6

These G5 Guards, while never found cloaked, are still quite intelligent. They tend to sneak up on you from behind and fire their powerful Magnums at you. The blast of a Magnum will hurt a lot, so always be on your guard while in the later part of Level 6.

#### FBI AGENT

Weapon: None

Armor: Poor

Intelligence: Low

Found: Level 5

FBI Agents can be found outside the streets of the G5 Building with G5 Guards and CIA Agents, but unlike their friends of the Central Intelligence Agency, these guys are ready to sound the alarm if they see you. They don't carry any weapons, but they carry communications devices to contact any guards in the area to come running. Take them out before they can call anyone (it's not too late if they begin talking).

#### AREA 51 TROOPER

Weapon: Magsec 4, Grenade

Armor: Poor

Intelligence: Average

Found: Level 7

The Area 51 Troopers guard the outer areas of Area 51. They wear tan uniforms and carry Magsec 4's. Their aiming is rather good for Magsec users, but they also use planning to attack, such as waiting for backup before attacking simultaneously. Don't let any one live for too long, or they may throw a deadly grenade at you.

#### PILOT



Weapon: Dragon, Grenade

Armor: Poor

Intelligence: Poor

Found: Levels 7, 8

Pilots wear blue uniforms and hang around the hangars of Area 51. Although they're just pilots, they carry the big, powerful Dragon guns. Many also carry grenades, and won't hesitate to use them.

#### AREA 51 GUARD

Weapon: Super Dragon, Double Magsecs

Armor: Average

Intelligence: Poor

Found: Levels 8, 9

Area 51 Guards carry the huge Super Dragons, which are ideal for stopping any intruders. They also have a little better armor than their Trooper friends. They are most deadly in large numbers, and therefore usually are.

#### BIOTECHNICIAN

Weapon: Tranquilizer

Armor: Poor

Intelligence: Poor

Found: Levels 8, 9

For being Biotechnicians, you think these guys would be smarter. If confronted, they use their tranquilizers, but aren't very accurate and will only fire a shot or two before stopping. These guys are sometimes worse than other enemies, because the sedatives in the tranquilizers will make you dizzy and will blur the environment. Stay on the move when you see one.

#### ALASKAN GUARD

Weapon: Dragon, Sniper Rifle

Armor: Good

Intelligence: Poor

Found: Level 10, 12

Alaskan Guards walk around in big, white coats and carry powerful Dragons. They aren't incredibly smart, as they're fooled easily, react slowly, and don't really have great hearing. They will come to aid others, however.

#### NSA BODYGUARD

Weapon: K7 Avenger

Armor: Average

Intelligence: Average

Found: Levels 10, 11, 12

These guys work for Trent Easton of the National Security Agency, and are quite loyal to him and his policies. They carry the big guns of the dataDyne Corp., K7 Avengers. They can be very silent at times, and will sneak up on you if you aren't paying attention.

#### NSA LACKEY

Weapon: K7 Avenger, DY357 Magnum

Armor: Poor

Intelligence: Average  
Found: Level 10

The Lackeys of the National Security Agency are about the same as the NSA Bodyguards, but they sometimes carry different weapons. They usually just stand in a place, making sure everything is OK.

#### PRESIDENTIAL SECURITY

Weapon: Cyclone  
Armor: Poor  
Intelligence: Average  
Found: Level 11

These guys protect the President and are found all over Air Force One. On the Agent difficulty they won't see through your disguise, but they will on Special Agent and Perfect Agent. They wear grayish uniforms.

#### PELAGIC II GUARD

Weapon: CMP 150  
Armor: Average  
Intelligence: Average  
Found: Levels 13, 14

The guards of the Pelagic II are sailors and wear red overalls. They will always carry around CMP 150s and nothing more, and they aren't much of a threat. However, they often hide behind crates and are found in large numbers (conveniently near alarms, too).

#### DISGUISED SKEDAR

Weapon: K7 Avenger  
Armor: Average  
Intelligence: Average  
Found: Levels 11, 12, 14, 15

Disguised Skedar look exactly like Mr. Blonde. All Skedar seem to take on this form when they disguise themselves as humans, so don't be surprised if you find a lot of them.

#### SKEDAR WARRIOR

Weapon: Claws, Mauler, Reaper, Slayer  
Armor: Excellent  
Intelligence: Average  
Found: Levels 15, 16, 17

Skedar warriors are fierce opponents, quick and heavily armored. They usually appear in battles with Maulers, but on their homeworld they have been known to fight with Reapers, Slayers, and their own deadly claws. The ones that fight with claws are often cloaked, surprising their foes when they get close. It will take several shots of nearly any weapon to take them down.

#### TRUE SKEDAR

Weapon: Bite  
Armor: Average  
Intelligence: Average  
Found: Level 14, 17

The True Skedar are how the Skedar really look without any armor on. They are

usually only found deep within the Skedar Ruins. They will charge at you, which is both stupid and smart. If you notice them, you can dispatch them before they reach you. If you don't (which wouldn't be a surprise because of their small size), they'll sink their teeth into your leg, causing a lot of damage. Always be on the lookout for them in the Skedar Ruins and listen for their cries.

---

- - - - - WEAPONS - - - - -

Whoa... the number of weapons in Perfect Dark is enormous, and it's great finding out how they perform and how powerful they are. Each weapon is used differently and had a different effect. Most weapons are guns that are designed to kill, but there are others, like the tranquilizer, that have different uses. Every weapon also comes equipped with a secondary function, allowing for additional ways the destroy things or to provide helpful variations to the normal weapon.

If you ever want to pick up double of a weapon (many you can't), you must kill a guard holding double of the desired weapon. You will then pick up a second weapon if you collect it.

      
\_/-TERMS KEY-\\_

Origin: The company or species the weapon originated from.	
Primary and Secondary Functions are self-explanatory.	
Magazine: The number of bullets (or whatever else) you can fire   before reloading.	
Power: Rating of damage dealt by these categories:	
*Very Weak, Weak, Fair, Average, Powerful, Very Powerful*	
*Explosives get their own separate category*	
Reload Time: This is how long it takes to reload, based on these   categories:	
*Very Slow, Slow, Average, Quick, Swift, Fast, Very Fast*	
Rate of Fire: How fast it can fire, based on these categories:	
*Very Slow, Slow, Average, Quick, Swift, Fast, Very Fast*	
Accuracy: How likely the object will shoot where you aim, based on   these categories:	
*Very Inaccurate, Inaccurate, Accurate, Very Accurate*	

-FALCON 2-

Origin: Carrington Institute  
Primary Function: Normal Fire  
Secondary Function: Pistol Whip  
Magazine: 8-round clip  
Power: Fair  
Rate of Fire: Swift  
Reload Time: Swift  
Accuracy: Very Accurate  
Zoom: None

The Falcon 2 is Joanna's standard weapon, and for most of the missions she'll have it. This is usually the weapon you begin with. It can fire rather quickly, but be sure to tap Z repeatedly rather than holding it down for maximum ROF. It's power is less than great, so you'll need several bullets to take down even the weakest guards. Its 8-round clip isn't spectacular, either. If you have the chance to get a better weapon, get it. Joanna can also find a second one for double Falcon 2's.

-FALCON 2 (with Silencer)-

Origin: Carrington Institute  
Primary Function: Silenced Fire  
Secondary Function: Pistol Whip  
Magazine: 8-round clip  
Power: Weak  
Rate of Fire: Quick  
Reload Time: Swift  
Accuracy: Very Accurate  
Zoom: None

The silenced Falcon 2 is the close in attributes to the normal Falcon 2, but trades a decrease in sound for a decrease in ROF and power. It's still essentially the same gun, so it takes the same time to reload. This is good for places you need to be quiet, but a normal Falcon 2 is preferred.

-FALCON 2 (with Scope)-

Origin: Carrington Institute  
Primary Function: Normal Fire  
Secondary Function: Pistol Whip  
Magazine: 8-round clip  
Power: Fair  
Rate of Fire: Swift  
Reload Time: Swift  
Accuracy: Very Accurate  
Zoom: 200%

This is the normal Falcon 2, with the same statistics. The only difference is the handy upgrade of the scope. Because it loses nothing, a scope Falcon 2 with a scope is much better than a standard one. The scope allows you to zoom in a fair distance.

-MAGSEC 4-

Origin: U.S. Government  
Primary Function: Normal Fire  
Secondary Function: 3-round burst  
Magazine: 9 rounds  
Power: Fair  
Rate of Fire: Fast  
Reload Time: Fast  
Accuracy: Very Inaccurate  
Zoom: 240%

The Magsec 5 is an unpowerful, rather fast-firing weapon. It's standard issue at Area 51. Higher level guards carry double of these, and killing one that holds two will allow you to do the same. Double Magsec's are an excellent choice as the double weapons make up for the less than perfect power. If you set it to its secondary function of a three round burst, you'll increase its power but consume ammo much more quickly.

-MAULER-

Origin: Skedar  
Primary Function: Normal Fire  
Secondary Function: Charge-Up Shot  
Magazine: 20 rounds  
Power: Normal- Fair      Charged- Very Powerful

Rate of Fire: Normal- Fast      Charged- Very Slow  
Reload Time: Average  
Accuracy: Accurate  
Zoom: None

These are standard weapons carried by Skedar Warriors. Their energy ball "bullet" is fast but weak. To overcome this, you can charge it up for a super powerful blast. However, it takes time to power up. The energy packs take a little bit of time to reload, but it isn't bad for a Skedar weapon. Beware of Skedar with the weapon.

-PHOENIX-

Origin: Maian  
Primary Function: Single Shot  
Secondary Function: Explosive Shells  
Magazine: 8 rounds  
Power: Very Powerful (Explosive with Shells)  
Rate of Fire: Swift      Explosive Shells: Quick  
Reload Time: Quick  
Accuracy: Very Accurate  
Zoom: None

The Phoenix, in my humble opinion, is the best weapon in the game. While it's small and doesn't look too tough, it's incredibly powerful. Designed by the smartest of the Maian engineers, this gun sends an incredible energy beam toward the helpless victim. It can fire fairly quickly, and has one of the coolest looking reloading animations: it absorbs the ammo like water. It also has an incredible secondary function, which causes the energy beams to explode on contact (only a small explosion, though). Even better, you can grab two of these to double your fun.

-DY357 MAGNUM-

Origin: dataDyne Corporation  
Primary Function: Normal Fire  
Secondary Function: Pistol Whip  
Magazine: 6 rounds  
Power: Very Powerful  
Rate of Fire: Slow  
Reload Time: Slow  
Accuracy: Accurate  
Zoom: None

The Magnum, a dataDyne creation, is a powerful weapon capable of blasting enemies away with one quick shot. It's very slow to fire and to reload, but its sheer power makes up for that. If you run out of ammo, it has a Pistol Whip function similar to the Falcon 2's.

-DY357-LX-

Origin: dataDyne Corporation  
Primary Function: Normal Fire  
Secondary Function: Pistol Whip  
Magazine: 6 rounds  
Power: Very Powerful  
Rate of Fire: Slow  
Reload Time: Slow  
Accuracy: Accurate  
Zoom: None

This is a modified version of the DY357 Magnum, used exclusively by Trent Easton. If you thought the Magnum was powerful, the LX version is even more powerful. It's ROF is about the same, perhaps a little slower. A good weapon, but it's slow ROF and reload time often make it awkward.

-CMP 150-

Origin: dataDyne Corporation  
Primary Function: Rapid Fire  
Secondary Function: Partly Guided Bullets (with Lock On)  
Magazine: 32 rounds  
Power: Average  
Rate of Fire: Very Fast  
Reload Time: Fast  
Accuracy: Inaccurate  
Zoom: None

This weapon is an ideal choice in many situations. It has a nice-sized magazine that spews bullets incredibly fast. It's not as much the power of the bullets as much as the sheer numbers that make it powerful (which means you'll need to shoot a lot of bullets to take down enemies). This weapon also reloads fast, too. If that weren't enough, it's also silenced. And there's even more power if you manage to pick up double of these. It seems like the perfect weapon, and it almost is.

-CYCLONE-

Origin: Unknown  
Primary Function: Rapid Fire  
Secondary Function: Magazine Discharge  
Magazine: 50 rounds  
Power: Powerful  
Rate of Fire: Very Fast  
Reload Time: Quick  
Accuracy: Inaccurate  
Zoom: None

The Cyclone, a futuristic weapon, shoots quickly and will take down enemies easily. Perhaps its most interesting feature is that it only needs to register bullets, so the clip will slide through quickly. It has a large magazine but consumes it very fast. Its secondary function isn't helpful in most situations. It allows you to continue firing the Cyclone without pulling the trigger, and will only cease fire once the magazine runs out. Double Cyclones can be found, which are the top choice in many situations.

-CALLISTO NTG-

Origin: Maian  
Primary Function: Rapid Fire  
Secondary Function: High Impact Shells  
Magazine: 32 rounds  
Power: Very Powerful (HI Shells even more powerful)  
Rate of Fire: Rapid Fire- Very Fast      HI Shells- Slow  
Reload Time: Quick  
Accuracy: Inaccurate  
Zoom: None

The Callisto is a very powerful weapon originating from the Maian peoples. It spurts lasers out at an incredible rate, destroying most anything in its path.

It reloads by using energy orbs, but unfortunately must do so a lot as the quick firing makes for a quick use of the magazine. If you need to conserve ammo, you can change to the high impact shells. While much more powerful than the normal lasers, they lose overall power because they fire much more slowly. Nonetheless, they are a good alternative. This is one of the most powerful weapons in the game, and an excellent choice for saving the world.

-RCP-120-

Origin: Carrington Institute  
Primary Function: Rapid Fire  
Secondary Function: Cloak  
Magazine: 120 rounds  
Power: Very Powerful  
Rate of Fire: Very Fast  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: None

A new weapon being created at the Carrington Institute. This is the best of the human-made weapons, and has the second largest magazine of any weapon. Its bullets are powerful and it shoots very fast, and has a rather short reloading time for a rapid fire weapon. Speaking of reloading, this weapon comes equipped with an auto reload function if you continue to hold Z after you've emptied the magazine. If this power and speed wasn't enough, it has a special function no other weapon has. Using a special chip, it can cloak the weapon and the owner. However, there are two downsides to this. One, you cannot fire while cloaked. Two, remaining cloaked eats up ammo as if you were firing. Another downside is the fact the RCP-120 has no scope. Still, this is an excellent gun which makes this one of the top choices for weapons.

-LAPTOP GUN-

Origin: Carrington Institute  
Primary Function: Burst Fire  
Secondary Function: Deploy as Sentry Gun  
Magazine: 50 rounds  
Power: Powerful  
Rate of Fire: Very Fast  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: 200%

This is a very cool and very interesting weapon. Designed to look exactly like a laptop computer, this is actually a gun manufactured by the Carrington Institute. This allows for keeping the gun safely away and unnoticed until needed. The gun itself can fire decently powerful bullets fairly quickly. It also has a zoom ability. If you need to ambush someone or guard an area, you can deploy it as a fast-firing sentry gun (so it stays in place and fires at anyone within range). This secondary function is especially good in the combat simulator.

-DRAGON-

Origin: dataDyne Corp.  
Primary Function: Rapid Fire  
Secondary Function: Proximity Self Destruct  
Magazine: 30 rounds  
Power: Powerful  
Rate of Fire: Very Fast

Reload Time: Average  
Accuracy: Inaccurate  
Zoom: 200%

The Dragon is a very powerful weapon concocted by the dataDyne Corporation. It is quite large, but reloads as fast as any other rapid fire weapon. The Dragon, or its newer counterpart the Super Dragon, are both great weapons equipped with a handy scope ability. If ammo in the Dragon is entirely depleted, it can be set as a proximity mine. This is especially useful in the multiplayer mode, where opponents will assume its another Dragon they can pick up.

-K7 AVENGER-

Origin: dataDyne Corp.  
Primary Function: Burst Fire  
Secondary Function: Threat Detector  
Magazine: 25 rounds  
Power: Powerful  
Rate of Fire: Very Fast  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: 300%

This is another weapon that fires rapidly and is powerful. IT also isn't much different, although it does have a small magazine and a slightly longer reloading time. Its main plus is its built-in threat detector, used to detect any possible enemies or other threats in the area. While this sounds good (and is good in the right situation), more often than not it isn't needed. The K7 Avenger is still a good weapon with a handy scope ability thrown in.

-AR34-

Origin: Carrington Institute  
Primary Function: Burst Fire  
Secondary Function: Use Scope  
Magazine: 30 rounds  
Power: Powerful  
Rate of Fire: Very Fast  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: 300%

The AR34 Assault Rifle was recently created by the Carrington Institute weapons experts for use by their top agents. Its quick ROF rivals the K7 Avenger of the dataDyne Corporation. This is a very powerful weapon that has a good zooming function. It's secondary function allows it to stay zoomed permanently (which isn't that useful).

-SUPER DRAGON-

Origin: dataDyne Corporation  
Primary Function: Rapid Fire  
Secondary Function: Grenade Launcher  
Magazine: 30 rounds  
Power: Powerful      GL- Explosive  
Rate of Fire: Very Fast      GL- Slow  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: 200%



The Super Dragon, which is very similar to the Dragon, is one of the greatest combinations of weapons. A rapid fire gun with a secondary functions of a grenade launcher... very nice. It doesn't hurt to have a lot of power, either. However, the magazine is a little smaller than most rapid fire guns and it also takes a little longer to reload.

#### -SHOTGUN-

Origin: dataDyne Corp.  
Primary Function: Shotgun Fire  
Secondary Function: Double Blast  
Magazine: 9 rounds  
Power: Average  
Rate of Fire: Slow  
Reload Time: Very Slow  
Accuracy: Inaccurate  
Zoom: None

This Shotgun is an advanced version with powerful shells created by the dataDyne Corporation. It's always fun to use a shotgun, but this version has too many cons to make it a great weapon. It has a bad ROF, and reloading takes forever (as you must put in each of the nine shells separately). However, it is very powerful at close range (not so much when far away), so don't underestimate it. The Double Blast function shoots two shells in a row quickly.

#### -REAPER-

Origin: Skedar  
Primary Function: Reapage  
Secondary Function: Grinder  
Magazine: 200 rounds  
Power: Powerful  
Rate of Fire: Varies  
Reload Time: Average  
Accuracy: Very Inaccurate  
Zoom: None

The Reaper was invented by the Skedar and was designed for their use. Therefore, a human may find trouble using it. It takes a human a while to get it up to its maximum ROF, which is very fast. At this ROF, it will consume a lot of ammo. That's no problem, however, because it has the largest magazine of any weapon. It's secondary function is useful if you're out of ammo, as you can use the front to grind up enemies. Use this weapon only if you run out of ammo for your other weapons.

#### -SNIPER RIFLE-

Origin: Carrington Institute  
Primary Function: Single Shot  
Secondary Function: Crouch  
Magazine: 8 rounds  
Power: Average  
Rate of Fire: Average  
Reload Time: Average  
Accuracy: Very Accurate  
Zoom: 400%

The Sniper Rifle is the ultimate weapon to use from a distance, because its scope will zoom in farther than any other gun's. If you can keep yourself hidden, you can kill enemies from a distance without them knowing what hit

them. It's also silenced to avoid detection. Its secondary function keeps you permanently crouched, which is a good strategy for the Sniper Rifle, but not that great of a secondary function. It's surprisingly powerful, but you can aim for head shots anyway. It also makes a decent gun for non-sniping use.

#### -FARSIGHT XR-20-

Origin: Maian  
Primary Function: Rail-gun Effect  
Secondary Function: Target Locator  
Magazine: 8 rounds  
Power: Very Powerful  
Rate of Fire: Very Slow  
Reload Time: Quick  
Accuracy: Accurate  
Zoom: Varies

Another Maian weapon, this is more powerful than the Callisto. It will kill most anything with one shot. However, it's not good for situations when there are several enemies, as its ROF is incredibly slow, needing time to recharge. It reloads the same way as the Callisto. One major plus, especially in multiplayer, is its X-ray sight that happens when you use the scope. You can see and shoot through walls. However, targets do not appear, so switch to the secondary function, target locator (which makes targets appear green), if you will be using this. Even better, the Farsight will slowly home in on the enemies in the secondary function. A good choice for certain situations.

#### -DEVASTATOR-

Origin: dataDyne Corp.  
Primary Function: Grenade Launcher  
Secondary Function: Wall Hugger  
Magazine: 8 rounds  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: Average  
Accuracy: Inaccurate  
Zoom: None

This is a standard Grenade Launcher, not much different from the Super Dragon's Grenade Launcher function. However, the major advantage the Devastator has is that it can allow grenades to stick to the wall in Wall Hugger mode.

#### -ROCKET LAUNCHER-

Origin: dataDyne  
Primary Function: Rocket Launcher  
Secondary Function: Targeted Rocket  
Magazine: 1 round  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: Slow  
Accuracy: Accurate  
Zoom: None

The new Rocket Launcher fires Rockets at blazing speeds toward any object to create a deadly explosion. The difference between rockets and grenades is that grenades travel in an arc and sometimes bounce, while rockets do not. For increased accuracy, lock on to an enemy and use the Targeted Rocket function to have the rocket home in on its target. The Slayer in the Skedar counterpart to

this weapon.

-SLAYER-

Origin: Skedar  
Primary Function: Rocket Launcher  
Secondary Function: Fly-by-wire Rocket  
Magazine: 1 round  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: Slow  
Accuracy: Inaccurate  
Zoom: None

The Slayer is the Skedar version of a Rocket Launcher, which fires with a loud screech. The main difference between the two is the secondary functions. With the Slayer, you can control the missile yourself with the Fly-by-wire Rocket. This travels more slowly, and isn't recommended in some situations.

-COMBAT KNIFE-

Origin: Unknown  
Primary Function: Knife Slash  
Secondary Function: Throw Poison Knife  
Magazine: N/A  
Power: Very Weak  
Rate of Fire: Quick  
Reload Time: N/A  
Accuracy: Accurate  
Zoom: None

This is better than punching, but not much. The knife slices into opponents, which logically hurts more than a punch. If you have a few knives, you can switch to the Secondary function and throw the knives from a distance. This is not an ideal choice, but better than nothing.

-CROSSBOW-

Origin: Carrington Institute  
Primary Function: Sedate  
Secondary Function: Instant Kill  
Magazine: 5 rounds  
Power: Average  
Rate of Fire: Fast  
Reload Time: Very Slow  
Accuracy: Very Accurate  
Zoom: None

The Crossbow is an excellent stealth weapon, silent and powerful. One well-aimed arrow is all you need to take down an enemy, and multiple enemies can be defeated quickly with its fast ROF. Its main problem is that it takes a very long time to reload. Set normally on its primary function, it will simply knock out the enemy for a long period of time (don't worry about them getting up). However, you can choose to kill with its secondary function.

-TRANQUILIZER-

Origin: Unknown  
Primary Function: Sedate

Secondary Function: Lethal Injection  
Magazine: 8 rounds  
Power: Weak  
Rate of Fire: Quick  
Reload Time: Average  
Accuracy: Accurate  
Zoom: None

The Tranquilizer can be used to kill, but is more useful in multiplayer where it blurs your opponents screen when they move. However, it is actually capable of killing if you give the victim an overdose. A few shots and you'll take out an enemy. Its secondary function is more interesting, as you can inject the victim with a dosage of instant-killing medicine. However, for this to work you must be standing right next to your opponent (it's like a shot sort of), and it will consume four times the normal ammo to get the needed dosage for death. This should be your last choice in the Solo Missions, but is a good way to start an attack on your friends.

-LASER-

Origin: Carrington Institute  
Primary Function: Pulse Fire  
Secondary Function: Short-Range Stream  
Magazine: Unlimited  
Power: Average  
Rate of Fire: Slow  
Reload Time: N/A  
Accuracy: Inaccurate  
Zoom: None

The Laser is an interesting item, especially useful for its unlimited supply of ammo. This is definitely handy because you will never have to reload or worry about conserving ammo. The Laser is somewhat powerful, but has a rather sluggish ROF. It also can turn on a short-ranged, concentrated stream of energy, which will hurt anything that comes in contact with it. A good choice if you have it, but there are better weapons to be found.

-GRENADE-

Origin: Unknown  
Primary Function: 4 Second Fuse  
Secondary Function: Proximity Pinball  
Magazine: N/A  
Power: Explosive  
Rate of Fire: Very Slow  
Reload Time: N/A  
Accuracy: Very Inaccurate  
Zoom: None

The Grenade is pretty standard, and you hopefully know what this is. These grenades have 4 second fuses, so if you want it to explode on contact, switch to its secondary function, proximity pinball. In this mode, the grenade will bounce around like a pinball, and will explode when someone is near it. This could come bouncing back at you, so it's recommended to use the primary function most times. Grenades take a while to throw and are inaccurate, so use other explosives when possible.

-TIMED MINE-

Origin: Unknown

Primary Function: Timed Explosive  
Secondary Function: Threat Detector  
Magazine: N/A  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: N/A  
Accuracy: Accurate  
Zoom: None

There are three different variations of mines, the first being the Timed Mine. The Timed Mine, shockingly, explodes after a short amount of time. Your best bet is to set it and get away before it explodes. Its secondary function is a handy threat detector, but you can't throw mines while in this mode.

-PROXIMITY MINE-

Origin: Unknown  
Primary Function: Proximity Explosive  
Secondary Function: Threat Detector  
Magazine: N/A  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: N/A  
Accuracy: Accurate  
Zoom: None

The Proximity mine is a the best of the mines. With the Times Mine, it explodes after you set it, which may not be when you want it. The Remote Mine must be self-activated. But the Proximity Mine Explodes whenever someone comes near it. My favorite of the mines, especially in multiplayer.

-REMOTE MINE-

Origin: Unknown  
Primary Function: Remote Explosive  
Secondary Function: Detonate  
Magazine: N/A  
Power: Explosive  
Rate of Fire: Slow  
Reload Time: N/A  
Accuracy: Accurate  
Zoom: None

The last of the three mines, the Remote Mine is useful for certain situations. If you know where your opponents are, you can wait for them to get to the spot where you planted the mines, then detonate them. This is usually more helpful in multiplayer, but only if you're far away from any opposition. If you're caught off guard, you'll be helpless without a weapon. Because of the handy secondary function, you won't have to scroll through your weapons anymore (like in Goldeneye) to find the detonator, then accidentally skip by it.

-UNARMED-

Origin: Joanna Dark's Hands  
Primary Function: Punch  
Secondary Function: Disarm  
Magazine: None  
Power: Very Weak  
Rate of Fire: Swift  
Reload Time: N/A

Accuracy: Accurate

Zoom: None

If all else fails, you can use your fists for unlimited punches. Punching is the least powerful of any weapon you can use, so should be avoided. Only use it if you run out of ammo. If you want to take out a single enemy, you can run in and punch them and eventually kill them before they can regain their senses. For larger groups of enemies, switch to the secondary function, disarm. If you're lucky, you might get a weapon. Run up to an enemy and stand directly in front of him/her. Use disarm to grab their weapon, and use it on the other guys. Disarm can also be used to steal items from people.

---

~CROCO's TOP TEN WEAPON CHOICES~

(No Cheat Weapons)

1. Farsight XR-20
2. RCP-120
3. Double Cyclone
4. Laptop Gun
5. Double Phoenix
6. AR34
7. K7 Avenger
8. Super Dragon
9. Double CMP 150
10. Callisto NTG

~READER's TOP FIVE WEAPON CHOICES~

(No Cheat Weapons)

1. Laptop Gun
2. RCP-120
3. Phoenix
4. AR34
5. Super Dragon

---

- - - - - GADGETS/ITEMS - - - - -

Weapons can't be everything in a secret agent type game; you also need gadgets and items. The special gadgets in Perfect Dark are, for the most part, futuristic. For example, instead of having a camera (like in Goldeneye), there's the CamSpy, which takes holographic "pictures". The gadgets are pretty cool and can help you do a lot of things you normally couldn't.

DATA UPLINK

Type: Gadget

Description: Provides a link from the field agent to the Institute hackers back at HQ, who can then download data or crack electronic locks remotely.

The Data Uplink, a small transmission device, is mainly used to crack codes or to reprogram certain electronic objects. This can all be done by simply standing near the desired object (usually a computer) and contacting HQ by pressing Z. After a period of time, which you'll be vulnerable to attack, HQ will finish the operation. Unfortunately, if you move the Uplink away from the object (if you turn, look around, or put it away), the contact between the Data Uplink and the object will be broken, wasting the time spent. Clear out the area of enemy before using this.

## ECM MINE

Type: Gadget

Description: Emits a constant shifting signal designed to jam any electronic communications device. Must be placed on the object to be effective.

The ECM Mine will jam any computer it comes in contact with. This is mostly useful for taking out communications and security control computers. The waves it sends out make the electronic device useless and it's not readily noticeable. It's easy to use: just equip it and aim toward the device.

## CAMSPY

Type: Gadget

Description: A tiny remote camera for stealthy exploration. Equipped for spectroscopic holography. Opens doors by projecting a human-sized pulse of heat.

The CamSpy is commonly used gadget that's very helpful. It comes in several variations, which will all be discussed later in this section. The CamSpy is used to take holographic images of things, of basically a cooler way to say "3-D Photos". You can use this to gain information or to go places that you normally couldn't. When you select the CamSpy, your view will shift into the CamSpy's. The CamSpy is much smaller than Joanna, so can often go unnoticed. It can also enter areas Joanna normally couldn't, because it cannot die. To control the CamSpy, press the appropriate C button to move in that direction (Top C makes the CamSpy hover upwards, as if it were flying, Bottom C Lowers you down, and the control stick moves the CamSpy like normal). Instead of firing a weapon, the CamSpy will take a holographic image when you press Z.

## NIGHT VISION

Type: Gadget

Description: Enhances any visible light to produce an image of the surrounding area. Also highlights life forms. Overloads in normal light conditions, 'whiting out' the display.

Night Vision is an interesting way to make the game a little more difficult. When things get dark, don't stumble around, but equip the night vision goggles. With these goggles on, you can see things in hues of green, and organisms are shown with a distinguishable bright green. Whenever things get to dark, check your inventory to see if you might have a pair of these goggles with you. Never wear them in normal light, as the intense amount of light makes the goggles become a very bright green, blocking out all sights. This is the sign to take them off.

## DOOR DECODER

Type: Gadget

Description: Stand-alone code-breaking device. Attaches to the control panel and sifts through the possible combinations until the lock is open.

The Door Decoder will break through locks, if you're fortunate enough to have one with you. Simply throw it on the lock, and it'll unlock the door.

## R-TRACKER

Type: Gadget

Description: Locates a particular object on a HUD radar map. Shows the relative

bearing and distance.

The R-Tracker pinpoints certain objects on a radar map similar to the ones in the multiplayer modes. This is very helpful for finding things, and vital if the certain things change each time you play the level. The radar can be read easily if you know how. You are the white dot, and anything straight in front of you (if you could walk in a straight line, you'd get to it) appears above you. Position one of the yellow dots, or the required object, at the top of the radar, then search in the direction you're facing. Use the R-Tracker whenever you can.

#### IR SCANNER

Type: Gadget

Description: Translates thermal data into visible images. Can be used in darkness and will also reveal anomalies such as hidden doors and weak wall sections.

The IR Scanner's main function is to find where walls are weak (where you can bomb them with explosives to continue). It does this by displaying the higher levels of heat in the open area behind the weak wall. They can also be used to see in the dark, but only sense heat. This will display enemies and heated surroundings in a red hue, but it's often much better to use Night Vision goggles. It's best feature is the ability to detect cloaked enemies, done so by sensing their heat. If there's cloaked enemies around, put this on.

#### X-RAY SCANNER

Type: Gadget

Description: Used to look through otherwise solid walls and objects, Can see things that Night Vision and IR Scanner cannot.

The X-Ray Scanner allows you to see through walls and objects, so you can spy on enemies without having to worry about danger. You can also see where a good place to bomb is by locating the passage on the opposite wall. The main problem with the X-Ray Scanner is that it's hard to see pretty much anything with them on. Leave them off unless you've cleared the area of guards and are searching for something.

#### DISGUISE

Type: Gadget/Item

Description: Allay suspicion by the use of a disguise. But, always be alert for the possibility of being unmasked by a quick-witted enemy.

The disguise is a very interesting and cool gadget/item (it's kinda both a gadget and an item). Most of the enemies will be fooled and will think you're on their side. Keep your weapons away to avoid suspicion. The description says that there might be someone who will see through your disguise, and there usually is. Be careful, and at the first sign of suspicion, pull a gun out and blast everyone in the room away.

#### CLOAKING DEVICE

Type: Gadget/Item

Description: Disrupts the visible spectrum of light around the wearer, creating an almost perfect chameleonlike effect. This field is disrupted when the wearer fires.

The cloaking device is very cool, unless an enemy is using it. It cloaks you,



or in other words renders you invisible. Enemies cannot see you while you are cloaking, unless you fire a weapon at them, which disrupts the sensitive cloaking field. When enemies use it, they'll appear when they fire, and a ripple in the cloaking field will occur right before and right after they appear.

#### DRUG SPY

Type: Gadget

Description: None

The DrugSpy is very similar to the CamSpy. It moves the same exact way, so it shouldn't be hard to learn how to use it. Instead of taking holographic images, though, it shoots sedatives that knock out whoever it hits. Guards will be confused by it's precense, but will eventually shoot it if you don't take them out fast. This is the best way to make the area safe, especially when you can't kill any guards.

#### BOMBSPY

Type: Gadget

Description: None

The BombSpy is another variation of the CamSpy, and, like it's name suggests, is a bomb. It's small form and speed help it get by enemies and into the desired area. When triggered, it'll explode.

#### HORIZON SCANNER

Type: Gadget

Description: None

These are basically binoculars, specially modified to see far away. There aren't many times you'll need to use them, but sometimes they can be useful for scouting out the terrain.

#### PSYCHOSIS GUN

Type: Gadget

Description: None

The Psychosis Gun isn't actually considered a gun, so I'll classify it as a gadget. The Psychosis Gun looks like a tranquilizer, but is much more powerful. Instead of sedating, it takes control of the enemies' minds. With them under your power, they'll fight with you and lead you to special areas. Nice indeed, but controlled enemies will be prime targets for other enemies.

#### COMBAT BOOST

Type: Item

Description: None

The Combat Boost will make everything change from normal to slow motion, giving you extra time to react. It blurs the surroundings some, but is useful for when you must do something quickly.

#### N-BOMB

Type: Item

Description: None

The N-Bomb is an experimental weapon, used to kill enemies. How it works is unknown (at least to me), but it sets off a blinding flash of red light that slowly damages whomever it comes in contact with. It will only kill those it comes in contact with and doesn't have a very large radius of attack. It's

quite dangerous, so I suggest using other weapons to take out enemies. However (thanks to Marcus) I have recently learned some new info about the weapon. First of all, it will disarm whomever it comes in contact with. Second, it skips attacking the shields and goes straight to the flesh, making it ideal for heavily shielded enemies, and is especially good in multiplayer.

---

- - - - - VEHICLES/ROBOTICS - - - - -

In the futuristic world Joanna lives in, there are many different vehicles, robots, and objects that she encounters. Take a look at this handy list to see what can be found in the future.

#### JUMPSHIP

Description: A small, fast, highly maneuverable agent-deployment craft designed for use in urban areas. Can be either computer controlled or remote pilots. It has enough room inside for three to four agents, plus equipment.

The Jumpship will often carry Joanna into battle, as it is fast and usually not noticed. It will drop you off at your location and leave, so don't expect much backup from it. It also picks Jo up when she's done with her mission.

#### HOVERCRATE

Description: An antigrav device designed to aid warehouse workers. It is attached to the side of a crate. When activated, the AG field lifts the crate and removes some of the inertia.

Hovercrates are easy to move around, so sometimes you'll use them to transport objects in. You can grab onto them by pressing B, and let go by pressing B again. If explosives are inside, the crate will not fully shield them, so be careful.

#### HOVERBIKE

Description: A low-altitude patrol bike. Uses a small AG unit to hover, then a small but powerful turbine with vectored thrust to move and provide directional control.

Hoverbikes are fun to ride and will move much quicker than Joanna on her own two feet. Press B twice to get on it. Press B twice again to get off. However, you can make it through your entire quest without riding one. Anyway, Hoverbikes won't be driven by enemies, so you don't have to worry about that. These are a good mode of transportation and may help you out sometime.

#### CLEANING HOVBOT

Description: Keeps the place clean and tidy. Tends to have access to all areas of a building-agents are advised to leave such robots intact where possible, as they can unwittingly provide a means of ingress to sensitive zones.

The Cleaning Hovbots are efficient ways to keep a place clean, so many buildings will have some. They are allowed into any part of the building, so try following them to get into new places or by obstacles. They have no real direct use except being cute. They also make fun targets.

#### HOVERCOPTER

Description: An urban patrol and suppression vehicle. Two-man crew, armed with a vulcan cannon on the nose pod, and two wingtip-mounted dumbfire missile pods. Can be taken out with sustained gunfire or, preferably, one well-aimed rocket.

Hovercopters are generally used by the dataDyne Corporation, to keep airborne intruders away from Lucerne tower and other places. Astonishingly, they have been know to fire into buildings to take out their foes. Take this copter down with a Rocket. Any other methods will most likely cause a great loss of life, as the Hovercopter shoots bullets at you extremely quickly. It's not very maneuverable, and usually travels slowly, so use this to your advantage.

#### G5 ROBOT

Description: A combat robot designed for urban warfare. Uses an antigrav unit to hover; heavily armed and shielded. Often used to keep out unwanted visitors, due to its 'shoot first and don't ask questions later' programming.

G5 robots are an annoying sight, as they have twin rapid fire cannons to dispense bullets quickly, and are often found shielded so heavily that any attack on them would be suicide. In most cases it's best just to avoid them altogether. When they discover an intruder, they ask them to "Stop where you are", but then blasts them with their guns regardless of what they do. Not a nice robot to meet up with.

#### ASI INTERCEPTOR

Description: A robotic variant of the HoverBike, with more powerful AG and turbine units; it can reach Mach 2 with ease and yet can cruise for hours at walking pace. Although quite well armed, it relies on maneuverability rather than shielding.

The Interceptor resembles a sleeker version of the HoverBike. These are actually robots, and are very powerful. They tend to fly above you and surprise you, shooting their weapons like a sentry gun. If you want to distinguish one from a HoverBike, aim your weapon at it. If the aiming box becomes red, it's an Interceptor. If not, it's a HoverBike. Interceptor can be destroyed as well.

#### MAIAN VESSAL

Description: Designed to carry a single Maian pilot. A passenger would find themselves cramped-a human passenger even moreso.

The Maian Vessel resembles your basic saucer-shaped UFO, and is what many Maian pilots fly. Elvis is one of them. These can move with incredible speed, but it is yet to be determined how (and why the spinning motion helps it).

#### SKEDAR SHUTTLE

Description: Capable of carrying ten fully armed and armored Skedar warriors to battle. Undetectable by conventional radar. It can broadcast powerful jamming waves over a considerable area-these disrupt communications as well as detection equipment.

Skedar shuttles are interesting in design, and are very quick. They usually house Skedar warriors and are used for attacking. They land similarly to the ship in "Futurama", deploying landing "legs" when they reach the ground.

- - - - - CHEATS - - - - -

What would this game be without cheats? Pretty much the same, but cheats sure are fun (and incredibly frustrating to get). There are two ways to get cheats in the normal levels. You get half the cheats one way and half the cheats the other. You can also unlock some cheats elsewhere.

Method 1: Complete each Level on Agent Difficulty

Method 2: Complete each Level on a certain difficulty in a certain time.

Method 3: Obtain certain Gold Medals in the Firing Range.

There are several different categories for cheats, which are unlocked after fulfilling the specified conditions. You can access cheats from the main options menu (get to the main options menu by pressing left/right on the Perfect Menu, better known as the menu that you go to when you open a file) or by going to the Profile/Cheats Room in the Carrington Institute (See Part 3 Section 1).

-FUN-

Cheat: DK Mode

Level: Chicago - Stealth

Method: Complete Level

Description: This cheat gives all the characters, including enemies and allies, big heads and big arms (like Donkey Kong). One of the classic cheats from Goldeneye.

Cheat: Small Jo

Level: G5 Building - Reconnaissance

Method: Complete Level

Description: Small Jo makes Joanna extra small... even smaller than Elvis or when you're crouching. Unfortunately, Small Jo moves about as fast as you would when you're crouching. The best part of this cheat is watching mini-Jo kick butt in the cutscenes while only a few inches tall.

Cheat: Small Characters

Level: Area 51 - Infiltration

Method: Complete Level

Description: Small characters are about the same size as Small Jo... which makes them hard targets to hit and very hard to spot. It is fun shooting the little guys... a tiny explosion from a Phoenix can kill several at a time.

Cheat: Team Heads Only

Level: Air Base - Espionage

Method: Complete Level

Description: Most players have no idea what this does, because it's not something you'd notice without knowledge of it. All this does is make the enemies' faces those of the Perfect Dark Team only, and not anybody else. If you want to see some of the people that made the game, try it out.

Cheat: Play As Elvis

Level: Area 51 - Rescue

Difficulty: Perfect Agent

Time: 7:59

Description: Just what it sounds like. Instead of Joanna, you'll take

control of that crazy alien. He's smaller than Jo, so you'll play a little differently as well.

Cheat: Slo-mo Single Player

Level: dataDyne Research - Investigation

Method: Complete Level

Description: Activate this Cheat and the game will move in Slow Motion.

Since you move in Slo-Mo too, it's more of an annoyance than a supposedly "fun" cheat.

-GAMEPLAY-

Cheat: Invincible

Level: Area 51 - Escape

Difficulty: Agent

Time: 3:50

Description: This is one of the best cheats. With it on, you can't get hurt by anything. Stand in front of an autogun. Run over a Proximity Mine. Laugh in the face of danger - or at those guards as they realize they can't harm you.

Cheat: Cloaking Device

Level: G5 Building - Reconnaissance

Difficulty: Agent

Time: 1:40

Alternate Method: Transfer Pak

Description: This is essentially an invisibility cheat, but using Perfect Dark terminology. With it activated, you are supplied with a Cloaking Device that you can turn on and off freely. The main problem with it is that it only lasts for 120 seconds. While this is a nice while, it would be better if it was infinite. It's still an excellent cheat, however, as it's very fun sneaking up on guards without them having a clue that you're around.

Cheat: Marquis of Queensbury Rules

Level: dataDyne Central - Defection

Difficulty: Special Agent

Time: 1:30

Description: When activated, this cheat makes the enemies fight with only their hands. They will still carry around weapons, but they will only attack with their fists. This is a fun way to play if you want to play the level but still have some fear of the enemies, because they can hurt you, but they probably won't if you take them out quick. It's also a possible substitute for Invincibility if you haven't gotten it yet.

Cheat: Jo Shield

Level: Deep Sea - Nullify Threat

Method: Complete Level

Description: Activating this cheat will basically just give Joanna a shield from the start of the level. This is handy if you want to play a level for fun but haven't gotten Invincibility.

Cheat: Super Shield

Level: Carrington Institute - Defense

Difficulty: Agent

Time: 1:45

Description: The Super Shield is a shield, more powerful than a regular shield. A good help if you want to practice a level but not having

Invincibility on.

Cheat: Enemy Shields

Level: Carrington Institute - Defense

Method: Complete Level

Description: When activated, you'll give the enemies semi-powerful shields. This will increase the difficulty... if Perfect Agent wasn't enough.

Cheat: Enemy Rockets

Level: Palagic II - Exploration

Method: Complete Level

Description: Like the Goldeneye cheat of the same name, activating this will give enemies Rocket Launchers. If somehow you think the game isn't hard enough, supply enemies with these babies to pump up the difficulty... or if you'd like to pick up the Rocket Launchers of the fallen foes.

Cheat: Perfect Darkness

Level: Crash Site - Confrontation

Method: Complete Level

Description: When you turn on Perfect Darkness, the entire level will be shrouded in a mysterious black mist... or in other words, it's dark. So you can actually see, you'll be provided with a pair of Night Vision Goggles.

-WEAPONS FOR JO IN SOLO-

Cheat: Rocket Launcher

Level: dataDyne Central - Extraction

Method: Complete Level

Description: This will give you access to a Rocket Launcher from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Sniper Rifle

Level: Carrington Villa - Hostage One

Method: Complete Level

Description: This will give you access to a Sniper Rifle from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Super Dragon

Level: Area 51 - Escape

Method: Complete Level

Description: This will give you access to a Super Dragon from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Laptop Gun

Level: Air Force One - Antiterrorism

Method: Complete Level

Description: This will give you access to a Laptop Gun from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Phoenix

Level: Attack Ship - Covert Assault

Method: Complete Level

Description: This will give you access to a Phoenix from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Psychosis Gun

Level: Chicago - Stealth  
Difficulty: Perfect Agent  
Time: 2:00

Description: This will give you access to a Psychosis Gun from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Trent's Magnum

Level: Crash Site - Confrontation  
Difficulty: Agent  
Time: 2:50

Description: This will give you access to a DY357-LX from the start of the level. It starts out with the maximum amount of ammo.

Cheat: Farsight XR-20

Level: Deep Sea - Nullify Threat  
Difficulty: Perfect Agent  
Time: 7:27

Description: This will give you access to a Farsight XR-20 from the start of the level. It will start out with the maximum amount of energy orbs.

#### -CLASSIC WEAPONS FOR JO IN SOLO-

Cheat: PP9i

Get Gold Medals With: Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope)  
Description: Bond's main weapon, the PP7, returns in Perfect Dark under the handle of PP9i. Like all the Classic weapons, it aims and reloads the same way.

Cheat: DMC

Get Gold Medals With: Proximity Mine, Timed Mine, Remote Mine  
Description: The cool, rapid-firing D5K Deu... um... however you spell it... well, it's quite powerful and is a good Cheat Weapon.

Cheat: KLO1313

Get Gold Medals With: Power Weapons  
Description: Although the Klobb is one of the not-so-good guns found in Goldeneye, it's a tad more powerful in Perfect Dark.

#### -WEAPONS-

Cheat: Classic Sight

Level: dataDyne Central - Defection  
Method: Complete Level

Description: This will be one of the first cheats you get. If you preferred the red crosshairs of Goldeneye over the new aiming methods, than you can switch it back with this cheat. When it scans an enemy, it will make a noise like the other guns, but will not change colors.

Cheat: Unlimited Ammo for Laptop Sentry Gun

Level: Air Force 1 - Antiterrorism  
Difficulty: Perfect Agent  
Time: 3:55

Description: Currently Unavailable

Cheat: Hurricane Fists

Level: dataDyne Central - Extraction

Difficulty: Agent

Time: 2:03

Alternate Method: Transfer Pak

Description: With Hurricane Fists, Joanna greatly increases the speed at which she punches. She will punch so fast that knocking out guards shouldn't be a problem. This is a pretty cool cheat, but not the greatest.

Cheat: Unlimited Ammo

Level: Pelagic II - Exploration

Difficulty: Special Agent

Time: 7:07

Description: This is another one of the best cheats, and whether you'd prefer Reloads or No Reloads is personal taste, although No Reloads is a tad more convinient. Unlimited Ammo, as it's name implies, gives you an infinite amount of ammo for all of your weapons. This also gives you unlimited length to your Cloaking Device, so it's a good supplement to that cheat as well.

Cheat: Unlimited Ammo, No Reloads

Level: Air Base - Espionage

Difficulty: Special Agent

Time: 3:11

Description: This is the same as the Unlimited Ammo cheat, but you'll never have to reload your weapon. This is very nice as you will never have to worry about running low.

Cheat: X-Ray Scanner

Level: Area 51 - Rescue

Method: Complete Level

Description: The X-Ray Scanner, like the one you'll use in level such as Area 51 - Rescue, allows you to see through walls. It's kinda like a Farsight without the firing ability,

Cheat: R-Tracker/Weapons Cache Locator

Level: Skedar Ruins

Method: Complete Level

Description: Currently Unavailable

Cheat: All Guns in Solo

Level: Skedar Ruins - Battle Shrine

Difficulty: Perfect Agent

Time: 5:31

Alternate Method: Transfer Pak

Description: Currently Unavailable

-BUDDIES-

Cheat: Velvet Dark

Method: Open from Beginning

Description: Velvet is your basic Co-Op partner, and whoever plays as the second player (or the computer) will be her. She has no relation to anything in the game, and is just there to fill in for Co-Op.

Cheat: Pugilist

Level: dataDyne Research - Investigation

Difficulty: Perfect Agent

Time: 6:30

Description: Currently Unavailable



Cheat: Hotshot  
Level: Area 51 - Infiltration  
Difficulty: Special Agent  
Time: 5:00  
Description: Currently Unavailable

Cheat: Hit and Run  
Level: Carrington Villa - Hostage One  
Difficulty: Special Agent  
Time: 2: 30  
Description: Currently Unavailable

Cheat: Alien  
Level: Attack Ship - Covert Assault  
Difficulty: Special Agent  
Time: 5:17  
Description: Currently Unavailable

\*More Cheats and Cheat Info Coming Soon!\*

---

- - - - - SIMULANT TYPES - - - - -

In the Co-Op and Combat Simulator games, you can use the assistance of a computer-controlled simulant. Sometimes they will not assist you, however, and will take on the form of the enemy in the Combat Simulator Challenges. There are different difficulty levels and emotions for each simulant, described in this section. Below is a list of commands you can give to a simulant if they are on your team:

- \*Normal: Nothing will change with this command, and the computer will control the simulant as it normally would.
- \*Attack: This command is useful if you want the simulant to go after one opponent while you go after another. He will hunt down the opponent and attack him. Also good if you want to stay back and protect the briefcase in Capture the Case.
- \*Follow: This makes the simulant come with you, but if any of the opponents attacks, it'll go after them.
- \*Protect: If you need some extra protection (especially useful if you're playing Hold the Briefcase), command the simulant to Protect, and it will stay by your side, attacking anybody who tries to hurt you.
- \*Defend: This command makes the simulant defend the area that it is currently in. If an opponent comes by, it'll attack it and follow it until it takes care of him.
- \*Hold: This command is like the Defend command, but the simulant will not chase after any enemies that come by. This is useful for when you need to download with the Data Uplink in Hacker Central or if you need it to protect the briefcase in Capture the Case.

Here are the different types of simulants. The Basic Simulants all have different difficulty levels, but don't have any emotions (that determine who or what they go after and when). Complex Simulants do have different emotions, which drastically effects how the game will be played.

## -BASIC SIMULANTS-

MeatSim: This is the lowest level Simulant, both in difficulty and in intelligence. It hardly puts up a fight, and can be disposed of easily. However, MeatSims have been known to cause trouble, mostly with explosive weapons. They usually just run around blindly, hoping to stumble on a weapon.

EasySim: These guys are definitely more intelligent than MeatSims, but they lack the skills needed to be effective fighters in combat. EasySims are harder than MeatSims, but still easy (of course).

NormalSim: NormalSims are actually decent at fighting, much better than EasySims. They still aren't very hard to kill, but with the right weapons they may eventually take you out. They have good intelligence, being the first of the really intelligent Basic Simulants.

HardSim: The HardSim is much harder than the NormalSim, and will pose a challenge. Don't turn your back or you may find yourself dead.

PerfectSim: The PerfectSim is the next step up in difficulty. It is very hard to beat and will require a skilled player to take it out.

DarkSim: The DarkSim is the at the top of all the Simulants and beating it will be very hard, sometimes nearly impossible. You'll need a lot of practice to overcome its intelligence and skill.

## -COMPLEX SIMULANTS-

PeaceSim: The PeaceSim is the easiest of all the Complex Simulants to defeat. It detests fighting, and will try to create a peaceful environment. To do this, it collects the weapons in the arena so no one can use them for evil. If you find it, it'll tend to run away. If you get close to it, it'll try to ensure peace by disarming you. Other than that, it'll never attack.

ShieldSim: ShieldSims are very paranoid and can't stand being unshielded, so they'll seek out shields before anything else. Expect them to always be shielded. They attack like a normal Simulant.

RocketSim: RocketSims love explosives more than anything, and this is what they'll use to attack with, whether it be with a Rocket Launcher or the Phoenix's Explosive Shells. Because of the danger of explosives, these guys are quite hazardous to be around.

KazeSim: These Simulants first find a weapon (sometimes they don't even get that far), then go crazy and go after anyone it can find, no matter what chance it has of winning. They're less dangerous than most Simulants, but their relentless attacks will wear down anyone's health.

FistSim: The FistSims won't use any weapons, but will only punch. If you get close, they'll try to disarm you. They'll attack, but if they get hurt they usually run away. One of the easier Simulants.

PreySim: PreySims only attack those that are weaker than it. If you are fully loaded, they'll stay away. They're most dangerous when you come back after being killed.

CowardSim: CowardSims run away from strong opponents and attack the weak, sort of like the PreySim. Unlike the PreySim, though, it'll go after most anyone if it has full shielding and strong weapons.

JudgeSim: These are the best Simulants to add to any multiplayer match, as they are fair and will go after whoever is in the lead. These guys help to even out the odds when one player gets to far ahead.

FeudSim: The FeudSim is one of the most annoying Simulants out there. Once it chooses a target, it will go after it for the rest of the game, no matter how many times you or it dies.

SpeedSim: SpeedSims are faster than the average player and can run around very fast. Adding these will make games such as Hacker Central nearly impossible. They can run away very fast, but they can sneak up fast as well.

TurtleSim: The opposite of the SpeedSim, the TurtleSim is much slower than the average player. He attacks normally but moves slowly. These guys aren't very interesting in a multiplayer match.

VengeSim: The VengeSim will get revenge on whoever kills it. If it's weak, than tha means more kills for the killer (as he will keep coming back), but a difficult Sim will haunt its killer. Stay away from these guys and avoid killing them unless you're threatened.

---

- - - - - COMBAT SIMULATOR RANKINGS - - - - -

A lot of people wonder how you go up ranks in the Combat Simulator, and I don't blame them. It's rather hard to find out. Never fear, Croco (thanks to Azurewrath) has compiled a chart that will tell you what you need to get to advance. Once you reach each milestone, you will lower your current number by one.

\*NOTE\*- AC= Accuracy HS= Head Shot KM=Kill Master 1:00= 1 day  
SR= Survivor Mdl= Medals DIST= Distance Traveled

COMBAT SIMULATOR RANKINGS CHART:

KILLS	TIME	DIST	DAMAGE	AMMO USED	WINS	ACMdl	HSMdl	KMMdl	SRMdl
120	2-4 hours	60	600	3000	6	6	6	6	6
240	4-8 hours	120	1200	6000	12	12	12	12	12
480	8-16 hours	240	2400	12000	24	24	24	24	24
960	16-1:04	480	4800	24000	48	48	48	48	48
1680	1:04-2:12	840	8400	42000	84	84	84	84	84
3600	2:12-4:04	1800	18000	90000	180	180	180	180	180
6000	4:04-6:06	3000	30000	150000	300	300	300	300	300
9000	6:06-8:18	4500	45000	225000	450	450	450	450	450
12600	8:18-12:12	6300	63000	315000	630	630	630	630	630
18000	12:12+	9000	90000	450000	900	900	900	900	900

Basically, if you just get higher scores in everything, you'll go up. Since you'll most likely get these as you play, just play as many games as you can and you'll build up the stats, but concentrate on raising what's low. Good luck... you'll need it (or at least a lot of patience).

---

```

  /\---|  _ \=====/\  \---/\
 /  /\ |  _/   -PART III: WALKTHROUGHS-   /  /  /\ \
 /  /\ |  _/   |=====|  _/  --\  \ \
 | /

```

Well, now you've got all the information, but now you need to apply it. The Solo Missions, Combat Simulator Challenges, and more are covered in these handy walkthroughs. If you take a look at these, it'll make getting everything in the game a whole lot easier.

WALKTHROUGHS:

- Carrington Institute (Look here to find how to get Gold Medals)
- Agent Walkthrough (For completing the Agent Difficulty)
- Special Agent Walkthrough (For completing the Special Agent Difficulty)
- Perfect Agent Walkthrough (For completing the Perfect Agent Difficulty)
- Combat Simulator Challenges (For Unlocking the Secrets of Multiplayer)
- Cheat Walkthrough (For Unlocking All the Cheats)

PLUS: Combat Simulator Multiplayer Arenas and Strategies Guide

---

- - - - - CARRINGTON INSTITUTE - - - - -

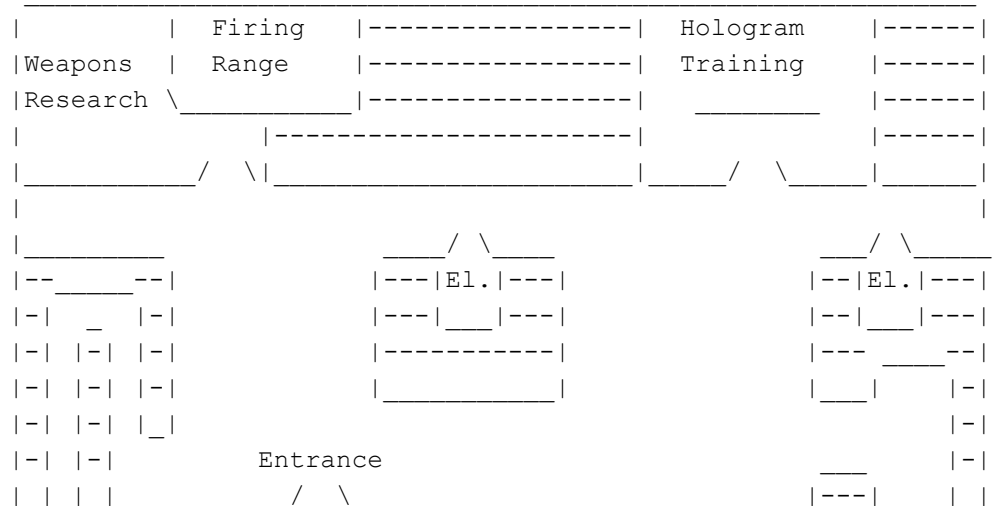
---

When you begin a game, Daniel Carrington will give you a tour of his complex, the Carrington Institute. This is where you'll train to become better at the basics of the game. You'll get to know the employees here and will take part in their challenges. Even if you've played Goldeneye before, there's plenty to learn here. Follow Carrington as he slowly walks around. Here's a map of the complex.

FIGURE 3: Carrington Institute

KEY: | and \_= walls                    / \= doors        - = no rooms area  
 El.= Elevator                        /\_\_\= Locked Doors

FLOOR 1:



To Hangar Area

|



time to play, so there's no excuse for failing this one.

FALCON 2: Silver

Time: 15 seconds

Score: 80

Tips: This challenge is a bit harder than the first, because this time the target will be moving, and when it reaches the end will flip around so you can't shoot it. Strafe along with it and try to aim toward the yellow center. Don't worry about missing because accuracy doesn't matter in this test.

FALCON 2: Gold

Time: 10 seconds

Score: 120

Ammo: 24 rounds

Tips: In the final Falcon 2 test, you must get 150% the amount of the silver score in 2/3 the time, and also with a limit of 24 bullets. It sounds harder than it is. Move down to the right at the beginning, and when the targets start moving back, unload your clip on it. Then wait for the next one. You should use an entire clip (8 rounds) on each target. Do so by pressing Z rapidly instead of holding it down. If you're a little short, chase the remaining targets and shoot them.

---

FALCON 2 (SILENCED): Bronze

Time: 2 minutes

Score: 120

Tips: This test is simple. Stand in front of the target, then fire at the yellow center. When it turns around, stop firing and reload. When it turns around, fire again. 12 bulls-eyes is all it takes, but you'll break the first target before you get there. Another will appear in the center, so repeat the process on this one.

FALCON 2 (SILENCED): Silver

Time: 2 minutes

Score: 30

Targets: 9

You must break nine of the nine targets (that means all of them) to pass this test. Each target will break with one shot, so three fast shots and you'll break one of the three rows of targets. As long as you aim near the center, you should have no problem achieving the score.

FALCON 2 (SILENCED): Gold

Time: 30 seconds

Score: 80

Targets: 3

The targets in the Gold trial move quickly across the firing range, flipping over when they reach the end. Sidestep at their speed and shoot quickly to destroy them (tap Z). Achieving the score shouldn't be too much of a problem as long as you aim near the center. Repeat this for all three targets and you'll get the medal.

---

FALCON 2 (SCOPE): Bronze

Time: 2 minutes

Score: 120

This challenge is very easy. The targets don't budge and you have plenty of time. Aim towards the center, but you won't need to use the available scope.

FALCON 2 (SCOPE): Silver

Time: 2 minutes

Score: 120

Accuracy: 80%

This is a bit more difficult than the bronze test, as you must fulfill the same conditions while hitting the targets 80% of the time while they are moving. The best time to shoot them is when they are at their farthest point and are moving sideways, as they travel much more slowly then than at other times. Don't use your scope for this challenge, either. Sidestep instead.

FALCON 2 (SCOPE): Gold

Time: 10 seconds

Score: 80

Ammo: 8 rounds

You'll have to hit all bullseyes on this test if you want to succeed. This time around you'll need to use your scope. Wait until the targets have stopped moving, then fire a few rounds at it. If you aim well, this test shouldn't be too hard.

---

MAGSEC 4: Bronze

Time: 2 minutes

Score: 135

The bronze Magsec 4 challenge is quite simple. Wait for the targets to turn around, then aim toward the center (you may want to zoom) and shoot them. When they turn around, stop. It's quite simple.

MAGSEC 4: Silver

Time: 2 minutes

Score: 135

Ammo: 18 rounds

This challenge is much harder than the first one. There are six targets that will never move an inch, but a pesky target that's facing away moves across them, blocking your aim sometimes. It's easiest to shoot the outside ones, so go for them first. You have plenty of time, so wait until the front target is out of the way and the targets are facing you before firing at the center. You may want to use the aiming function for this challenge.

MAGSEC 4: Gold

Time: 20 seconds

Score: 120

Accuracy: 80%

This test isn't hard, and you can easily overcome the accuracy and somewhat short time constraints. Each target takes three shots to break, so you'll need 12 bullseyes to complete the test. Switch to the Magsec 4's secondary function, which shoots three bullets at a time. Go to the end of the targets' paths, and line up the aim with the exact center of the targets. Fire when the targets are at the back, but not while they're near you. You have enough time to do this in, so take care of two targets each rotation, then reload.

---

MAULER: Bronze

Time: 2 minutes

Score: 200

The first Mauler test couldn't be simpler. Each target moves back and forth, so aim toward the center and fire off single burts until the target is destroyed. Continue until you have the needed points.

MAULER: Silver

Time: 2 minutes

Targets: 8

Ammo: 50

The key to passing this test is using the Mauler's secondary function, the charge-up shot. By doing this, you'll destroy the targets easily. Reload if you don't have enough ammo for a full charge.

MAULER: Gold

Time: 15 seconds

Targets: 6

Ammo: 35

When a target flips over, blast it with a single charged-up shot to break it. However, to pass in 15 seconds, you'll need to fire single shots shortly before and after you reload (keep firing single shots until the target is broken).

---

PHOENIX: Bronze

Time: 2 minutes

Score: 90

The first Phoenix test is quite simple as you have a bunch of time and a bunch of ammo. The targets move around in a big rectangle and don't flip over much, but when they do, you should be able to get three or four shots in.

PHOENIX: Silver

Time: 2 minutes

Targets: 8

Ammo: 18

This is easy if you simply switch to the Phoenix's secondary function, explosive shells. One shell per target and you'll make it well under the ammo limit.

PHOENIX: Gold

Time: 20 seconds

Targets: 6

Ammo: 3

The gold test is harder than the first two, but still isn't hard if you can time right. The six targets bunch up in pairs of twos, and will cross each others path in the center. One nicely-timed explosive shell will kill two birds with one stone, and all you have to do is repeat it two more times.

---

DY357 MAGNUM: Bronze

Time: 2 minutes

Score: 90

This is yet another easy test. The targets don't move and just flip around every once in a while, much like the Magsec 4 Bronze test. Just wait for the targets to turn around, then fire. Repeat until you get 90 points.

DY357 MAGNUM: Silver

Time: 2 minutes

Score: 90

Ammo: 3

This test requires you to hit the center of three targets with one bullet, and to do it three times. Luckily, the Magnum is so powerful that it shoots clear through the targets, and if you aim directly at the center, it'll shoot through all three. Repeat.



DY357 MAGNUM: Gold

Time: 12 seconds

Score: 50

Ammo: 5

The last test is easy as well, but you'll have to have somewhat quick reflexes. You only have to get 50 points (which means five bulls-eyes), so don't worry about destroying multiple targets at once. Just wait for a certain target to flip around, then fire at the center.

---

DY357-LX: Bronze

Time: 2 minutes

Score: 90

The targets move slowly and in a rectangular pattern, frequently stopping. Getting a score of 90 within two minutes should be no problem at all.

DY357-LX: Silver

Time: 30 seconds

Score: 200

Move over to the right or left (the end of the targets' paths), and aim toward the yellow center. Now all you have to do is fire when the targets come. You should be able to get two shots (equalling 20 points) each time.

DY357-LX: Gold

Time: 50 seconds

Score: 100

Ammo: 12

This one is kinda difficult. You'll need to spend a little time getting used to how fast the LX fires and improve your timing. So, don't be discouraged if you fail on your first try. My best strategy is to stand in the center, and wait for the target to come by. If you time it right, you can get a bulls-eye. You even have a couple bullets that you can mess up with, too.

---

CMP 150: Bronze

Time: 2 minutes

Score: 240

This test is easy and simple... and rightfully so for one of the tests that is available from the start of the game. Simply wait for the targets to turn over, aim near the center, then fire. It won't be long at all until you have 240 points.

CMP 150: Silver

Time: 2 minutes

Targets: 4

Ammo: 80

This test isn't much harder than the last, although you do have an ammo limit. It shouldn't be too much of a handicap, though. Wait for the targets to stop, then aim, but don't fire. Wait for them to come back around, then fire bullets until they break. Repeat for the rest of the targets. Just wait for them to stop and you'll be fine.

CMP 150: Gold

Time: 20 seconds

Score: 350

Targets: 6

The easiest way to complete this challenge is to switch to the CMP's secondary function, Follow Lock-On. All you have to do is aim, then fire. Whether or not

you use it, just aim towards the center and keep moving along with the targets.

---

CYCLONE: Bronze

Time: 2 minutes

Score: 750

In this test, the targets don't even move. Just stand in front of them and fire. Obtaining the score should be no sweat. If holding down the Z button tires your finger, you can switch to the magazine discharge, although it is less accurate than firing manually.

CYCLONE: Silver

Time: 20 seconds

Targets: 5

It may seem tough, but this test is quite easy. You have plenty of ammo and you don't have to achieve a score or accuracy level, so just fire at any part of the target you want. The targets don't move, so it's even easier. Keep firing until each target breaks.

CYCLONE: Gold

Time: 18 seconds

Score: 400

Targets: 1

The last test isn't so difficult either. Breaking a target won't be a problem (you'll probably break more than one). Just aim at the center and fire away. Sidestep along with the targets, or stand at the center, aim at the furthest back target, and don't let go until you run out of ammo.

---

CALLISTO NTG: Bronze

Time: 2 minutes

Score: 480

Another easy test. The targets don't move at all, so just keep firing. The primary function, while inaccurate, fire much more rapidly, so it'll take less time if you use it.

CALLISTO NTG: Silver

Time: 30 seconds

Targets: 1

In this test, there are three targets in the front that are blocking the target in the back. The only way that you'll be able to hit it is by peeking through the cracks of the front targets to see the back one. Wait until it stops moving, then find the position that you can shoot it from. Fire, then reload while it goes to the other side (don't move yourself). Repeat to get the medal.

CALLISTO NTG: Gold

Time: 20 seconds

Score: 250

Targets: 2

This test is easier than the Silver test. Just fire at the targets when they flip around, then stop when they go the other way. Be sure to use rapid fire, and like always, aim towards the center of the target.

---

RCP-120: Bronze

Time: 2 minutes

Score: 1000

The score of 1000 may seem like a lot, but with the rapid firing capabilities of the RCP-120, getting this will be a breeze. The target doesn't move, either.

RCP-120: Silver

Time: 20 seconds

Score: 300

If you're waiting for the targets to turn around in this test, they won't. That is, unless you trick them. The targets are a little shy and won't turn around until you're gone. The RCP-120 has a cloaking function, and if you disappear, they'll think you're gone. Cloak yourself, wait for them to turn fully around, then blast them before they can turn back around. Repeat to get the medal.

RCP-120: Gold

Time: 20 seconds

Targets: 9

Ammo: 180

This test seems hard, but with quick firing and conservation, it shouldn't be too hard. The ammo limit won't be a problem as long as you hit the targets and stop firing after they're destroyed. To destroy all 9 targets in 20 seconds, Cloak yourself, wait for one of the front three targets to turn around, then blast it. Continue firing until the two targets behind it are gone, too. Repeat this process for the other two turned targets.

---

LAPTOP GUN: Bronze

Time: 30 seconds

Score: 750

Bronze medals usually aren't too difficult to get, and this is no exception. Just keep firing at the targets and you'll reach the score in no time.

LAPTOP GUN: Silver

Time: 20 seconds

Score: 90

Targets: 3

In this test, the targets are facing away, so there's no possible way to hit them... or is there? Switch to the Secondary Function and deploy the sentry gun behind the targets. After a couple seconds, it'll begin firing and will destroy them all.

LAPTOP GUN: Gold

Time: 15 seconds

Score: 750

Targets: 2

Ammo: 250

Your biggest concern in this test is the short time you must complete it in. You'll need to fire constantly and accurately if you want to pass. Stand over by the right path and shoot the targets as they go back. If you fire a lot (empty a magazine before reloading), you should make it.

---

DRAGON: Bronze

Time: 2 minutes

Score: 450

Another standard test. Wait for the targets to flip over, then fire. Keep firing until you get a high enough score to complete the test.

DRAGON: Silver

Time: 10 seconds

Targets: 1

Ammo: 1

With only one round of ammo, this test may seem impossible. Actually, all you have to do is switch on the Dragon's secondary function, Proximity mine, throw it under the targets path, and wait for it to explode.

DRAGON: Gold

Time: 15 seconds

Score: 500

Accuracy: 90%

This test will be one of the harder ones you've come across. Every objective will be pressing, especially the short time. The best way to complete it is to strafe along with the target closest to you. Move along with it and fire. It may take a couple tries, but you'll eventually get it.

---

K7 AVENGER: Bronze

Time: 2 minutes

Score: 375

Like most bronze tests, this one is super-easy. Just zoom in so you're more accurate, and fire until the target breaks. Then go on to the next one (until you reach the score).

K7 AVENGER: Silver

Time: 2 minutes

Targets: 4

Ammo: 4

The next K7 Avenger test requires looks impossible at first sight. You must destroy four targets with only four rounds of ammo. This is actually much easier than it seems, because some of the targets will explode when you shoot them, destroying themselves and possibly other targets around them. How do you know which ones are the explosive ones? Switch to the Secondary Function, Threat Detector. Zoom in, and the explosive targets will be highlighted.

K7 AVENGER: Gold

Time: 15 seconds

Targets: 3

Ammo: 30

OK, this is probably the hardest test so far. There are three targets which flip over frequently, and you need to fire ten bullets into them to destroy them. This means you can't waste a single bullet. With a rapid-firing gun like the K7 Avenger, that means it'll be really hard. The 15 second time limit makes it even harder. Start at the leftmost target and work your way over. When it flips around, destroy it before it flips back over. You'll need to reload once, and you should do this when one of the targets is facing the other way.

---

AR34: Bronze

Time: 2 minutes

Score: 450

The targets move slowly and don't flip over in this test, so, like most Bronze tests, this one's cake.

AR34: Silver

Time: 2 minutes

Targets: 9

Ammo: 120

The targets move around on this test, and the only thing you really have to

worry about is the ammo limit. Still, it's a very easy test and it should be fairly easy to complete.

AR34: Gold

Time: 20 seconds

Score: 500

Accuracy: 100%

This is probably the hardest test. Not only must you get the insane score of 500 in 20 seconds, but you must hit the target with every bullet... while it moves. Since it's very hard to obtain the score by just firing when it stops on either end, it's almost easier to take the time to learn how to strafe right along with it while firing. Either way is insanely difficult, and I almost recommend (I don't though) that you use the Laptop Gun trick to get this one.

---

SUPER DRAGON: Bronze

Time: 2 minutes

Score: 450

The targets move to slowly the left and right in this test, making them (he he) easy targets.

SUPER DRAGON: Silver

Time: 2 minutes

Targets: 9

Ammo: 9, 9 grenades

Your regular ammo will do you no good in this test, so switch to the Grenade Launcher. Each of the three rows of targets can be taken out with one grenade aimed at the center target. Fire just before they flip over. Take your time, because you've got plenty of it.

SUPER DRAGON: Gold

Time: 30 seconds

Targets: 5

Ammo: 60, 4 grenades

In this test, there are four targets that move in a circle, stopping and flipping for only a second, and one in the center. Each of the moving ones should be destroyed with a grenade. Fire before they stop, or the grenade won't reach them in time. You must destroy one target each time they stop or you won't finish in time. Good grenade aim is needed. After they're all gone, destroy the target in the center with normal ammo.

---

SHOTGUN: Bronze

Time: 2 minutes

Score: 240

The targets here stay still, and a Double Blast should finish 'em fast. Easy... very easy.

SHOTGUN: Silver

Time: 30 seconds

Targets: 9

This one's a bit harder than the first. The targets move back and forth, flipping at either end. A shot will destroy each target, but the tricky part is destroying them all in the time limit. It shouldn't be too hard, but it may take you a couple tries.

SHOTGUN: Gold

Time: 20 seconds

Score: 170

Ammo: 30

This test has a single target moving left and right, which flips over at the end. Double Blast it as it goes across. Reloading is the major pain in this test.

---

\*More Firing Range Strategies Coming Soon!\*

---

- - - - - GADGETS TRAINING - - - - -

While in the Institute, you'll need to learn how to use all the gadgets as well. Passing a test with one gadget will allow you to go on to the next gadget, but sometimes a difficult test will get in the way of experimenting with more gadgets. So here's how to pass the tests located in the Gadget Room.

DATA UPLINK TEST

Once you pick up the Data Uplink and equip it, turn around and move next to the computer you see there. Face it and activate the Uplink. Stand still while it works, and when it's done, you'll pass the test.

ECM MINE TEST

Pick up the ECM Mine and go through the door near the table in the back of the room. Follow the tunnel, then take a right. At the end, you'll see a computer on the wall behind an opening you cannot go through (this is not the one near the door). Throw the ECM Mine onto the computer, and it'll do its work.

CAMSPY TEST

Retrieve the CamSpy from the table, then activate it. Travel into the passage in the back of the room, then take a left. See a ventilator system at the end of the passage? Continue forward into it, and keep going until you reach the Profile/Cheats Room. Holograph the Cheats computer, or the one that the woman is sitting at.

NIGHT VISION TEST

Pick up the Night Vision Goggles from the equipment table, and head into the tunnel area in the back of the room. Take the passage down, then turn left. Soon to your right is another passage, and by this time you might need to equip you Night Vision goggles. Turn right into it, and go into the room it leads to. On the right wall is a white light switch. Turn it on to pass the test.

DOOR DECODER TEST

This test is very simple, but by completing it you will open up a whole new area in the testing grounds. Take the Door Decoder from the table, then go into the tunnel area. Take a right, then a left to get to a wall computer near a reddish door. Throw the Door Decoder on the computer, and that's all for the test.

R-TRACKER TEST

The R-Tracker test is easy if you know how to use it. When you equip it, look at the radar in the upper right corner. The yellow dot is the IR Scanner, the item you must collect to complete this test. Just head towards the dot (when it's above you on the radar, you're headed toward it). If that doesn't work, enter the reddish door that you just opened with the door decoder, which will lead to what I call the maze area. At each chance you can turn/go straight, follow these directions: Straight, Left, Right. You'll come to the IR Scanner this way.

#### IR SCANNER TEST

The IR Scanner can help you see somewhat clearly in the dark, but it's main function is its ability to locate weak spots in the walls. Using it, you'll have to find a secret door that looks like another part of the wall in the maze. Head to the maze (past the reddish door you opened with the Door Decoder) and take a left at the intersection, then when you come to another one (in a dark area) take another left. Keep an eye on the right wall to see a red panel, which is the hidden door.

#### X-RAY SCANNER TEST

After you pick up the X-Ray Scanner, leave it off (despite what the game may tell you to do). Head back to the door you just found with the IR Scanner. This time it'll open automatically once you get near it. Once inside the room, equip it. With it on, you'll be able to see two invisible wall terminals to either side of the laser in front of you. After activating them both, you'll complete the test.

#### DISGUISE TEST

In order to get the cloaking device needed to surprise Carrington (which all the tests so far have been leading up to), you'll need to pick it up from Grinshaw in the Profiles/Cheats Room. However, he is expecting someone else. Use the disguise to dress up, then enter the Profile/Cheats room from the vent. Inside, walk up to Grinshaw to get the Cloaking Device.

#### CLOAKING DEVICE TEST

With the cloaking device, you can finally get past the last bit of security to Carrington's room. Pick it up from the table, then head to the maze. Go to where you shut off the lasers, then equip the cloaking device. Head down the passage that the lasers guarded earlier, and you'll slip by the security camera unnoticed. The door will now open. Give Carrington a punch to surprise him and complete all the Gadgets Training (if you want, you can also go into the Profiles/Cheats Room and give that annoying Grinshaw a few punches...).

---

### - - - - - HOLOGRAM TRAINING - - - - -

You should stop by this place to get to know the basics of the game. Here you'll take part in a variety of tests, from looking around to armed combat. Take a look at each test to improve your skills, and below are a few tips to help you pass. All the tests have no time limit, so be sure to take your time (when possible).

#### HOLOGRAM 1: Looking Around

Looking around is the simplest of the holograms. When you enter, you'll have to find four wall computers and activate them by looking at them. One is on the floor in the middle of the room. Another is high up on the left wall (not near the door). The final two are on the ceiling, one in the middle of the room and one on the side opposite where you started. After looking at them all (confirmed by the computers turning green), go back to where you started and turn all the computers on the wall from red to green.

#### HOLOGRAM 2: Movement 1

In movement one, there are four wall-mounted computers. You must activate them, but after a few short seconds they will deactivate automatically. To activate them all at the same time, you'll need to move fast. The test is for sidestepping, but it's actually easier to just move around with the control stick. Sidestepping will limit your view and you won't know when you're about

to come to the computer. You'll need to be extra quick, and activate them on your first try (be sure to stand directly in front of them).

#### HOLOGRAM 3: Movement 2

This second Movement test also tests how well you can move. In this one, you'll need to learn how to duck and crouch. There are many lasers set up, and the only way to get to the wall terminals on the other side is by ducking and crouching. When you start out, duck to get under the laser to the left. There's a wall terminal there. Get back out and go to the end of the area. Crouch to get to the computer behind the low laser here. There's only two computers, so your test is complete.

#### HOLOGRAM 4: Unarmed Combat 1

You'll learn how to punch enemies in this hologram training session. The first part of the test is simple. All you have to do is punch a guy that's standing still. The second one is a bit harder. Now you must punch a guy who's running. It's easiest to let him run farther away, and he'll stop for a second. That's the time to hit him. Finally, you'll fight a guard who fights back. He's not hard though, just run up fast and get the first punch in.

#### HOLOGRAM 5: Unarmed Combat 2

The second test for unarmed combat teaches the disarm function. Like the first Unarmed Combat Hologram, this one has three parts. To complete the first, run up the guard and disarm him (hold B to switch to Disarm), then knock him out by punching him a couple times. The second guy can only be disarmed from behind. Run behind the wall near the entrance door, and wait for a few seconds. If you wait enough, the guard will begin walking around the wall. Run up and punch him from behind. The final guard is armed, and you must disarm him without getting hit. Strafe while running to him (keep your distance). When he stops firing for a few seconds, run up to him and disarm him. Finally, knock him out to complete the test.

#### HOLOGRAM 6: Live Combat 1

Now you'll be facing some fearsome foes with your bare hands. Live Combat tests are some of the hardest. One hit from an enemy and you fail the test, so always be on the move. There are four guards that will simultaneously attack, but lucky for you they only punch. If you stay on the move while swinging your fists crazily, you'll eventually take them all out (they don't seem to like moving targets).

#### HOLOGRAM 7: Live Combat 2

The final test is the hardest of them all. Four guards, each armed with a pistol, will try to stop you. You have to knock them all out without taking a single hit. The easiest way to do it is to let them come to you. While they're running, they won't shoot, so this is the best time to punch. Hide behind the wall near the entrance, and take peeks to see if a guard is near. While they're running, hit them and run back to cover and wait for the next one. Don't hide too long, or they'll come over and fire.



Your first time through the game, you'll be forced to play each level on the Agent difficulty level to advance on to higher difficulty levels. This walkthrough is to help you complete your simple and few objectives that you'll need to pass on the Agent level Missions to be able to play the harder modes and to get farther into the game. Here's the layout of your missions:

---

/AGENT MISSIONS\  
-----\  
MISSION 1: Level 1: dataDyne Central - Defection |  
| Level 2: dataDyne Research - Investigation |  
| Level 3: dataDyne Central - Extraction |  
MISSION 2: Level 1: Carrington Villa - Hostage One |  
MISSION 3: Level 1: Chicago - Stealth |  
| Level 2: G5 Building - Reconnaissance |  
MISSION 4: Level 1: Area 51 - Infiltration |  
| Level 2: Area 51 - Rescue |  
| Level 3: Area 51 - Escape |  
MISSION 5: Level 1: Air Base - Espionage |  
| Level 2: Air Force 1 - Antiterrorism |  
| Level 3: Crash Site - Confrontation |  
MISSION 6: Level 1: Pelagic II - Exploration |  
| Level 2: Deep Sea - Nullify Threat |  
MISSION 7: Level 1: Carrington Institute - Defense |  
MISSION 8: Level 1: Attack Ship - Covert Assault |  
MISSION 9: Level 1: Skedar Ruins - Battle Shrine |  
SPECIAL ASSIGNMENT: Level 1: Mr. Blonde's Revenge (Complete Missions) |  
| Level 2: Maian S.O.S. (Complete Special Agent Missions) |  
| Level 3: WAR! (Complete Perfect Agent Missions) |  
| Bonus Level: The Duel |  
|

There are a total of 18 levels you can play by completing the game on Agent mode. I suggest beating every level on the Agent difficulty before moving on to the Secret Agent difficulty.

---

- - - - - MISSION 1: LUCERNE TOWER - - - - -

---

Your first mission take place on the many floors of the skyscraper and Headquarters of the dataDyne Corp., Lucerne Tower. Who knew you'd be infiltrating the enemy base on your first mission? There's a good reason for this dangerous assignment, as Dr. Caroll, an employee of the dataDyne Corp., has requested to be taken out of the lab he is working in. He feels that what dataDyne is doing is morally wrong, and wishes to leave before anyone finds out his beliefs. You'll have to get into the tower, get into the lab, save Dr. Caroll, and escape. It may be your first mission, but you can handle it as a A++ student.

---

- - - - - | LEVEL 1: DATADYNE CENTRAL - DEFECTION | - - - - -

Your first assignment in this three part mission will require you to go through the heart of Lucerne Tower to get to the expansive lab beneath this structure. This is the only way in, so you have to take it. Fortunately, dataDyne has not been expecting any attacks, so the tower is relatively weak when it comes to defenses. you only have a single objective, which is to get to the elevator which will lead you to the laboratory. This can be found on the bottom floor of the tower.

---

OBJECTIVES:

1. Gain Entrance to Laboratory

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)

Obtain- CMP 150

Enemies: dataDyne Infantry, dataDyne Shock Trooper

Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries

Vehicles/Robotics: Hovercopter

Cheat Unlocked: None

---

CMP-150: Any of the guards in this level will have this weapon, making it easy to pick up. There are also two behind the front desk in the lobby.

DOUBLE FALCON 2 (Silenced): You can pick up a second Falcon 2 (Silenced) from a dataDyne Shock Trooper on the third floor from the top. Located behind the elevators, look for a smallish passage that runs by the windows. On the wall opposite the window are two brown doors. The left one has a Shock Trooper inside with Double Silenced Falcon 2's. Defeat him and pick up his guns to get an extra Falcon 2. This guy might leave his post if he hears of any trouble.

SHIELD: On the second floor from the top, face away from the elevators, go straight, and go into the brown door on the left. Inside is a normal Trooper. Shoot him and he'll drop a shield onto the ground. Pick it up for extra health.

---

-OBJECTIVE 1: GAIN ENTRANCE TO LABORATORY-

Your one and only objective in this level is to make it into the laboratory in which Dr. Carroll is located. You'll be dropped off by the Jumpship on the helipad atop the Lucerne Tower, so the only way to go is down. Follow the ramps down to the roof. There may be a guard here hidden in the darkness, so be careful. Enter the brownish door to the left. Go through the next door and down the ramp. Hidden behind the end of the wall to your right is another guard. Shoot him before he notices you. Go down the rest of the ramp then through the next brown door to the right of the big fan. Go down the stairs, and look out for the guard at the bottom. Enter the door to the top floor. A guard is situated behind the desk to your left, but will not notice you. Scout this floor for any other guards (but avoid going through the big brown doors). When the floor is cleared, go to the elevator on the right and press B to summon it. Enter it and go down a floor. Instead of making trouble on this floor, close the door when it begins to open to go down another floor. Repeat again for the third floor. Now you'll be speeding past many floors, heading down toward the

lowest level. This is where you get out, in the lobby of the great Lucerne Tower. As you exit, an alarm will be sounded, so watch out for any advancing guards. Try to find a safer place than the top of the stairs to stay protected while you fire at the enemies, perhaps in one of the corners. If you're ever running low on ammo, head around behind the stairs to the front desk. Behind it are two CMP 150's. After the flow of enemies stops, head towards the big, brown door (a square panel with some sort of ancient picture on it) to the left of the stairs. Dispatch the dataDyne Shock Troopers that you find inside, and turn right to go through the door that leads to the elevator (disguised as a wall, but will open up when you approach it).

---

- - - - - | LEVEL 2: DATADYNE RESEARCH - INVESTIGATION | - - - - -

Now that you've made it into the lab, you must find Dr. Caroll. Dr. Caroll is located in a high-security sector, so don't be surprised to find a lot of guards around here. Dr. Caroll should be fine, assuming you make it to him without dawdling along the way. Oh yes, there's also a radioactive isotope located in this very same lab, and it would be quite helpful for the Institute to have a holograph of it.

---

OBJECTIVES:

1. Holograph Radioactive Isotope
2. Locate Dr. Caroll

VITAL INFORMATION:

Weapons: Start- Falcon 2  
Obtain- CMP 150, Dragon, K7 Avenger  
Enemies: dataDyne Trooper, dataDyne Shock Trooper  
Gadgets: CamSpy, Data Uplink

ADDITIONAL INFORMATION:

Characters Encountered: Dr. Caroll  
Vehicles/Robotics: Cleaning Hovbot  
Cheat Unlocked: None

---

CMP-150: Many of the guards early on in the level carry CMP-150's with them. There are also two on the circular center table in the lobby before the main lab.

Dragon: The guards in the high security sector (the later part of the level) all use Dragons. Pick one up when you defeat them.

K7 Avenger: When entering the lab projects area (the long hall with labs on the sides), enter the first left lab. Behind the counter with the computers, you can take a slowly moving platform down to a target range area. The guard practicing there is trying out the new K7 Avenger.

---

-OBJECTIVE 1: HOLOGRAPH RADIOACTIVE ISOTOPE-

When you get out of the elevator, head to you left. Turn right at the end and

enter the door. Inside, there will be four guards. Take them out. Continue out the door in the back of the room, which will lead you to a lab room with several square holes in the center (going from largest to smallest). To the right of this room is the room with the radioactive isotope. Head through the doors until you meet two guards. After killing them, switch to the CamSpy. You can't enter the isotope's room yourself because of the high level of radioactivity. The CamSpy can open doors itself, so it should have no problems. The green, elevated thing in the radioactive room is the isotope itself, so holograph it, then head back to Joanna so she can retrieve it.

-OBJECTIVE 2: LOCATE DR. CAROLL-

Head back to the lab room with the square pits in the center, and continue through the only other door (the door straight ahead from the door you first came in). Inside is the lab projects area. You don't need to worry about the projects, so you can skip messing with anything here. There are quite a few guards here, and the CMP 150 may perform better than the Falcon 2. At the end of the long hallway, turn right and through several doors. You'll come to a large, decorated room full of chairs and couches (and a couple guards). After taking care of business, head to the back where another door will take you into the high security sector. Inside, watch out for the two guards hiding on either side of the door. After they're taken care of, get out the Data Uplink and activate it while facing the computer. This will crack the password and allow you through the locked door. Soon you'll reach a large lab room. There's a guard with a Dragon to your left, and take him out first. Two other guards are in the opposite left and right corners, so go after them next. Once all three are taken care of, open the door opposite the one you came in, but don't enter the room. Above, hanging on to the supports are two drone guns. Take them out with your Dragon, then proceed. You should be reaching Dr. Carroll very shortly.

---

- - - - - | LEVEL 3: DATADYNE CENTRAL - EXTRACTION | - - - - -

Finally, Dr. Carroll is in safe hands. But while he's in safe hands, he isn't safe yet. Dr. Carroll and yourself must escape back to the rooftop where the jumpship is waiting. This time, Cassandra is ready for you, so don't expect the escape to be easy. The Carroll sapient is incredibly valuable to her, and she will go to great lengths to stop you. Her guards are somewhat careless and might shoot Dr. Carroll, so always take out any threats and keep an eye on Dr. Carroll.

---

OBJECTIVES:

1. Access Foyer Elevator
2. Defeat Cassandra's Bodyguards
3. Rendezvous at Helipad

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- CMP 150, Shotgun, DY357 Magnum

Enemies: dataDyne Infantry, dataDyne Shock Trooper, dataDyne Female Guard

Gadgets: Night Vision

ADDITIONAL INFORMATION:

Characters Encountered: Dr. Carroll, Cassandra de Vries, Mr. Blonde

Vehicles/Robotics: Hovercopter

CMP-150: The guards on the ground floor all possess CMP 150's. Be sure to collect as many as you can, because ammo in this level is rather limited.

Shotgun: Cassandra's bodyguards (the dataDyne Female Guards) have Shotguns. Pick one up, but use this only after you deplete your ammo in other guns.

DY357 MAGNUM: If you stay just far enough away from each of the first five guards that they don't notice you, you can hit 'em with headshots. If you succeed without one of them noticing you before they're dead, the last of the five will drop a DY357 Magnum. This will come in handy later.

---

-OBJECTIVE 1: ACCESS FOYER ELEVATOR-

The foyer elevator is the elevator you used to get down to the ground floor. When you arrive up from the lab, the guard you knocked out earlier will sound the alarm, and the lights will go out. If you want to be able to see at all, equip the night vision goggles that are in your inventory. Do not leave any guards standing, or they may try to take out Dr. Carroll. Immediately to your left when you begin is a guard, but he doesn't seem to have any night vision goggles of his own. You can get an easy head shot on him. Proceed by him, then open the door behind him. Inside is a Shock Trooper, who is ready for the mission with his night goggles. Get out of the doorway and wait for his fire to cease. Blast him quickly. Don't be too eager to pick up his ammo, because to your left are two more Shock Troopers surrounded by shielding. Take them out one at a time by peeking around the wall. Because of the shield barrier, you'll have to run around the stairs to get to the elevator. There are guards behind couches on either side of the stairs, and two guards behind the front desk. When you reach the stairs, there are two final guards at the top behind barriers. Peek around the wall until you can see the very top of the right one's head. A head shot should kill him. Charge the one on the left, strafing to avoid his fire. Head to the foyer elevator on your left, which will take you up.

-OBJECTIVE 2: DEFEAT CASSANDRA'S BODYGUARDS-

Cassandra has a total of twelve bodyguards throughout the building, which she hopes can stop you. Each of them is a dataDyne Female Guard and wields a shotgun. Every one must be defeated to complete this objective. As you go up the elevator, the lights will come back on, overloading the night vision goggles. Take them off (you'll have plenty of time during the long ride). From now on, don't worry too much where Dr. Carroll is. Concentrate on other things. After arriving on the first floor, search around to find three of the bodyguards (there's a Shock Trooper behind the elevators, too, but you don't need to kill him). Watch out for their powerful shotguns. After they're gone, head up the other elevator (the one you took up will only go back down) to reach the second of the floors. They have more firepower here with four bodyguards (and two Shock Troopers behind the elevators). The stairs are the only way to get to the top floor, so enter them. As you arrive, three employees will be trying to piece together a Rocket Launcher. Don't worry, their attempt will fail. The only threat is the Shock Trooper, so you can let the two office workers live (or die-it won't count as a civilian casualty). Head up to the roof, where Cassandra will be waiting. Up here she has five bodyguards, with shotguns aimed right at you. The CMP 150 will work best for the upcoming battle. You can get the edge by attacking before Cassandra can give orders to

fire. Shoot the leftmost one first and run over to where she was. At about the same time you arrive there the lights will go out, so pause the game and put on night vision (the quick menu will take too long). Immediately turn around and shoot the bodyguard near the fan. Reload your gun, then run out from behind the wall and take out the other two guards. Then run up the ramp and take care of the final guard. This should be the last bodyguard (if you don't complete the objective, check to see if you missed any bodyguards before).

-OBJECTIVE 3: RENDEZVOUS AT HELIPAD-

There won't be any problems from now on. All you have to do is climb up the ramps to the helipad. Don't worry if Dr. Carroll is no where near you, because if you make it to the helipad, he'll magically appear during the outro.

---

- - - - - MISSION 2: CARRINGTON VILLA - - - - -

---

Dr. Carroll has been rescued, but it seems Cassandra has decided to take something of the Carrington Institutes. While at his spacious villa, the house was infiltrated by dataDyne employees and the entire area was soon surrounded by guards ensuring that he would stay there until he told of Dr. Carroll's location. A short while ago, a negotiator was sent to... well, negotiate about Carrington's release.

---

- - - - - | LEVEL 1: CARRINGTON VILLA - HOSTAGE ONE | - - - - -

The situation has grown dim. Nothing is still known about Carrington and whether he is safe, and the negotiations have failed. In fact, dataDyne Infantrymen have taken her to the dock to be shot. By the time you arrive, she won't have very much time, so you'll have to save her-then Carrington before the location of Dr. Carroll is revealed.

---

OBJECTIVES:

1. Save the Negotiator
2. Activate Wind Generator
3. Rescue Carrington

VITAL INFORMATION:

Weapons: Start- Sniper Rifle

Obtain- CMP 150

Enemies: dataDyne Infantry, dataDyne Shock Trooper, dataDyne Sniper

Gadgets: R-Tracker

ADDITIONAL INFORMATION:

Characters Encountered: Daniel Carrington

Vehicles/Robotics: Jumpship

Cheat Unlocked: None

---

CMP-150: The infantry guarding the Villa all carry the standard CMP 150, like

in most other levels.

SHIELD: After entering the front doors of the Villa, proceed right and go down the stairs. A little ways down on you left is a door. Inside is a bedroom. To the right is a bathroom. Inside the bathroom is a shield.

---

-OBJECTIVE 1: SAVE THE NEGOTIATOR-

Joanna yells "Got to be quick or they'll kill the negotiator!" at the start of the level. Well, you can't go around completing other objectives first, but you'll have plenty of time to save her. When you begin, head forward to the opening in the cliffside. Use the scope on your Sniper Rifle to zoom in to the dock, where two guards are preparing to shoot the negotiator. Blast them (one shot will do because of the Sniper Rifle's good Power), but don't worry about one firing after the other is down-they react rather slowly. The second the two are down the negotiator will run to safety. She'll be fine, so you can continue on with your mission to save Carrington.

-OBJECTIVE 2: ACTIVATE WIND GENERATOR-

Turn around and head down the path to the Villa. On your way, you'll encounter several guards. They have a new technique, laying down, that they'll use here. Just stay far away and aim with your Sniper Rifle for an easy head shot. Eventually you'll come to a fork, and you have two decisions:

1. Take out all the Snipers. This isn't a mission objective, but it may be helpful. If you decide to, start by taking out the one right above you on the left. Go over and shoot any that you can see. Then go to the left. Take out the legs of the one you can only see half of, then move out farther to get the rest. If you look well, this should be them all. Continue on.

2. Don't take out the Snipers and run like crazy through open areas. This actually isn't a bad idea, because for the vast majority of the level you'll be safely inside the house.

Whatever you do, you'll need to kill the sniper above the stairs to your left. After he's gone, Continue left and stay near the left wall. In the open area, you'll see some stairs going down to a tunnel, and on either side are concrete walls. Head there. Follow the tunnel (watch out for guards). You'll soon come to the main entrance of the villa. Run across the open area and duck under the covered area if you didn't kill the Snipers. There are two guards in the left covered area, so you're still not safe until you kill them. Now you can enter the doors. There are many enemies throughout the Villa, and always expect to find some when you open a door or enter a new room. The first room is no exception. Kill the guards and head right and down the stairs. Pick up the shield in the bedroom, and continue down the hall. Turn right and go along the perimeter of the courtyard (on the inside). To your left is a kitchen area. Behind the stoves and cupboards is a hidden staircase. Go down it. Hug the left wall and search for a door on it. When you come to a pair that's unlocked, go through. Go down the stairs, and then head underneath them. There is another door, leading to the underground area. Head straight and follow the line on the ground. In the place you come to, three guards protect two wall terminals that are key components in activating the wind generator. Leave this area and follow the line on the path to another area with a large cylindrical figure in the center. Take care of the guards here, then activate the final computer on the side of the cylinder. Now you've gotten the wind generator running,

-OBJECTIVE 3: RESCUE CARRINGTON-

Carrington is also underground, but he is in his extensive wine cellar. Exit the wind generator area where you were just at, and continue straight down the path (don't follow the line). When you come to some stair, watch out for guards hiding at the bottom. Continue right and you'll soon reach the wine cellar. Behind each wine cabinet is a Shock Trooper. Run behind the cabinets to take them out (don't fire through them). Continue through, taking out guards until you reach two brown doors. They're locked, and you'll need a keycard that the last of the Shock Troopers dropped to enter. Pick it up and proceed through the doors to find Carrington.

---

- - - - - MISSION 3: G5 BUILDING - - - - -

---

Carrington has unfortunately revealed the location of Dr. Carroll and the dataDyne Corp. has gotten him back. However, Carrington did manage to pick up that a meeting between Cassandra and several others believed to be involved in dataDyne's mysterious plot are meeting at the G5 Building in Chicago. Someone needs to record that meeting, and that someone is Joanna Dark.

---

- - - - - | LEVEL 1: CHICAGO - STEALTH | - - - - -

The area outside the G5 Building is swarming with security, from G5 Guards to G5 Robots, and from CIA Agents to FBI Agents. Don't expect an easy entry. You'll have to divert everyone's attention from your entrance by creating a diversion. The equipment you need for the diversion is has been dropped off in a storm drain. With luck, you can enter the G5 Building unnoticed.

---

OBJECTIVES:

1. Retrieve Drop Point Equipment
2. Create Vehicular Diversion
3. Gain Entry to G5 Building

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)  
          Obtain- CMP 150, Remote Mine  
Enemies: G5 Guard, FBI Agent  
Gadgets: Reprogrammer

ADDITIONAL INFORMATION:

Characters Encountered: None  
Vehicles/Robotics: G5 Robot  
Cheat Unlocked: None

---

CMP-150: All the guards carry CMP 150's, as usual.

DOUBLE FALCON 2's (SCOPE): Alongside the HoverLimo, you'll see a blue door. Enter it and head downward. Kill the guard inside. The door will open, and two more guards will come out. Kill the first, but simply disarm the second. Block



his path outside and he'll turn around into the club, opening the locked door. Kill the guards inside, then turn to your left. On the left side, there's a counter with a Falcon 2 on it.

---

-OBJECTIVE 1: RETRIEVE DROP POINT EQUIPMENT-

The only place that the Institute could safely store the drop point equipment was a storm drain, so be prepared to get your feet wet in this mission. When you begin the level, forget about coming in without anyone noticing at all and pull out your Falcon 2. In the first area of the alley, a CIA Agent and a G5 Guard are patrolling. The CIA Agent will run away (don't kill him, he counts as a civilian), but you'll need to kill the eG5 Guard. Continue out of the alley and into the streets near taxi. Two guards will be patrolling either side. Kill them (you may want to stay in the alley to do this). Hug the left wall and a small opening will take you into a sewer area. While doing this, watch out for the nearby G5 Robot. If it finds you, it'll begin firing at you. Do not try to fire back, as it has immense shielding that you cannot destroy. Instead enter the opening in the wall as fast as you can. Immediately look to your left and kill a guard at the bottom of the pipe. To your right there will be another guard. Charge him and kill him. You should be near the storm drain now. Turn to the right and climb up onto it, where another guard is patrolling. The only way out back to the streets (and where the equipment is) is by crouching. Crouch and crawl through the low area, then continue forward to the end of the drain to pick up the equipment.

-OBJECTIVE 2: CREATE VEHICULAR DIVERSION-

With the Reprogrammer you picked up in the equipment, you can reprogram the taxi you saw earlier to create a diversion, allowing you an entry to the G5 Building. Head back into the sewer. At the end of the storm drain are two guards waiting for you. Strafe around them and take them out. Go back up to the streets through the wall, then head back to the taxi. Be sure no guards are around, then get out the Reprogrammer. Hit Z while standing near the taxi and it will begin to reprogram it. After it takes off, seek cover from any possible enemies in an alley or the warehouse behind where the taxi was. Wait for a little while and you'll hear the taxi explode and OBJECTIVE 2: COMPLETE to flash before continuing.

-OBJECTIVE 3: GAIN ENTRY TO G5 BUILDING-

Head out of your hiding place and run down the streets. You can stay in the streets because, if you move fast, you won't get hit very much and you can quickly run to the entrance. At the end of the street, turn right into a large opening between buildings. There will be several guards here. Kill them all, then enter the open door to the left. You are now inside the G5 Building.

---

- - - - - | LEVEL 2: G5 BUILDING - RECONNAISSANCE | - - - - -

Now you're inside. This place has even higher security than the outside. Most of all, you'll need to be stealthy, because if any alarm goes off, the conspirators will cancel the meeting. After the meeting, any alarm will send hoards of guards after you. Other than the meeting, there are also backup files for Dr. Carroll located in the safe. If we get these, we can bring Dr. Carroll back to his normal self after we find him. Oh yes, one last thing. You'll need

to escape alive.

---

OBJECTIVES:

1. Holograph Meeting Conspirators
2. Retrieve Dr. Carroll Backup from Safe
3. Exit G5 Building

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)

Obtain- CMP 150, DY357 Magnum, Crossbow

Enemies: G5 Guard, G5 Swat Guard

Gadgets: Door Decoder, CamSpy

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries, Mr. Blonde, Trent Easton

Vehicles/Robotics: None

Cheat Unlocked: Cloaking Device (1:40)

---

CMP-150: All the G5 Guards carry CMP 150's. This includes the majority, especially the ones at the beginning of the level.

DY357 MAGNUM: The G5 Swat Guards carry these. After an alarm is sounded, they'll come running.

CROSSBOW: In the first room, kill the first guard. Then put your weapon away and knock out the second guard with your fists. If you're successful, he'll drop the ultra-cool Crossbow.

---

-OBJECTIVE 1: HOLOGRAPH MEETING CONSPIRATORS-

When you start the level, you'll be inside a room with two other guards... wait, where'd they go? They've cloaked themselves, and you'll need to find them and kill them before you can get the keycard to move on. When they stop to fire they'll appear for a brief moment. Once you hear gunfire, use this time to shoot them. Find a corner you can hide in, but always keep on the move. The last one alive holds a key card. Enter the door and kill the guard facing the other way at the end of the passage. The switch behind him turns on and off the lights in the next room. Turn them off. Sounds strange? It'll make sense. In that room, turn right and head between the glass walls. Now the lights will go back on and four cloaked guards will be in the room (without hitting the light switch earlier it'll be dark). Take care of them and pick up the keycard of the last one. Head through the door after the glass walls and dispatch the guard inside. The next door leads to a very important area. There are three guards in here and an alarm. When you enter, head right to the alarm and guard it. If any one of them touches it, the mission will fail. Take them out as they charge you. Turn left and go to the end where there's some stairs. Go up them and follow the small path up above the room, crouching when necessary. Continue to follow it until Joanna says "Time to use the CamSpy". Get out the CamSpy and use it to continue down the path and into the conspirators' room. The cinema you see is now being holographed at your convenience.

-OBJECTIVE 2: RETRIEVE DR. CAROLL BACKUP FROM SAFE-

After holographing the meeting, turn around and look below. You're in a new room and below are two guards and an alarm. Take out the one in front of you with a head shot, then the other as you jump down. If they activate the alarm, you won't fail, but an endless supply of Guards will attack. Head to the door at the end and go up the stairs inside. Up here is where the safe is. Go through the door to your right to find the safe. On the right wall is a computer. Attach the Door Decoder to it. As it works, it'll set off the alarm, causing hundreds of enemies to attack. Stay inside the safe room and close the doors whenever you need to reload. If you need cover, the back right corner has a beam protecting it. After the Door Decoder finishes, it'll take a few seconds for it to really finish. Then turn around and open the safe (it's opening, it just moves REALLY slowly). Enter, and on the right side are the Dr. Caroll backup files.

-OBJECTIVE 3: EXIT G5 BUILDING-

After you retrieve the backup, Carrington will contact you and detonate an explosive to make your escape route. Exit the safe and the safe room, and head to your right. On the left wall nearby there should be a door that was just blown open. Go through it to finish the mission.

---

- - - - - MISSION 4: AREA 51 - - - - -

---

While you were in the G5 Building, a Maian Spacecraft crashed in the United States desert. Inside was a bodyguard of the Maian ambassador to earth, who was transported to Area 51. Here, they plan to perform an autopsy, one that cannot be allowed to happen. Your mission is the break into Area 51, meet up with an undercover agent who will help you, locate the alien, transport him to safety, and get out. This is definitely a dangerous mission that must be done quickly and without raising suspicion throughout the complex.

---

- - - - - | LEVEL 1: AREA 51 - INFILTRATION | - - - - -

Your first order of business is the get inside the Area 51 complex. Getting into the perimeter shouldn't be difficult, but getting into the labs where the crash survivor is will be. Area 51 is, as you may have guessed, very well guarded. To get inside, you must shut down the intercept radar and enter through the hangars. If you can manage to get by the many guards, our undercover agent, Jonathan, is waiting to give you further instructions.

---

OBJECTIVES:

1. Shut Down Air Intercept Radar
2. Gain Access to Hangar Lift
3. Make Contact with CI Spy

VITAL INFORMATION:

Weapons: Start- Falcon 2  
Obtain- Magsec 4, Dragon, Rocket Launcher  
Enemies: Area 51 Trooper, Pilot, Area 51 Guard

Gadgets: Comms Rider

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan

Vehicles/Robotics: HoverBike, ASI Interceptor

Cheat Unlocked: None

---

DOUBLE MAGSEC 4's: When you approach the door behind the drone gun in the antenna area, an Area 51 Guard will come out with dual Magsec 4's. Take him out and pick up his guns to be able to hold two yourself. Watch out for the three Area 51 Troopers behind him, though.

DRAGON: The Pilots in the hangar lift and in the hangar area use Dragons.

SHIELD: Under the drone gun in the antenna area lies a shield. This will be easy to pick up while going for the Double Magsecs.

SHIELD: There's another shield in the outer hangar area. Go behind the entrance to the Air Intercept Radar area. If you scan the bottom of the wall, you'll find a small opening. Inside is a shield.

ROCKET LAUNCHER: The Rocket Launcher has no real use in this level, but if you want it, continue down the tunnel mentioned above to find the shield, and you'll come into an open area. A Rocket Launcher is in the center. Watch out for several Proximity Mines planted throughout this area. There's also a hole in the fence at the back that lets you get out of the above-ground hangar area.

---

-OBJECTIVE 1: SHUT DOWN AIR INTERCEPT RADAR-

If you watch the entire intro at the beginning, you'll start out hidden behind a support beam rather than out in the open, giving you the edge on the three guards ahead. Spring out and take them out. Before picking up their weapons, target the black structure to the right and fire. This is a sentry gun. After it's gone, pick up the Magsecs. Turn around and head down the path. Shoot the guard after the left turn, then pull out your Magsec. Resting in the corner of the next turn is a sentry gun. Your Magsec, while inaccurate, has a handy zoom feature. Target the base of the gun for better accuracy. Eight shots should take it out. Run down the path and turn left, but don't go too fast or you'll run into another sentry gun. Slide along the wall until part of it is in view, then take it out. Keep near the wall and peek around to the right. Zoom in with your Magsec and you'll see two guards in a tower overlooking the outer hangar. Shoot one in the head from this position, and if you can, the other. If he jumps out of the tower, run after him and kill him. Go up into the tower they were in and activate the button, which opens the gate to the outer hangar.

\*Note- At this point, you can skip entering the hangar and go to the antenna area further down the path, where a shield, HoverBike, and Double Magsecs await. I suggest skipping it, but the HoverBike may be helpful later. If choose to do it, watch out for the many guards at the end of the tunnel. There's also a sentry gun to the left of the tunnel. Once again, edge alongside the wall until part of it is in view, then destroy it. In the antenna area, run to the right, then quickly turn left into a small opening between the first of the two major buildings in this area and the first wall. This is a good place to take out the drone gun near the door. When returning, watch out for three guards who will run down the tunnel and two more outside.

After the hangar is open, aim toward the drone gun on the side of the wall and take it out. Run in (forget about the other two drone guns) and kill any guards in there (most hang out on the back side of the building). Also behind the building is a ladder leading underground. Go down and enter the door at the bottom. Continue to the back where you'll find a computer. Take out your explosives and plant them on the screen. Now get out of there as fast as you can. This will destroy the Air Intercept Radar.

**-OBJECTIVE 2: GAIN ACCESS TO HANGAR LIFT-**

Head over to the ASI Interceptor and the hangar worker in the open area of the outer hangar area. Shoot the worker and he'll drop a keycard, one which activates the hangar lift. Select on of the monitors on either side of the large hangar doors and activate the lift. The right one had two Pilots inside. It's actually better to activate this one because then you'll have a Dragon for the upcoming area. When the doors open, take out both pilots quickly and pick p their weapons. Switch to them if you think you'll have enough ammo. When the door opens when you arrive at the inner hangar area, you'll complete the objective.

**-OBJECTIVE 3: MAKE CONTACT WITH CI SPY-**

When the door opens, rush out and kill the two guards ahead. Keep running nonstop, and when you reach them, whether they're dead or not, turn left. The guard to your left will throw a grenade, so get out of the way fast and kill him. Turn around and kill the other two is they're still alive. Ahead of you, several other guards will be coming. Kill them and proceed forward and to the right. Go up the ramp (watch out for the Pilot at the top). continue on the catwalks and take a right when you come to the fork. Some more guards will be here, which you can easily take out. Enter the elevator behind them. When it opens, two guards will be there to greet you. Kill them and proceed to the end of the catwalk. The music will change, indicating an intense battle. Go down the ramp and run away from the four guards hiding behind the crates. Use the Dragon and it's zoom to kill them. Once they're all gone, head under the ramp you came down here on. Under it is a door. Open it to find the CI Spy.

---

- - - - - | LEVEL 2: AREA 51 - RESCUE | - - - - -

Now that you've made it inside, you have to find and rescue the crash survivor before he gets killed. Unfortunately, while this route was the easiest way in, it wasn't the most efficient. You're now in the storage area, but not the labs. There are no doors connecting the two, but they do run closely together and some explosives used on a weak portion of the wall may grant you some impromptu access. Once you're in, get into a lab technician disguise as soon as possible. They only way into the necessary rooms is to fool the guards into letting you in. If you can make it to the autopsy lab in time, you may rescue our Maian friend.

---

**OBJECTIVES:**

1. Obtain and Use Lab Technician Disguise
2. Gain Access to Autopsy Lab
3. Rescue Crash Survivor

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)  
Obtain- Super Dragon, Tranquilizer  
Enemies: Area 51 Guard, Biotechnician  
Gadgets: X-Ray Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan, Elvis  
Vehicles/Robotics: Hovercrate  
Cheat Unlocked: None

---

DOUBLE FALCON 2's (SILENCED): At the entrance to the storage room, turn right and follow the wall. Soon you'll come across a container on your left. Shoot it until it explodes. Inside the small area is another Falcon 2.

SHIELD: The guard at the far left end of the storage area has a shield for you if you kill him.

SUPER DRAGON: All the Area 51 Guards use Super Dragons.

TRANQUILIZER: The Biotechnicians carry tranquilizers with them at all times. Find them in the containment labs and the autopsy labs.

---

-OBJECTIVE 1: OBTAIN AND USE LAB TECHNICIAN DISGUISE-

Follow the passage until you come to the storage room (leave the container behind). Take out the guard here, and wait for more to come. After you've killed four, head to the right and hug the wall. A guard is behind here, so kill him. Continue along the wall (don't forget to pick up the extra Falcon 2). Stay behind the storage containers and slowly move until you can see the next guard. Kill him and look up above on the catwalks. There's another guard up here. If you miss, he'll be coming down with two other friends on the elevator. Turn to the left and take out any other guards. The guards above will probably see you now. Wait for them to come down, then kill them. Now go back and get the Hovercrate (grab it by pressing B). Take it up the elevator. Kill the guard to the right if you want, but head left to the door on the other side. Leave the crate outside, and enter. Above you on the other side are several guards. Try to take them out from here (it's easiest to do this with the Super Dragon), but if you don't you can get them when they come down on the elevator. When they're all taken care of, go back and pick up the hovercrate. Take it up the elevator and walk over to the other side. On the last white light fixture that runs up the wall, you'll see a small "X". If you want to make sure this is the right place to use the explosives, take out your X-Ray goggles and look through the wall. Place the Hovercrate in front of it, stand back, and shoot it a few times so it explodes. This will blow open the wall and kill the guard there. Run inside, take out any other guards there, and look on the ground nearby for a lab technician disguise. Put it on to complete the objective (don't forget to put away your weapon, too).

-OBJECTIVE 2: GAIN ACCESS TO AUTOPSY LAB-

Head down to the left, but keep an eye out for a door on the right wall (the one opposite the wall you blew up to get in). Enter that door when you find it, and proceed down the long passage. At the end is the autopsy lab. A guard there will open the door and let you in. When you get inside, you'll be in the autopsy lab.

-OBJECTIVE 3: RESCUE CRASH SURVIVOR-

In the back right section of this room is another technician, who will reveal that you aren't who you're supposed to be. Pull out a weapon and kill the guards in the room. The worker inside the glass room has the Medlab 2 keycard. Pick it up after he's dead and head back down the long passage. In the middle, four guards will be waiting to ambush you, hidden behind the cubicle walls. After they're gone, head back out and to the right. A short ways down on the right wall is another door. Enter it to come into an identical long passage. Two guards behind the supports in this passage wait, as well as another guard and a Biotechnician further back. Enter the door at the end and quickly take out the guard in the back right, ignoring all other guards. He'll drop a keycard to the glass chamber where the autopsy is taking place. Enter to complete the mission.

---

- - - - - | LEVEL 3: AREA 51 - ESCAPE | - - - - -

The crash survivor has been saved from death, and now you have to get him out of there before he gets harmed. He hasn't come to yet, so find a place to keep him safe until later. Jonathan is still hanging around the complex, so find him. He knows the way into the secret hangar, where the Maian Vessel that the crash survivor came here in is. Find the secret hangar and escape in the spacecraft.

---

OBJECTIVES:

1. Rendezvous with CI Spy
2. Locate Secret Hangar
3. Escape from Area 51

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)  
Obtain- Tranquilizer, Super Dragon  
Enemies: Area 51 Guard, Biotechnician  
Gadgets: Alien Medpack

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan, Elvis  
Vehicles/Robotics: HoverBike, Maian Vessel  
Cheat Unlocked: Invincible (3:50)

---

TRANQUILIZER: The Biotechnicians in the containment chambers carry these. Although they fire quickly, Tranquilizers won't be your top choice in this level.

SUPER DRAGON: The Area 51 Guards found outside the labs carry Super Dragons. Watch out for their firepower, but they can also be very helpful in your hands.

---

-OBJECTIVE 1: RENDEZVOUS WITH CI SPY-

After you saved the alien, the Biotechnicians in the room sent out a huge amount of nerve gas to stop you. Quickly head out the doors and down the passage. Once you get out to the main hallway you'll be safe. Turn right and enter the door. In here are two Biotechnicians. Kill them quick and continue on straight ahead. Take a left and go down. Behind the next door is a safe place to store the alien. Jonathan will contact you when he's secured, and will open a door in one of the containment labs. Go back up to where you killed the two Biotechnicians, and head into the containment lab on your right. There are two more Biotechnicians in here. Once they're dead, head to the back and down the passage. Open the door and look to you right. Take out the Area 51 Guard, then retreat back into the passage to reload (close the door to be safe). Come back out and kill the other two guards. Head into the room and on the left is a door. Open it and head down the catwalks on the other side. There are two guards here, hidden by the bright lights. At the end of the catwalk, enter the room. To your right is Jonathan.

-OBJECTIVE 2: LOCATE SECRET HANGAR-

After you talk to Jonathan, head back to the room on the other side of the catwalks. Waiting for you inside are four guards. Use the Super Dragon's secondary function, the grenade launcher, to kill them quickly. Take out any you missed with the rapid fire of the Super Dragon. When Jonathan arrives, he'll begin to plant explosives that will make an entrance to the secret hangar. Face the door and take out the 3-4 guards that'll try to stop him. Once the explosives go off, head inside.

-OBJECTIVE 3: ESCAPE FROM AREA 51-

Inside the secret hangar, continue down the catwalks and kill the two guards there. Then head down the ramp near where you came in and enter the door under it. After the cinema, head over to the back of the lower hangar where the Maian Vessel is located. After the dialogue, you have two decisions leading to your escape:

1. Let Jonathan open the doors. Wait for him to get up the catwalks, then go to the base of the ramp. Take out any guards that come in so they won't hurt Jonathan. After they're all gone, head back to the craft and stand near Elvis. Eventually you'll take off and complete the mission. This is the easiest option.
2. Open the doors yourself. Follow closely with Jonathan and you'll tell him to leave with Elvis. Now, head up the ramp and take out any guards. Then head down the catwalk and activate the two computers at each end. Now Jonathan and Elvis will escape. Kill any more guards on the way to the HoverBike. Get on by Pressing B twice, then head into the lab area (where you kept Elvis at the beginning of the level). Head down the hall and past the containment and autopsy labs. Continue down the main path until you come outside. Kill the guards out here, then go to the back right corner and enter the circular door. Continue down the passage until you enter the room with several large support beams and a few guards. Kill the guards and head to the door in the back. Continue down the passage inside to get out of the complex and complete the mission.



Now that the urgent matter of rescuing the Maian is completed, you must go and save the President. Unfortunately, your trip to Area 51 cut into the time you had to rescue him from danger, so now you'll have to sneak on to Air Force One to reach him. It's about to take off from the Air Base in Alaska. Be careful, because who knows what could happen if you're too late.

---

- - - - - | LEVEL 1: AIR BASE - ESPIONAGE | - - - - -

Your first order of business is to infiltrate the Alaskan Air Base and board Air Force One. However, we are unaware if the guards located here are supporting Trent Easton in his plot to clone the President, so they mustn't be harmed until we are sure of it. You'll have to sneak in without alarming anyone, or Air Force One may take off before you can reach it. There's a stewardess coming up from outside the base. If you can steal her extra uniform, you could sneak in unnoticed.

---

OBJECTIVES:

1. Obtain Disguise and Enter Base
2. Subvert Security Monitoring System
3. Board Air Force One

VITAL INFORMATION:

Weapons: Start- Crossbow

Obtain- Dragon, K7 Avenger, Falcon 2, DY357 Magnum, Proximity  
Mines

Enemies: NSA Bodyguard, NSA Lackey, Alaskan Guard

Gadgets: DrugSpy, Horizon Scanner

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: None

Cheat Unlocked: None

---

DRAGON: The Alaskan Guards carry these. Pick one up outside or from the guards inside at the beginning of the Air Base.

K7 AVENGER: The NSA Bodyguards carry K7's around. They can be found after the alarm is sounded (not really the alarm, but the faster music pace) or outside near Air Force One.

FALCON 2: The guard that's facing the security computer carries a Falcon 2 for protection.

PROXIMITY MINES: Go to where the lift that brings the stewardess up was (outside the very end of the tunnel). Search around the furthest back part to find a box of handy Proximity Mines.

DY357 MAGNUM: The NSA Lackey standing by the elevator platform holds a Magnum.

SHIELD: The NSA Lackey by the elevator platform also holds a shield as well!

SHIELD: If you're near the end of the level and need shielding badly, jump into the elevator that's ahead of the front of Air Force One. Take it up three floors, then head down the hallway and into one of the brown doors. Navigate through the rooms in here until you come to a safe. On the wall to the right behind it is a switch (like the one outside Cassandra's office). Press it to open the safe. Inside is a Shield.

---

-OBJECTIVE 1: OBTAIN DISGUISE AND ENTER BASE-

When you start out, head to your left where the Alaskan Guard is patrolling. Shoot him in the back with a Crossbow bolt (you can pick up any missed bolts), then head into the tunnel ahead. If you wait, the stewardess will come to you with the guards far behind. Or, you can run through the tunnel and confront them all at once. Either way, shoot them with your Crossbow and pick up the suitcase the stewardess drops. Inside is a uniform. Put it on, and switch to "unarmed" so no one suspects you. Now you can safely enter the base. Head through the door beyond the two guards. A little ways down the hall, pull out the DrugSpy. The DrugSpy can knock out enemies in the blink of an eye, and there is at least one you'll need to knock out if you want to have a somewhat easy mission. Take out the guard at the top of the elevators, then go down the right one. To the left is a NSA Lackey standing still. Take him out, or he'll notice you later. Take out the guard here, then head down the hall to the right. Continue taking right turns until you reach the staircase. Go up, and take out the two guards up here (don't leave them standing! If you can't get them both, skip them). Drug anyone else you can (except the NSA Lackey by the door to the elevator platform), then switch back to Joanna.

-OBJECTIVE 2: SUBVERT SECURITY MONITORING SYSTEM-

After making it through the door to the main part of the base and you're a little ways down the hall, pull out the DrugSpy. The DrugSpy can knock out enemies in the blink of an eye, and there is at least one you'll need to knock out if you want to have a somewhat easy mission. Take out the guard at the top of the elevators, then go down the right one. To the left is a NSA Lackey standing still. Take him out, or he'll notice you later. Take out the guard here, then head down the hall to the right. Continue taking right turns until you reach the staircase. Go up, and take out the two guards up here (don't leave them standing! If you can't get them both, skip them). Drug anyone else you can (except the NSA Lackey by the door to the elevator platform), then switch back to Joanna. Head down the right elevator and through the hall mentioned before. Keep taking rights until you reach the area with the two guards. If they're still around, take them out with your Dragon. Whenever they're gone, quickly shut off the computer. After a few seconds, the security monitoring systems will be shut down. Unfortunately, you've caught the attention of a few guards.

-OBJECTIVE 3: BOARD AIR FORCE ONE-

Head down the stairs and continue forward down the hall. At the end, turn to your left and shoot the NSA Lackey. Pick up his Magnum and Shield, then activate the elevator door. Turn around and you may find a few NSA Bodyguards on your tail. Use your Dragon to take them out (you may want to pick up their ammo). If you have time before they come, a Proximity Mine will take them out quickly. Eventually, the elevator platform will come. Board it and take it to the bottom. When you come out, there will be a few guards. Kill them and head outside to where Air Force One is. Continue forward (ignore the laser field, don't go near it), then take out any guards to your right. Head in that

direction. Now, you can either board Air Force One from below (and end up in the lower section) or take the normal entrance and enter from the side. Both ways are fine, although I prefer the normal entrance more. The ladder to enter from below is to the right and you won't have to encounter any more guards. The side entrance is up ahead. Walk to the end and ascend the many stairs (watch out for the guards). Soon you'll reach a shuttle leading to Air Force One.

---

- - - - - | LEVEL 2: AIR FORCE ONE - ANTITERRORISM | - - - - -

You've made it on to Air Force One, conveniently disguised as a stewardess. Presidential Security will not see through your disguise, so you can wander around the plane as much as you like with no fear. However, getting to the President is urgent, and you should try to find him before any trouble arises. And don't expect trouble to stay away during this mission.

---

OBJECTIVES:

1. Locate President
2. Get President to Escape Capsule
3. Detach UFO from Air Force One

VITAL INFORMATION:

Weapons: Start- Laptop Gun, Timed Mine

Obtain- Cyclone, K7 Avenger

Enemies: NSA Bodyguard, Disguised Skedar

Gadgets: Combat Boost, Suitcase

ADDITIONAL INFORMATION:

Characters Encountered: The President, Trent Easton, Elvis

Vehicles/Robotics: Skedar Shuttle, HoverBike, Maian Vessel

Cheat Unlocked: None

---

CYCLONE: The Presidential Security guards carry Cyclones. They will only drop them if they are killed by enemies, so you can't kill them and pick up their weapon (despite the fact that the other security guards won't notice).

DOUBLE CYCLONES: Whether you kill them or NSA Bodyguards kill them, the two Presidential Security guards at the bottom of the staircase to the President's level carry keycards. On either side of the staircase are decorated doors. Inside are Cyclones. Pick them up to get Double Cyclones.

K7 AVENGER: The NSA Bodyguards will come pouring in after the Skedar Shuttle attaches itself, giving you plenty of K7 Avengers to pick up.

SHIELD: There's a shield at the front of the plane in the large party room. Look for it to the left of the grand piano.

SHIELD: There's another shield at the back of the plane in the kitchen. This one is easier to get in the second half of the level, so you may want to leave it for later in case you need to get one fast.

HOVERBIKE: In the cargo area in the bottom of the ship, knock out the guard at

the very end to pick up his keycard. You can then lower the cargo bay with the HoverBike on it. This will make it available in the next level.

---

-OBJECTIVE 1: LOCATE PRESIDENT-

Depending on where you start, you'll have different lengthed journeys to get to the President. Luckily, everyone is fooled by your disguise and you can traverse Air Force One without any worries. If you came in the side entrance, turn to your right and enter the decorated door. Inside, go up the stairs and take two lefts. Head down the hall and you're already in the President's room. If you started in the hold, continue to the end, climb up the stairs, and open the floor panel to enter the main level of the ship. Turn left and continue walking forward until you reach the staircase to the Presidents level. When you meet up with the President, talk to him briefly and pull out your Laptop Gun. At this time, a Skedar Shuttle will attach itself and will supply the plane with a steady flow of NSA Bodyguards.

-OBJECTIVE 2: GET PRESIDENT TO ESCAPE CAPSULE-

The President must escape safely, so get him to the escape capsule before Trent's men get to him. The escape capsule is in the hold, so proceed down the stairs, take out any NSA Bodyguards the Presidential Security missed, and head to the back of the plane. In the second passenger section, Trent will be waiting with two Disguised Skedar. Ignore Trent and shoot the guards. Then head to the entrance to the hold, which is on the left side of the ship, right before the kitchen. Open the door panel and go down. Go through the door ahead, then open the door in the next room. Inside is the escape capsule. Wait for the President to get inside, then shut the door.

-OBJECTIVE 3: DETACH UFO FROM AIR FORCE ONE-

The Skedar Shuttle must be detached if everything is to go right, so head back to the grayish tunnel you saw just after you came down the stairs. There may be a few more guards here and there, but they'll be easy to take out. Once you get back, take out your Timed Mine and throw it into the tunnel. After it explodes, you'll see the Outro and complete the level (unfortunately, everything didn't go right).

---

- - - - - | LEVEL 3: CRASH SITE - CONFRONTATION | - - - - -

Elvis' quick thinking caused Air Force One to crash. Luckily, everyone on board survived. The President escaped in the escape pod, but Trent Easton picked him up and is now waiting for Mr. Blonde to come pick him up and "take care of him", then replace him with the clone. This is one of your most important missions. You'll have to save the President, get him to safety, eliminate the clone, and make it out alive. You're still in Alaska, so don't expect the cold terrain to be easy to navigate.

---

OBJECTIVES:

1. Activate Distress Beacon
2. Retire Presidential Clone

### 3. Locate and Rescue President

#### VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- K7 Avenger, Sniper Rifle

Enemies: NSA Bodyguard, Alaskan Guard

Gadgets: Horizon Scanner, President Scanner, Combat Boost, Night Vision  
Goggles

#### ADDITIONAL INFORMATION:

Characters Encountered: The President, Trent Easton, Mr. Blonde, Elvis

Vehicles/Robotics: G5 Robot, HoverBike, Maian Vessel, Skedar Shuttle

Cheat Unlocked: Trent's Magnum (2:50)

---

**K7 AVENGER:** The NSA Bodyguards carry these around. Take them out and pick them up.

**SNIPER RIFLE:** The Alaskan Guards use Sniper Rifles. They usually support NSA Bodyguards when they know there's trouble, so look for them.

**SHIELD:** There's a shield behind the sentry guns in the open area with the trees and the crashed Skedar Shuttle. However, this is far out of your way and it'd be best just to skip getting it.

**HOVERBIKE:** A little ways behind you is the HoverBike (if you lowered it in the previous level).

---

#### -OBJECTIVE 1: ACTIVATE DISTRESS BEACON-

Despite the fact that the communications are jammed, if you activate this distress beacon that's attached to the escape pod of the President, the moment they get back on the Carrington Institute will be able to locate your position and send help. When you start, move along the wall to your right. After you pass the rock formation on your left, look into your Falcon 2's scope to see a guard ahead. Take him out (there's also one to your right you should take out sometime, too). When the guard is gone, head forward and a little bit to your left (out into the center of the open area). Ahead you'll see the escape pod. Run up to it and press B to activate the beacon.

#### -OBJECTIVE 2: RETIRE PRESIDENTIAL CLONE-

Your next objective is to take out the clone of the President that may cause future turmoil if not stopped. From the escape pod, turn left and head alongside the wall to your right. You'll soon come to an opening in the wall. Go inside (you'll know you're going the right way if you see the Grand Piano). Up ahead is another open area. Kill all the guards here and any that may come. Then head down the steep slope to your right. This leads down into a dark cavern. Put on your Night Vision Goggles. With them on, take out any guards around. Then take a right at the branch and continue through the caverns in a straight path. Ahead you'll see another figure. This is the clone. Shoot him and you'll complete the objective. Take out the other guards around him, but don't get lost in the caverns.

#### -OBJECTIVE 3: LOCATE AND RESCUE PRESIDENT-

With the clone gone and help coming as soon as it can, the last thing you have

to do is find the President and rescue him from Trent Easton and his men. Head back out of the caverns where the clone was located and climb back up the steep slope. Head toward the way you came in to this area. Then follow the left wall until you come to a tunnel. Go inside. At the branch in the path, take a left. Then take a right at the next branch. Up here you'll meet four G5 Robots. Unlike the G5 Robot in Chicago, these ones can be destroyed. Take them out with your K7 Avenger (you might kill more than one at once because they bunch together and explode). Also, head back down the tunnel a little ways to find cover. Once they're all gone, head into the room they came from. To your right is Trent Easton with a DY357-LX pointed into the President's back. A few shots at Trent won't kill him, but it will scare him off. Once Trent runs away, head back to the last branch with the President. This time take a left. From here, head almost directly forward and you'll eventually come to Elvis and his crashed Maian Vessel. There will be approximately two guards on the way. Don't let them harm the President. When the President arrives at Elvis' craft, you'll complete the objective, the level, and the mission.

---

- - - - - MISSION 5: DEEP SEA THREAT - - - - -

---

The President has been rescued, Trent is dead, and it seems everything is all right. Nothing could be further from the truth. The dataDyne Corp. has stolen the Pelagic II from the government, and is proceeding with their operations on the Deep Sea floor. Whatever's down there must be very important because of these actions. You'll have to go down there and see for yourself once and for all what dataDyne's up to.

---

- - - - - | LEVEL 1: PELAGIC II - EXPLORATION | - - - - -

---

The Pelagic II, a gigantic undersea vessel, must be stopped. By delaying it, the dataDyne Corp. could be crippled and it would give us a window of opportunity to get down to the ocean floor and stop whatever's going on down there. To do this, you'll have to shut down the power of the ship, and also shut down the GPS and Autopilot. This will make the ship wander off course and not allow it to go where dataDyne wants it to be. Elvis will accompany you on this mission.

---

OBJECTIVES:

1. Disable Primary Power Source
2. Deactivate GPS and Autopilot
3. Rendezvous and Escape with Elvis

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced), Laptop Gun, N-Bomb  
Obtain- CMP 150, DY357 Magnum

Enemies: Pelagic II Guard

Gadgets: X-Ray Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Elvis

Vehicles/Robotics: Moon Pool Sub

Cheat Unlocked: None

---

CMP 150: The Pelagic II Guards will drop these once you kill them. They're found all over the ship.

DY357 MAGNUM: The pilots carry these. Pick it up after you kill the one that is very loyal to dataDyne.

---

-OBJECTIVE 1: DISABLE PRIMARY POWER SOURCE-

At the start of the level, Elvis will say "You go on ahead Jo. I'll secure the perimeter. We'll meet up later." (I love how he says that). That means don't follow him and go your own way. Head through the door in front of you. To the immediate right is a Pelagic II Guard. He won't notice you, so a headshot will be easy and effective. Head down the hall and into the next door. Now, here's an important lesson: most of the time, you can fire through the glass window on the doors and the guards won't even notice, giving you time to get headshots and subdue everyone in sight. This door is one of the few exceptions, but you can still pull a headshot off the guard you can see, then run in and stop anyone from triggering the alarm to the right. After everyone in this area is gone, continue down the passage. On your left, there's a door leading to a somewhat large room. There may be a few guards here, so search the area above and below. There's also two security cameras at the top and underneath the stairs. They probably won't notice you, but better safe than sorry. After everything is taken care of, head to the upper balcony. In the center is a large, circular pillar with little wall terminals on the sides. Put on your X-Ray Scanner. Now, you'll see that the terminals have changed to red and green buttons. Deactivate the green buttons, then head down to the lower part of the room. Press B while standing in front of the long tube to shut off the power.

-OBJECTIVE 2: DEACTIVATE GPS AND AUTOPILOT-

After the power has been shut down, you'll need to sabotage dataDyne's plan even more by deactivating the GPS and Autopilot, which are critical components of the ships navigation systems. Head back up the stairs and out the door you came in after you complete the first objective, and head down the hall to the left. Open the door, and head up the yellowish staircase. Continue forward to reach a greenish staircase. Go up it as well. In the middle are two guards. When they're defeated, continue up the stairs into the navigation room. This is where the pilots are. They can help you shut off these systems, but you need to convince them first. Hold one at gunpoint and he'll deactivate the GPS. When he's done, another one of the pilots will pull a DY357 Magnum and attack the other. Kill him before he can (don't worry, he's quite slow). Then make the remaining pilot shut off the Autopilot, completing the objective.

-OBJECTIVE 3: RENDEZVOUS AND ESCAPE WITH ELVIS-

Now that the Pelagic II has been taken care of, you only need to escape in the Moon Pool sub and make it to the ocean floor. Elvis is waiting for you at the Moon Pool, so head there. Head down the green stairs you came up on, then enter the door on your right. Inside, you'll have to proceed down a series of passages filled with crates and hiding Pelagic II Guards. Continue down the passages, and remember the handy "shooting through the door window" trick. When you hear Elvis begin to talk, you're getting close. Keep an eye on the left wall, and soon you'll see a door. It leads outside to the Moon Pool head to the

left to complete the objective.

---

- - - - - | LEVEL 2: DEEP SEA - NULLIFY THREAT | - - - - -

As you followed the signal to the ocean floor, Joanna came across a gigantic ship that seemingly crashed there. This giant ship is what dataDyne is after, but it's not the ship, but the incredibly powerful Cetan Megaweapon that they're after. This weapon must be destroyed at all costs. Elvis is still with you on this mission, and his knowledge of all things Cetan will help you out greatly.

---

OBJECTIVES:

1. Reactivate Teleportals
2. Disable Cetan Megaweapon
3. Escape from Cetan Ship

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope), Shotgun

Obtain- CMP 150, Farsight XR-20

Enemies: Pelagic II Guard, Disguised Skedar, dataDyne Infantry  
(cloaked), True Skedar

Gadgets: IR Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Elvis, Dr. Carroll

Vehicles/Robotics: None

Cheat Unlocked: None

---

CMP 150: The Pelagic II Guards will drop these once you kill them. They're found after the cloaked dataDyne Infantrymen.

FARSIGHT XR-20: After you take the first teleportal, Elvis will hand over his Farsight and ask you to take care of the Skedar.

SHIELD: There's a very handy shield found after the teleportal tunnels. Take the passage to the left, instead of the right one that leads to the first teleportal. At the end is a shield, and sometimes a dead guard with a CMP 150 nearby.

---

-OBJECTIVE 1: REACTIVATE TELEPORTALS-

To get around the ship, you'll have to lead Elvis to the room in which you can turn on the teleportals, which will transport you around the ship. When you start the level, equip your IR Scanner. Head down the passages. When you come into the large, dark, seemingly natural room, you'll see several guards. They'll cloak themselves, but with the IR Scanner you can see them. Take them out (Elvis will lend a hand), then head across the room. At the end are two more cloaked guards. When they're gone, head through the circular door on the



right wall. Inside the second door are two more guards, and two more will come shortly. Kill all four, then you can take off the IR Scanner. Head down to the right, where there are several Pelagic II Guards. Elvis can take them out easily, but you can always lend a hand. You may have noticed one running up from the left. On the left wall, there's a tunnel going downward. Go into it. Follow these directions to get through it: Right, Left, Forward, Right, and Left. Follow a direction whenever you come to an intersection with the glowing floor and ceiling lights. The last left will take you to the teleportal room. Inside is a Scandinavian Guard and two Pelagic II Guards. Kill the Scandinavian Guard first, then target the guards on either side. When they're all dead, let Elvis ascend the ramp and activate the teleportals.

-OBJECTIVE 2: DISABLE CETAN MEGAWEAPON-

Head back through the tunnels and out onto the main path. Continue down left and through the large door. You'll come to a fork in the path. The left route leads to a shield, so go there before heading to the right and the teleportal. The teleportals are large, green circles on the walls. When you teleport through them, you'll come up in a new passage. Elvis will hand over his Farsight, indicating that there will soon be a bunch of True Skedar coming. He's not defenseless though, as he still has a couple Phoenixes with him. Use the target locator (the Farsight's secondary function) frequently to scan for Skedar, but don't stay in any place too long. Your journey to the Cetan Megaweapon will be long and pointless, but after many large chambers and long tunnels you'll arrive at two doors. Enter the left one to find the area where Elvis can disable the weapon. Wait for Elvis to catch up, then guard him from any Skedar that appear (you can count at least one coming). Elvis will quickly disable the weapon.

-OBJECTIVE 3: ESCAPE FROM CETAN SHIP-

Head back outside the megaweapon room and enter the other door, which is now on your right. Inside is the control room, where Dr. Carroll is overseeing everything. Watch the cutscene where Joanna will install the chip, returning Dr. Carroll back to his normal self. Even though the Cetan megaweapon was disabled, it must be destroyed. Dr. Carroll will destroy it and himself in the process. Unfortunately, he isn't giving you much time to get out. As soon as the cutscene is over, take a right and head back to the beginning of the level. Don't wait for Elvis. After you open the first door, there will be three Pelagic II Guards. Take out as many as you can, but don't waste any time. When you open the door leading to the large room where the cloaked guards were, you'll finish the level.

---

- - - - - MISSION 6: CARRINGTON ATTACK - - - - -

---

It seems that you are victorious... you've stopped the dataDyne Corp. (although Cassandra de Vries is missing), foiled the Skedar's evil plans to destroy the earth, and now are awaiting a meeting between the President, the new Maian Ambassador, and the Carrington Institute. All is well... a little too well.

Just as you're about to leave to the Presidential meeting, a loud boom is heard. It seems trouble is afoot. A Skedar Shuttle has landed in the Institute and has brought Skedar and dataDyne Infantry to assault the Institute. The Skedar mean business, and now you're playing defense.

---

OBJECTIVES:

1. Release Hostages
2. Retrieve Experimental Weapon
3. Deactivate Bomb

VITAL INFORMATION:

Weapons: Start- AR34, Laser

Obtain- Mauler, K7 Avenger, RCP-120

Enemies: dataDyne Infantry, Disguised Skedar, Skedar Warrior

Gadgets: Data Uplink, Combat Boost

ADDITIONAL INFORMATION:

Characters Encountered: Foster, Grinshaw, Carrington Institute Staff

Vehicles/Robotics: Skedar Shuttle

Cheat Unlocked: Super Shield (1:45)

---

Mauler: Kill the Skedar at the start of the level and pick up the Mauler it drops.

K7 Avenger: The dataDyne Infantry carries around powerful K7 Avengers.

RCP-120: You'll retrieve this during the second objective.

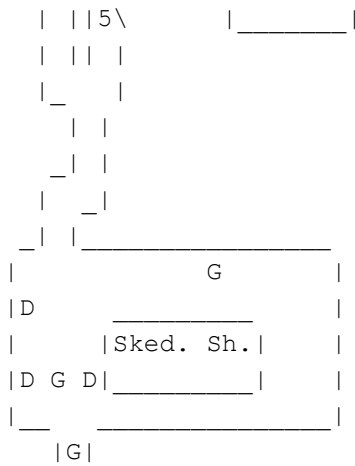
---

~LEVEL MAP~

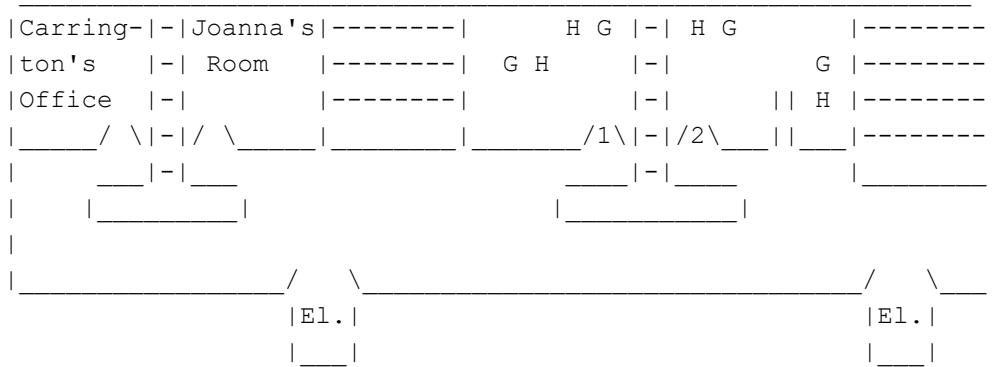
KEY: S = Start Location      G = Guard      H = Hostage  
R = RCP-120                  D = Disguised Skedar    SW = Skedar Warrior  
| and \_ = walls              / \ = doors          - = no rooms area  
El. = Elevator                Sked. Sh. = Skedar Shuttle

FLOOR 1:

```
| | | | | H | G | |-----| | H | H | |-----| | | | | | | |
| | H | | G | |-----| | H | H | |-----|
|R | | | | | |-----| | | | | | |-----|
| | | | | |-----| | GGGG | |-----|
| | | | /4 \ | | | | | | 3 | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
|---|---| | | | | | | | | | | | | | | |
| - | _ | | - | | | | | | | | | | | | | |
| - | | - | | - | | | | | | | | | | | | | |
| - | | - | | - | | | | | | | | | | | | | |
| - | | - | S | _ | | | | | | | | | | | | | |
| - | | - | | | | | | | | | | | | | | | |
| _ | | _ | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
```



FLOOR 2:



-OBJECTIVE 1: RELEASE HOSTAGES-

Carrington will buzz you at the beginning of the level and notify you that the dataDyne Infantrymen have taken hostages (all the brilliant minds at the Carrington Institute) and they aren't going to let them live much longer. These people are of vital importance to the Institute, so you can't let more than a few die. Head up the elevator first into the upper offices. Go to the right, and use a Combat Boost. Everything will slow down, giving you more time to react. Enter the first door (Number 1 on the map above) and kill both guards. While still under the influence of the Combat Boost, run over to Room 2 and kill both guards (the one to the right is tricky). Head back downstairs and into Room 3. Enter fast and swing around to face the other side of the wall near the entrance. There's four guards here. They have shields and are prepared to execute the four hostages. Take one out at a time and kill as many as you can before they fire. Once they're done, they'll concentrate on you. After all are dead, head over to the final room, Room 4, and use the second Combat Boost. If you're lucky, Foster and his companion will have knocked out the guards themselves. If not, you'll have to take them out yourself. As long as more than half of the hostages have escaped, you'll complete the objective.

-OBJECTIVE 2: RETRIEVE EXPERIMENTAL WEAPON-

Foster was working on a new weapon, the RCP-120, before the attack came, and it'd be nice to have it. And how convenient, when you finished saving the hostages, you should be in the room you need to be in. If not, head down to the Weapons/Firing Range area. Go over to the computer and press B to shatter the glass of a nearby display case. Inside is a RCP-120. Equip it, as its large magazine will come in handy.

-OBJECTIVE 3: DEACTIVATE BOMB-

Trying to destroy the Institute, the Skedar have planted a bomb in the shuttle,

and if you want to save the Institute, you'll need to deactivate it. Head down to the hangar area to where the Skedar Shuttle is located. Down here are several Alaskan Guards and dataDyne Infantry. Don't run out into the hangar area, but stay in the passage. You might even want to go back behind the corner. Once they're all gone, go out into the hangar and take out your Data Uplink. Stand next to the Skedar Shuttle, and activate it to deactivate the bomb. Now, all you have to do is get out. Head back down the passage you came in and head to the right (number 5 on the map). Watch out for any Alaskan Guards.

---

- - - - - MISSION 7: SKEDAR BATTLES - - - - -

---

Joanna heroically saved the Carrington Institute from disaster, but at the cost of her own safety. She has been captured by the Skedar, and you can bet they won't be very nice. As she comes to, who does she find next to her? Why, none other than the missing Cassandra De Vries, who is angry at the Skedar for betraying her. Cassandra knows she doesn't stand a chance against them, so she devises a plan to let Joanna help her get revenge... but she must sacrifice herself in the process. Now, only armed with a knife, Joanna must take on the entire ship full of Skedar.

---

- - - - - | LEVEL 1: ATTACK SHIP - COVERT ASSAULT | - - - - -

Things look grim, as Joanna is prisoner aboard the massive Skedar Attack ship. But nothing's too difficult for Joanna Dark! While she'll have to single-handedly take out a few Skedar and get the shields down with only a Combat Knife, it can and will be done. After you get some Maian support, you'll need to take control of the rest of the ship.

---

OBJECTIVES:

1. Disable Shield System
2. Access Navigational Systems
3. Gain Control of Bridge

VITAL INFORMATION:

Weapons: Start- Combat Knife  
          Obtain- Mauler, AR34  
Enemies: Skedar Warrior  
Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: Elvis  
Vehicles/Robotics: None  
Cheat Unlocked: None

---

MAULER: The Skedar carry these around. The charge-up shot is powerful, and should be your weapon of choice if you run out of ammo with your AR34.

AR34: When you get the shields down, Elvis will come and bring you an AR34.  
Very nice indeed, Elvis has good taste.

SHIELD: There's a shield on the table in the door to the right after you come up on the elevators.

---

-OBJECTIVE 1: DISABLE SHIELD SYSTEM-

To allow Elvis and the Maian soldiers access to the ship, you'll have to shut down the shield systems. Conveniently, the Skedar have brilliantly located their only weakness (the shield system) right outside the prison cell. As soon as the level begins, run outside the cell (which the Skedar intelligently left unlocked) and down the path. If you're quick, one Skedar will be busy with Cassandra while another will be waiting for you. Slice it a few times with the Combat Knife, backing away each time to avoid getting sliced yourself with the Skedar's claws. A few well-placed chops should kill the Skedar. Grab his Mauler and switch it to Charge-Up shot. Hide behind the corner, then swing around and blast the other Skedar there. When he's dead, go down the ramp to the lower area. There are three funny-shaped objects. Blast them all until each has exploded. This should shut down the shields.

-OBJECTIVE 2: ACCESS NAVIGATIONAL SYSTEMS-

The map which you can access the navigational systems from is located deeper in the ship. Go down the elevator behind the shields. When you arrive, Elvis will come running up and will hand you an AR34. Switch to this weapon. Don't worry about the Skedar in this next area, as the Maian soldiers will take care of them. When Elvis says "Time to head upward. I'll take this elevator. You take the other one.", head up the ramp into the hangar area and turn right. At the end are two bluish doors. Go into the left one. When you arrive at the top, enter the door ahead. There's two Skedar in here. Kill them and head to the right. There's another Skedar to the right of you in here. Kill him and pick up the shield on the table. Head into the door on the left. Inside is another Skedar. Kill him and move forward. In the next passageway, there's a door on the left wall. Go inside to find the navigation systems. Guarding the map are two Skedar. Kill them quick or they'll hurt Elvis (to make sure they don't, you can go back to the elevators, wait for Elvis, then run back to the room as fast as you can. Elvis won't be able to keep up with those little legs). If you kill both Skedar, Elvis will access the systems and you'll complete the objective.

-OBJECTIVE 3: GAIN CONTROL OF BRIDGE-

If you gain control of the bridge, you'll gain control of the ship. In the navigation room, head back out the door you came in. Take a left and go through the door. In this dark passage, on your right will be an opening leading upward. There's a Skedar here, so blast him quick or he'll get you with a Mauler shot. Head up the path, and continue going down it. There will be several Skedar on the way. During this time, keep pressed against the right wall (hold Right C while next to it). Eventually, you'll move into a dark passage that is hard to find if you simply look. If you come to the blue door, you've missed it (it's right before it). Take this path up, and continue going down the passage. When you come to a blue door, enter. Inside are Skedar to your left and right. Kill them (concentrate on one at a time, and run up to it so the other doesn't hit you from behind), then head up the ramps to the back. Elvis will now leave you for a few moments. Take the elevators upward. You'll soon be in the control room. Kill the large Skedar above in the middle, then take out the ones to the left and right. Then head underneath the platform the

large Skedar was on and turn around. Elvis will run in soon, proclaiming "I think we've made them angry". He'll run up above, and soon a few Skedar will follow. They shouldn't be too hard to take out. After a short while, you'll complete the objective.

---

----- MISSION 8: THE FINAL CONFRONTATION -----

---

The Maians have been searching for the Skedar Homeworld for years, and now, thanks to Joanna and Elvis, have found it. This place is very holy to the Skedar, and they'll stop at nothing to defend it. This is also where the Skedar Leader is located. If he is taken out, the Skedar will stop their wrongdoings. Unfortunately, it won't be easy to do all this.

---

-----| LEVEL 1: SKEDAR RUINS - BATTLE SHRINE |------

This is the home of the Skedar Leader and the holiest place of the Skedar. This is it, the final battle. Elvis will escort you here, but will not accompany you on the mission. For the mission to be a success, there are three temple targets that must be destroyed, a bridge must be activated, and you must kill the Skedar Leader. Good luck, Agent Dark.

---

OBJECTIVES:

1. Identify Temple Targets
2. Activate Bridge
3. Assassinate the Skedar Leader

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope), Callisto NTG, Devastator  
Obtain- Reaper, Mauler, Slayer  
Enemies: Skedar Warrior, True Skedar  
Gadgets: IR Scanner, Target Amplifier, R-Tracker  
Boss: Skedar Leader

ADDITIONAL INFORMATION:

Characters Encountered: Elvis  
Vehicles/Robotics: Skedar Shuttle  
Cheat Unlocked: None

---

REAPER: The Skedar Warriors that are stationary outside the Inner Sanctum carry Reapers.

MAULER: The Skedar army in the Inner Sanctum carries Maulers.

SLAYER: Two Skedar guarding the Inner Sanctum will carrying these powerful explosives.

SHIELD: There's a shield in the area after the two Reaper-carrying Skedar. It's

on the left, up the stairs and behind the over-turned pillar.

SHIELD: Another Shield awaits at the end of the path across the chasm. Instead of entering the Skedar stronghold, continue down the path. At the end, near the wall with a crack in it, is a shield.

---

**-OBJECTIVE 1: IDENTIFY TEMPLE TARGETS-**

There are three obelisks in the outskirts of the Skedar Temple that must be destroyed, but, unfortunately for you, it's different pillars each time you play the level. At the levels beginning, turn on the R-Tracker. It'll make a radar screen appear on the top of the screen, indicating where the three targets are located. Also, you have the powerful Callisto NTG. This is a good weapon to use at the beginning of the level, but be sure to switch to its secondary function or you'll run out of ammo quickly. Head forward. There's a cloaked Skedar nearby. Once it appears, run backwards and fire at it until it's dead. Always keep on the move so it can't reach you, even if you end up running in circles. After it's taken care of, continue down the path. Kill the Reaper-carrying Skedar at the other end of the large chamber, then approach the cloaked Skedar in the middle (use the same technique as before, as well as on any other non-armed Skedar). Also in the middle of the chamber is a large, black, pointed pillar. If it is one of the correct pillars, take out a target amplifier and throw it onto it. You'll be notified if you placed it correctly. Do this for any other pillars that are on your R-Tracker. Head out the other end of the room. Now you'll be going down a slightly curving path. Turn around and walk backwards, as about halfway through a Skedar will appear from behind. At the end of the curving path, a Skedar will appear either behind you on the curving path or ahead of you on the narrow path. Kill him and head down the narrow path. At the end, on either side is a cloaked Skedar. Stay near the walls and take them out one at a time. To your right is another pillar. Check your R-Tracker to see if it's the right one (also watch out for a Skedar that's either near the pillar or on the path when you come out). Now, head down the left route. To your right is another narrow path. Kill the Reaper-wielding Skedar there, then head to the end. To your right are two more Reaper-carrying Skedar. Kill them. In the corner at the end of the path you just came is another potential special pillar. Head past the two dead Skedar and into a messy area. Up the stairs to the right is another very large pillar. Up the stairs to the left is a shield. As you're coming down the stairs on the left, you'll notice a slight opening on the left side. Go in, and there's another potential pillar, the last of the bunch. Also watch out for two cloaked Skedar in this area. Once all the target amplifiers are placed, support from above will blow them up.

**-OBJECTIVE 2: ACTIVATE BRIDGE-**

Head back to the narrow path past the three Reaper-carrying Skedar. Now, head down the final place to go, to the right. If you look down, there's a large chasm. There's also a Skedar to the left. Kill him, then jump across the chasm (hold Up on the control stick and Right C to make it). There's another Skedar behind you, but if you're quick you can scramble up the ladder to the immediate left and make it up without getting shot. Run down the path and jump down below. Right to your left is a Skedar. Kill him fast. If you continue down the path to the right, you'll eventually come across a shield. But the area you're in now is where a hidden weak point is that you can use to get into the temple. Put on your IR Scanner. If you head straight and to the left of the Skedar you just killed, you'll see an area on the wall that's a lighter shade of red (it's very noticeable, so don't fire somewhere if you're not sure it's lighter). Now, equip your Devastator and set it to "Wall-Hugger", it's secondary function.

Blast the wall and enter the hole. Inside, head down the path, and take a left. Watch out for the tiny True Skedar that are in this area. On the right wall is a door. Open it, and watch out for the True Skedar inside. Once it's taken care of, look for a block in the room that you can move. There's a brown area near the pillar in the room's center that you should push this on to. Once you do, the bridge over the pit will appear.

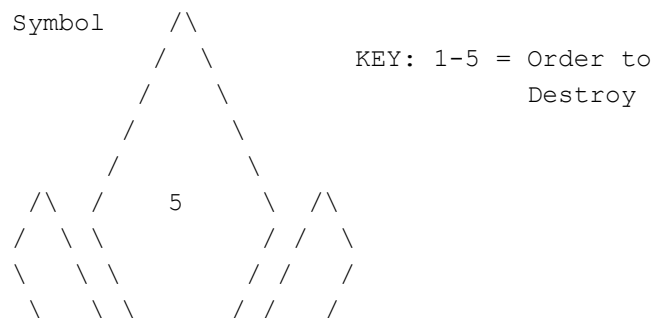
**-OBJECTIVE 3: ASSASSINATE SKEDAR LEADER-**

Head back out and continue down the path. When you cross the bridge, things will get dark. Put on your IR Scanner so you can see a little better. Keep going down the path, and kill any True Skedar you see. Soon you'll come to a ramp heading upwards. You can go up it and run frantically across the bridge ahead, kill the Skedar Warrior on the other side, and enter the next room, or kill the Slayer-equipped Skedar Warriors before you head into the next room. If you choose to kill them, there's a door at the bottom of the ramp. If you go through it, you'll see one of the Skedar. Pull off a few shots, then retreat before the rockets hits. Continues until it's dead. Then do the same for the other Skedar. Finally, kill the Skedar above from below, as it won't notice you at all from that position. Whatever you do, when you enter the next door, you'll soon come across a large room. Unfortunately, now you'll have to face the rest of the Skedar army. They'll come out of chambers in the corners of the room, so keep on the lookout for them (they luckily come one at a time) and keep moving. When they're all gone, you can take off your IR Scanner and head through the door in the front of the room. After a short passage, you'll come to the room with the Skedar Leader. The Skedar Leader is the final boss, and has three different attacks, which he does in no particular order.

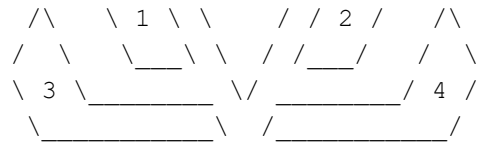
1. Fire Rocket: He'll shoot a slayer-like missile at you. This is his most common attack. Keep on the move so he fires away from you.
2. Call Skedar: His second most-common attack is to call for assistance from a Skedar Warrior or a True Skedar. When he raises his arms, look to the left and right corners in the front of the room for little flashes of white light. If they come from the left, a Skedar Warrior will be coming soon. The right corner is where the True Skedar appear.
3. Warp Strike: He doesn't do this very much. When he does this, he'll warp down to your area, and attempt to take you out with his own claws. Just keep moving in a figure-eight pattern to avoid him.

To defeat him, I like to use the Falcon 2. And Skedar Warrior or True Skedar you defeat will drop some ammo for the Falcon or Mauler (whichever you have equipped), although they never use weapons themselves. To hurt the Leader, continually fire at him. Although you won't hurt him (he has very good shielding), you'll eventually turn his shields to green (yellow means you're weakening them). When they turn green, he'll run to the center of the platform. Look directly above him, and you'll see the Skedar Holy Symbol. When he's weakened, part of it will turn Silver. Shoot the Silver parts rapidly until they fall off. There are five parts in all, specified below.

FIGURE 5: Skedar Holy Symbol







Each piece will take around fifteen shots to destroy. Once the fifth piece is gone, it'll fall down and impale the Skedar Leader. Now all you have to do is sit back and watch the credits.

---

- - - - - SPECIAL ASSIGNMENTS - - - - -

---

I've recently thought about these special assignments, and changed my opinion from "something that could've happened but didn't" to "something that did happen but you didn't see". In most of the Special Assignments, you won't play as Joanna, but as other characters as in the game, and their escapades. This includes such characters as Mr. Blonde and Elvis, and you get to see what was happening when Joanna wasn't around.

---

- - - - - | LEVEL 1: MR. BLONDE'S REVENGE | - - - - -

This mission is an attempt by Mr. Blonde to infiltrate the Lucerne Tower and capture Cassandra de Vries. It takes place somewhere between the Deep Sea - Nullify Threat level and the Attack Ship - Covert Assault mission. This shows how Mr. Blonde grabbed Cassandra and how she ends up being your cellmate. In this level, you'll play as Mr. Blonde. This level is unlocked by completing all of the normal levels on the Agent difficulty level.

---

OBJECTIVES:

1. Locate and Escort Cassandra to Helipad

VITAL INFORMATION:

Weapons: Start- Mauler

Obtain- CMP 150, Shotgun, Falcon 2, DY357 Magnum

Enemies: dataDyne Female Guard, dataDyne Shock Trooper

Gadgets: BombSpy

ADDITIONAL INFORMATION:

Characters Encountered: Mr. Blonde, Cassandra de Vries

Vehicles/Robotics: Skedar Shuttle

Cheat Unlocked: None

---

DOUBLE CMP-150s: The dataDyne Female Guards carry Double CMP-150s. Just pick up two from the same person and you'll get Double CMP-150s.

SHOTGUN: On the upper floors, the dataDyne Female Guards carry Shotguns.

FALCON 2: Cassandra protects herself with a Falcon 2. Disarm her to get it.

DY357 MAGNUM: The dataDyne Shock Troopers use these.

SHIELD: There's a shield behind the elevator on the left (your left if you're going up the stairs to the elevators.).

SHIELD: On the floor that's below Cassandra's office, enter the room to the left of the elevators. Kill the guard and she'll drop a shield.

---

-OBJECTIVE 1: LOCATE AND ESCORT CASSANDRA TO HELIPAD-

You'll begin at the main entrance to Lucerne Tower, down in the Lobby by the desk. You'll be unnoticed at first, but expect some guards to find you shortly. The BombSpy can be used to lure a bunch of guards together, then you can detonate it, killing a bunch easily, but while you're controlling it some other guards may find your location and shoot you. Whenever you choose to go kill the guards yourself, switch your Mauler to Charge-Up Shot, so that one shot will take out a guard. Stay on the side near the entrance, and check both of the halls on either side of the stairs for any guards that are coming. Don't worry about the alarm. Once they're all gone, collect their ammo and head up the elevator on the left (the left if you're going up the stairs). While you're waiting, get the shield that's on the other side of it. When you arrive at the top, a guard will be waiting for you. Kill her, then close the door and go up until you reach the top floor, the one with Cassandra's office on it. Once up here, kill any guards (if any are around), then switch your weapon to "Unarmed" and then to its secondary function, "Disarm". The door to Cassandra's office is unlocked, so just waltz right in. Once you enter, Cassandra will scream "Get the hell out of my office!". Of course, if you did this, you wouldn't be able to capture her. She's quite angry though, so she'll pull out a Falcon 2 and will start shooting at you. The only way to get her to stop is to disarm her. Approach her safely from behind the supports on the left or right, then when she stops firing for a few seconds, run up and disarm her (aim for her gun, and don't get too close, or you might knock her out). Once she's disarmed, she'll be convinced to run up to the roof. If you stay too far ahead or behind her, she'll stop. However, you may want to run ahead to dispatch the two guards on the roof that may kill Cassandra. One is on the walkway leading up to the upper portion of the roof. This guy is dangerous and will throw an N-Bomb, so be very careful (run as fast as you can!). The second guy is beyond the two doors, and can be killed fairly easily. Once both are dead, go back and get Cassandra, and follow her as she slowly runs up to the waiting Skedar Shuttle on the helipad.

---

- - - - - | LEVEL 2: MAIAN S.O.S | - - - - -

In the second level of the Special Assignments, you'll take the role of Elvis after he recently crash landed into Area 51. The unsuspecting scientists don't know that he has just awoken from his unconsciousness, but they're in for a surprise. Elvis' main focus is to get a distress signal out so that those at the Carrington Institute or in the Maian space vessels might be able to get him out of there. This level is unlocked by completing all of the normal levels on Special Agent.

---

OBJECTIVES:

1. Activate Distress Signal

VITAL INFORMATION:

Weapons: Start- None

Obtain- Falcon 2, Dragon, Tranquilizer, Psychosis Gun, DY357-LX

Enemies: Area 51 Guard, Pilot

Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: Maian Vessel, Hovercrate

Cheat Unlocked: None

---

FALCON 2: The scientists carry these as one of their few forms of protection. It shouldn't be hard to disarm or kill one and take the gun.

DRAGON: The Area 51 Guards and Pilots that swarm throughout the level will carry around these powerful weapons.

TRANQUILIZER: Some of the scientists carry Tranquilizers around, too. They aren't worth the time it'll take to get them.

PSYCHOSIS GUN: The Psychosis Gun is found on the table outside the MedLab you begin in. Scientists in the other MedLab and in a couple other locations will provide you with additional ammo.

DOUBLE DY357-LX: A Guard in the left containment lab carries double DY357-LXs, and killing him will allow you to use them. Unfortunately, he doesn't carry much ammo with him.

---

-OBJECTIVE 1: ACTIVATE DISTRESS SIGNAL-

Your one and only objective in this level is to get out a signal that you need help... others can do the rest. You'll begin in MedLab 2 and with low health. The scientist is occupied at the computer. Run in front of him so he sees you and pulls out a Falcon 2. Disarm him, then hit him again to knock him out. Then run out the door. On the table in the corner to your right is a Psychosis Gun. The scientist near the table will pull out a Falcon 2 as well, but ignore him and go for the gun. Pick it up, select it, and send a shot into the flesh of the scientist. He'll get some sense knocked into him and will fight for your side. He'll head out the door of the Autopsy lab that is normally locked (if you accidentally kill or knock out both scientists, you can break the glass in the lab with the explosive hover-bed). Follow the scientist out of the lab and down the hall, and give him some support for killing the other guards. If he dies, don't worry, but try to keep him alive. Once you get out into the main hallway, head down to the left. Continue to the right when you reach the turn at the top of the hill, and start heading down. Guarding two offices on the way down are two guards. Kill them, then keep on the main path. When you reach the end, you'll come out in a hangar. Several guards will come running at you, some from the walkway above. Kill them all, then target the remaining guard across the room in the back-left corner. Proceed to the back of the room and up the

ramp. Head into the door on your left. After you go through a couple doors, an alarm will go off. At this time an infinite number of Pilots will come after you, but only one at a time and not very quickly. Keep that in mind, but don't worry too much. Now keep your eyes on the right wall. As you enter the next door, you'll see a small hole near the bottom of the floor. Crouch down and go through it. You're now in the storage room. There are quite a few guards on the ground and above on the walkways. Walk around the crates and find them all, then wait for a group to come down on the elevator. Kill them, take the elevator up, and kill the rest that are still up above. Then head down to the right of the elevator. Open the door and kill the guard on the other side. In this hangar area are more guards on the ground and above on the walkways. It's safest to kill the guards up above first, and wait for the ones below to come up to you. At the very end of the walkway is another silver door, but this one is an elevator. Take it to a cavernous area. Follow down the only route (also watch out... some Pilots may be on your tail), and kill the few guards you come across. The last room you'll come to is a larger room with two scientists. Kill them, then shoot at the tan wall section on the left. They'll break and you can walk through them. On this side are two more scientists. Kill them before they can tranquilize you. In the center of the room is a computer. Press B next to it to activate the distress signal. While you succeed, a cunning scientist will get you with some tranquilizer, and you'll be captured (it's up to Jo to save you now!).

---

- - - - - | BONUS LEVEL: THE DUEL | - - - - -

Carrington has been working on special simulants in the hologram training area that have great intelligence and are very skilled warriors. He made these with Joanna in mind, trying to create enemies that could stop her in her tracks. Now that it's complete, he proposes several duels between Joanna and these simulants, to see if Joanna is even better than he himself thinks she is. This is the only Special Assignment you'll play as Joanna, and also the only one not unlocked by completing the Solo Missions on a certain difficulty. Instead, it's opened by getting Bronze medals with every gun on the Firing Range.

---

OBJECTIVES:

1. Defeat dataDyne Guard

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- None

Enemies: dataDyne Guard

Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: None

Cheat Unlocked: None

---

-OBJECTIVE 1: DEFEAT DATADYNE GUARD-

This guy is pretty easy to kill, but it may take you a couple of tries to get

it right. You start the Duel off by taking several paces. After you do this, immediately swing around by turning on the control stick and pressing the strafe buttons. When you see the guard, aim and shoot. You'll start this level with very low health, and if you're shot, you'll die. The guard won't wait too long, so be quick and shoot any part of his body that you can. It may take a couple shots, but when he's dead, you'll complete this level (on Agent).

---

=====  
WAR! Special Assignment Coming Soon!!!  
=====

\* \* \*

---

```
|_____|
| \_____/
| |
| | - - - - - SPECIAL AGENT MISSION WALKTHROUGH - - - - - |
| |
| |_____|
| /_____\
| |
```

After completing a level on the Agent difficulty, you can then advance to play that level on the Special Agent difficulty level. On this difficulty, every level will have at least one extra objective, and the enemies' intelligence will increase, along with their accuracy and damage they deal. You won't be able to go through the levels the same way you used to, and there may be some new areas to explore. Take a look at this special walkthrough for the Special Agent levels for all your medium-difficulty needs. Here's the mission set-up, similar to the Agent mode's set-up:

---

```
_/SPECIAL AGENT MISSIONS\  
|-----|  
|MISSION 1: Level 1: dataDyne Central - Defection |  
|           Level 2: dataDyne Research - Investigation |  
|           Level 3: dataDyne Central - Extraction |  
|MISSION 2: Level 1: Carrington Villa - Hostage One |  
|MISSION 3: Level 1: Chicago - Stealth |  
|           Level 2: G5 Building - Reconnaissance |  
|MISSION 4: Level 1: Area 51 - Infiltration |  
|           Level 2: Area 51 - Rescue |  
|           Level 3: Area 51 - Escape |  
|MISSION 5: Level 1: Air Base - Espionage |  
|           Level 2: Air Force 1 - Antiterrorism |  
|           Level 3: Crash Site - Confrontation |  
|MISSION 6: Level 1: Pelagic II - Exploration |  
|           Level 2: Deep Sea - Nullify Threat |  
|MISSION 7: Level 1: Carrington Institute - Defense |  
|MISSION 8: Level 1: Attack Ship - Covert Assault |  
|MISSION 9: Level 1: Skedar Ruins - Battle Shrine |  
|SPECIAL ASSIGNMENTS: Level 1: Mr. Blonde's Revenge |  
|           Level 2: Maian S.O.S. (Complete All Missions |
```

| Level 3: WAR! (Complete Perfect Agent Missions) |  
| Bonus Level: The Duel |  
|\_\_\_\_\_|

\*Note- Seeing as you must complete the Agent levels before playing the Special Agent ones, it is assumed that you know the general way around the building, won't need detailed directions to places you've been before. If you've forgotten, take a look back into the Agent Walkthrough. Any new places you must go will be described in detail.

---

- - - - - MISSION 1: LUCERNE TOWER - - - - -

---

Your first mission take place on the many floors of the skyscraper and Headquarters of the dataDyne Corp., Lucerne Tower. Who knew you'd be infiltrating the enemy base on your first mission? There's a good reason for this dangerous assignment, as Dr. Carroll, an employee of the dataDyne Corp., has requested to be taken out of the lab he is working in. He feels that what dataDyne is doing is morally wrong, and wishes to leave before anyone finds out his beliefs. You'll have to get into the tower, get into the lab, save Dr. Carroll, and escape. Security is tight, so you may have to find some special ways to get in. It may be your first mission, but you can handle it as a A++ student.

---

- - - - - | LEVEL 1: DATADYNE CENTRAL - DEFECTION | - - - - -

The first part of your mission will require you to break into the dataDyne Corp.'s building, make it past all the obstacles, and into the laboratory where Dr. Carroll is waiting. To do this, you'll have to disable the security and communications, and obtain the key to the nearly everything in the building, Cassandra de Vries' personal keycode necklace. It'll be a tough mission, but this is only the easy part. You'll have to escape later, when everyone is ready for you.

---

OBJECTIVES:

1. Disable Internal Communications Hub
2. Obtain Keycode Necklace
3. Disable External Security Hub
4. Gain Entrance to Laboratory

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)  
Obtain- CMP 150  
Enemies: dataDyne Infantry, dataDyne Shock Trooper  
Gadgets: ECM Mine

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries  
Vehicles: Jumpship  
Cheat Unlocked: Marquis of Queensbury Rules (1:30)

---

CMP 150: The guards around these here parts all carry the nice CMP 150.

DOUBLE FALCON 2's (SILENCED): The Shock Trooper on the lowest of the top three floors carries dual Falcon 2's. He can be found in the room near the smallish passage running alongside a real wall and the outside glass wall or you can wait for him to find you.

---

-OBJECTIVE 1: DISABLE INTERNAL SECURITY HUB-

The internal security hub must be jammed if you wish to break into the building. The security hub is located outside on the roof, conveniently near where you're dropped off. Run down the ramps, but watch out for the dataDyne Trooper patrolling near the first door. Enter the doors, and go down the next ramp (don't forget about the Trooper on this ramp either). As you get to the bottom of this ramp, Carrington will contact you telling you that the security hub is nearby. Turn to the left, and head towards the area lighted by a red light. Over there is a terminal, which happens to be the security hub. Throw an ECM Mine onto it and it will be disabled.

-OBJECTIVE 2: OBTAIN KEYCODE NECKLACE-

You'll need to pick up Cassandra's necklace, which is a special key that allows access to most areas of the Tower. After completing the first objective, enter the stairway that leads to the top floor of the building. Take care of all the guards on this floor, then switch your weapon to "unarmed". Enable the secondary function, disarm, and enter Cassandra's office. When you enter, run up to Cassandra and hit Z to take the necklace from her. Don't wait too long or she may call security (don't worry too much, you'll have plenty of time, just don't dawdle). She may fall down to the floor, but she's just knocked out, not dead.

-OBJECTIVE 3: DISABLE EXTERNAL COMMUNICATIONS HUB-

It's always nice to disable the communications between the enemies, so you need to locate the comms hub room and disable it. Leave Cassandra's office and enter the elevator (or take the stairs to the right if you prefer). Don't spend too much time killing enemies on these floors, as it is unnecessary. Whichever way you go, eventually get into the elevator and go down to the lobby. While you're still coming down, an alarm will be activated, and plenty of dataDyne Troopers and Shock Troopers will come running. Choose a location you feel comfortable with (the stairs is a good place, as they will decrease the amount of guards attacking at once), and bear the seemingly endless flow of soldiers. When the flow finally starts to stop, go down the stairs and to the right. One of the big, brown, decorated doors will be here. Open it up and enter. If there's any guards left in here (it's doubtful after the alarm went off), take them out. Look to the left side of the wall to your left to find the comms hub. Throw one of your other ECM Mines onto it to jam it.

-OBJECTIVE 4: GAIN ENTRANCE TO LABORATORY

With all the guards taken care of, it'll be a piece of cake finding the elevator that'll take you down to the lab. It's located in the same place as it was when you played this level on the Agent difficulty. Exit the security hub room and turn and walk to the right. Enter the other brown, decorated door and then go through the self-moving wall to get to the elevator. Mission complete.

---

You've made it past the heavy security of Lucerne Tower, and are now about to face the heavy security of the labs. In addition to saving Dr. Carroll, there are a couple other things that would be helpful for you to do while you're in the labs. First, holograph the radioactive isotope dataDyne is holding in their lab. Second, shut down the experiments that the scientists are working on. It's always nice to set dataDyne's technology back a little bit so they don't get too advanced. Be careful, because getting into the Dr. Carroll's lab will not be easy.

---

OBJECTIVES:

1. Holograph Radioactive Isotope
2. Start Security Maintenance Cycle
3. Shut Down Experiments
4. Locate Dr. Carroll

VITAL INFORMATION:

Weapons: Start- Falcon 2  
Obtain- CMP 150, K7 Avenger, Dragon  
Enemies: dataDyne Trooper, dataDyne Shock Trooper  
Gadgets: CamSpy

ADDITIONAL INFORMATION:

Characters Encountered: Dr. Carroll  
Vehicles: Cleaning Hovbot  
Cheat Unlocked: None

---

CMP 150: Like the tower above, the Troopers in the lab carry CMP 150's.

K7 AVENGER: In the first lab on your left, a elevator platform behind the computers' counter leads to the firing range, where a Shock Trooper is trying out the K7 Avenger.

DRAGON: The Shock Troopers in Sector Four (the big lab before Dr. Carroll) use Dragons.

---

-OBJECTIVE 1: HOLOGRAPH RADIOACTIVE ISOTOPE-

After getting off the elevator and subduing the guard in the intro cutscene, head down the hall to your left. Take a right, kill the guard, then open the silver door ahead. Inside are four more guards. Stay outside the door and limit your view into the room so it's hard for them to hit you. After they're gone, enter and proceed into the silver door on the other side. In this large room with the strange, descending-cube-pattern center, take a right into the silver door. Kill the two guards you come across, then pull out the CamSpy. Open the door ahead and holograph the green object above. Then take the CamSpy back to Jo and switch back to her control with A.

-OBJECTIVE 2: START SECURITY MAINTENANCE CYCLE-

Head back out into the room with the descending-cube-pattern center (I don't



know what else to call it). Head into the door on the far left. Inside, you'll be heading through a dark tunnel with guards hiding around nearly every corner, partially protected by big gray boxes. Head shots shouldn't be too hard to achieve when the duck behind the crates. After you go down the steep ramp, turn right and go down another. Enter the door marked "SECTOR ONE". Inside, defeat the two guards, then activate the two computers on the wall by pressing B. This will complete the objective. Head back up to the cube-pattern room.

-OBJECTIVE 3: SHUT DOWN EXPERIMENTS-

Sabotaging the dataDyne experiments could really help let the Carrington Institute catch up to their technological levels. Enter the last door in the cube-pattern room and kill the guard inside. Enter "SECTOR TWO" and kill all the guards in the long hall. Then start shutting down the experiments. One is down the long passage to the right of where you first enter. Hold a gun to the scientist to get him to shut it down. The last two are in the last lab on the left. Make the scientist shut the first one down, then head through the big silver doors in the back of the room. Inside is another scientist, but this one isn't as cooperative. When he sounds the alarm, shut it off (Press B by the computer he's standing next to). He won't help you, so you'll have to shut down the experiment yourself. Press B next to the two computers at the front of the table to shut them off. This will also complete the objective.

-OBJECTIVE 4: LOCATE DR. CAROLL-

Exit the labs (watch out for guards coming because of the alarm) and head into the big silver doors on the opposite side on the really long hall. Inside, kill the guards. Now you'll come across a big laser field. The maintenance cycle you started earlier will cause a Cleaning Hovbot to come by every once in a while. Be patient and wait. When it comes (and is going in your direction), follow it as it shuts down the lasers temporarily. Now, enter the large room and kill the two guards inside (there are also two CMP 150's on the circular center table). Enter the door in the back and start to enter the higher security sector. When you open a door and see a computer, stop. To either side of you are Dragon-wielding Shock Troopers. Run in the room for a split-second, pull off a round or two, then retreat. Wait for the Troopers to come to you. After they're gone, wait for two more guards to come up from behind (they would seriously harm you if they caught you with only a Data Uplink). After they're dead, take out the Data Uplink and use it on the computer to crack the code. Enter and proceed to the very large lab. Inside, head to your left. There's a Shock Trooper there. Going counter-clockwise, sweep the room and take out the other two Shock Troopers. When all are dead, head to the back of the room (the opposite of where you entered). Open the silver door, then retreat so the drone gun above won't hurt you. When the drone gun comes back down, zoom with your Dragon and fire a few rounds into it. When it explodes, stand in the doorway and shoot the second drone gun behind it. Proceed to the end of the room and you'll be in Dr. Carroll's lab.

---

- - - - - | LEVEL 3: DATADYNE CENTRAL - EXTRACTION | - - - - -

Your work in the Lucerne Tower is done, and all that's left is to get back up to the Jumpship and leave. However, you made quite a ruckus on your way down, and don't expect the way up to be easy. This time Cassandra is ready for you, and she's placed blockades and plenty of guards around to stop you. She doesn't want you to escape, and she'll do anything to try and stop you.

---

OBJECTIVES:

1. Access Foyer Elevator
2. Destroy dataDyne Hovercopter
3. Defeat Cassandra's Bodyguards
4. Rendezvous at Helipad

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- CMP 150, Shotgun, DY357 Magnum, Grenade

Enemies: dataDyne Shock Trooper, dataDyne Female Guard

Gadgets: Night Vision Goggles

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries, Dr. Carroll

Vehicles: Jumpship

Cheat Unlocked: None

---

CMP 150: The dataDyne Shock Troopers down in the lobby will drop these once they've been killed.

SHOTGUN: Pick up a Shotgun after taking care of one of the dataDyne Female guards on one of the upper floors.

DY357 MAGNUM: Kill the first five guards in the level without being noticed to make the fifth guard drop a DY357 Magnum.

GRENADE: Pick this up from Cassandra's desk. You can get in to her office by going back down to the lowest of the upper floors after taking care of the Hovercopter. A Shock Trooper should be there, and you can kill him to pick up the keycard to her office. Note that this isn't really worth it for the grenade.

---

-OBJECTIVE 1: ACCESS FOYER ELEVATOR-

Although you have to protect Dr. Carroll, he's not the target (he is very valuable to the dataDyne Corp., too, after all), and will only be shot at if caught in crossfire, so you shouldn't worry about him too much. When you start the level, Cassandra will begin her first attempt to stop you from escaping. She does so by turning off all the lighting, so it's pitch black inside. Only those with Night Vision Goggles can see... and fortunately you have a pair! Even better, the dataDyne Shock Troopers that are positioned on the bottom floor have limited range in their Night Vision sight, so if you keep your distance, you can take them out before they even notice you. The lights are off for one full minute on this difficulty level. When you start, the door to your left will open. Kill the guard waiting for you with one accurate headshot, then proceed into the room. To the left is another door. Open it, then back up as far as you can. If you're far enough back, the guard on the other side won't be able to see you. Head shot, anyone? Enter the room he was in and immediately back up against the wall to your right. Move slowly along it, and kill the first guard you see with a headshot. Then rush to the corner, and kill the other guard. If you look above the blockades, you can see the guards on top of the stairs. Fortunately, they can't see you. Position yourself (don't worry, they won't see you) until you can get them both. Then, face into the path around the stairs (don't start going on it), and you'll see another guard. Take

him out from a distance. Then enter the area, and move along the right wall until you reach the corner. Turn around and behind the desk you'll see two guards. Cap 'em in the head, then stay along the other wall that comes together at the corner. Eventually you'll see a guard. Shoot him. By now, the lights should go on, and no one even noticed you before they were dead! If the lights come on sooner, you'll have to face the guards when they can see you. Either way, head up the stairs and into the elevator on the left. If you want to keep Dr. Carroll safe, don't let him in the elevator and go up alone (he'll follow eventually).

**-OBJECTIVE 2: DESTROY DATADYNE HOVERCOPTER-**

When you reach the top, get out. Now, simply go over to the other elevator and open it to get to the next floor. The floor above is a little tougher to get by, with a blockade preventing you from reaching the stairwell. Instead, head right. Be careful, because situated behind the elevator shaft are two Shock Troopers waiting for you. Jump out for a second, pull off a few shots, then jump back behind the wall. When both are dead, pick up their ammo and head into the door on the left wall. Unfortunately, a dataDyne Hovercopter is patrolling this floor waiting for you, so check to see if it's in the area. If the coast is clear, barrel through the door to your left, and continue heading through the rooms. You'll encounter a Female Guard, but just shoot her a few times and run by. Chances are the Hovercopter will find you by now, so don't pause for a second. As you exit the room the first guard was in, a door from another room will open and two more guards will start firing. Ignore them and head left to the stairwell. They won't follow. Go up the stairs (the elevator isn't working) to the top floor. When you reach it, you'll find that several employees are piecing together a Rocket Launcher to stop you fast. Fortunately, they're confused whether they put it together right or not. Kill the Shock Trooper facing away from you, but you can let the other office workers live (or die... you won't fail the mission if they do). Grab the Rocket Launcher on the pedestal (they put it together right) and duck into the stairwell. Take out your Shotgun, and blast a hole in one of the windows on your right. Then, take out your Rocket Launcher and set it to its secondary function, Target Locator. This will work pretty good, and as long as you aim generally at the Hovercopter, it'll take it down. Wait for it to stop moving, aim, and fire. After a few seconds, you should hear a small explosion and it'll probably be taken out. If not, you can use a lot of ammo from your other guns and attack it with normal bullets. Keep in mind that it will take a long time.

**-OBJECTIVE 3: DEFEAT CASSANDRA'S BODYGUARDS-**

The dataDyne Female Guards are Cassandra's personal bodyguards, and you have to take them all out. Now that the annoying Hovercopter is gone, you can take out the bodyguards on the floors below without the worry of be shot at any moment. There are three bodyguards on the floor below, and three more on the floor below that. Just don't get too close to the powerful Shotgun blasts and you should be fine. After the guards on the inside are killed, head up towards the roof. When you exit the stairwell, Cassandra will say a few things, then wait for you to make your move. When you do, she'll turn off the lights and the Night Vision-equipped Guards will blast you. You know how hard it is to see once the lights come on when you're wearing Night Vision Goggles? Well, it'll hurt the enemies too. As soon as you get a chance, move to the right towards the fan. To the right of the fan is a light switch. Turn it on the blind the Guards until they can get their goggles off. This'll take a while, and by the time they do, you can kill the four on the lower level. Then head up the ramps on the left to kill the last one on up above. If you've killed them all, you'll complete the objective.

-OBJECTIVE 4: RENDEZVOUS AT HELIPAD-

This last objective is simple. Head past the defeated bodyguards, and up to ramps to the helipad. No guards will be there to stop you, so you can go up easily. You don't even have to wait for Dr. Carroll.

---

- - - - - MISSION 2: CARRINGTON VILLA - - - - -

---

Dr. Carroll has been rescued, but it seems Cassandra has decided to take something of the Carrington Institutes. While at his spacious villa, the house was infiltrated by dataDyne employees and the entire area was soon surrounded by guards ensuring that he would stay there until he told of Dr. Carroll's location. A short while ago, a negotiator was sent to... well, negotiate about Carrington's release.

---

- - - - - | LEVEL 1: CARRINGTON VILLA - HOSTAGE ONE | - - - - -

The dataDyne Corp. has secured this area and is making sure Carrington will go nowhere until he talks. To prove their point, they're going to kill the negotiator that was sent to negotiate (wow! a negotiator negotiating?) Carrington's release. If you want to get the Villa back under control, you must also kill all the snipers positioned on the roof. Finally, you must rescue Carrington (and get the wind generator working so you can get to the basement where he is being kept).

---

OBJECTIVES:

1. Save the Negotiator
2. Eliminate Rooftop Snipers
3. Activate Wind Generator
4. Rescue Carrington

VITAL INFORMATION:

Weapons: Start- Sniper Rifle

Obtain- CMP 150, Devastator

Enemies: dataDyne Infantry, dataDyne Sniper, dataDyne Shock Trooper

Gadgets: R-Tracker

ADDITIONAL INFORMATION:

Characters Encountered: Daniel Carrington

Vehicles: Dropship

Cheat Unlocked: Hit and Run Buddy (2:30)

---

CMP 150: Shoot one of the guards patrolling the paths outside the Villa or inside the massive mansion and they'll drop a CMP 150.

DEVASTATOR: Shoot the crate furthest left on the helipad that's to the left of where you come out of the sandy tunnels. Inside is a Devastator.

---

-OBJECTIVE 1: SAVE THE NEGOTIATOR-

When the level begins, run straight ahead and look down from your perch atop the mountain. Out on the dock are two evil dataDyne Infantrymen, ready to take out the Negotiator. Whatever they're waiting for, they'll stand their for a bit of time. A couple shots will kill them quickly. Try not to hit the limbs, or it likely won't kill them. Once both guards are dead, the Negotiator will run to freedom.

-OBJECTIVE 2: ELIMINATE ROOFTOP SNIPERS-

Head down the sandy tunnel and towards Carrington's Villa. Using the Sniper Rifle may be a pain in the arse, but you can stay far away from the guards and fire. Conveniently, many of the guards will fall to the ground when you approach. While this makes them smaller targets, if you aim you'll likely get a headshot. After you go through all the way down, the path will split. Look to your left. Standing on the wall above is a Sniper. Kill him quickly. Then turn around and go down the right path. Stop when you get to the corner. Turn to the left and look out at the Villa. You should see the lower half of one Sniper. Kill him before moving out any further. Now, slowly move out of the tunnel and closer to the Villa. On your left you'll begin to see more and more Snipers. As soon as you spot one, take him out. There is also a Sniper out along the wall in the ocean to your right. Finally, be ready for a guard to appear patrolling the path. Take him out quick. From this position outside the tunnel, you should be able to kill every Sniper.

-OBJECTIVE 3: ACTIVATE WIND GENERATOR-

Now that the Snipers are taken care of, you can walk around the Villa without the fear of being shot in the head from above. Head back into the tunnel, and continue down right onto the helipad. Pick up the Devastator inside one of the crates, and then head back off the helipad and down the stairs to your left. Keep along the left wall and go down the stairs surrounded by the concrete walls into another path. Two guards are patrolling here, so be wary. When you arrive at the front of the Villa, look out for two guards ahead of you. When both are dead, head into the Villa through the front doors. Inside are two guards to your left. Kill them, then head back the other way. Right before the stairs, look into the room to your right to find two more guards. Don't let them live. Proceed down the stairs. Head forward, kill the guards here, then take a right along the glass windows overlooking the garden. In the room on the other side are two more guards. Defeat them, then look behind the cupboards of the kitchen to find a secret staircase. Downstairs are four more guards, spread out across the long room. When they're dead, search along the outside wall for a brown door near where you came down. Go inside and down the stairs. Rush over underneath the stairs, and kill the guard. Wait underneath the stairs for another guard to come out of the brown doors. Kill him, then take out the last guard (he should be coming at you by now). You may also want to kill the three guards inside the room at the bottom of the stairs. After everyone has been killed, enter the door underneath the stairs. Keep going straight down the path (follow the line on the floor) until you reach an open room with a catwalk. Three guards are here, but you may want to wait for them to come to you. Stay outside the room until they appear, then blast them. About halfway down the catwalk are two wall terminals on the side of large objects. Activate them to complete the first two steps in activating the wind generator. Then head out of the cavernous room and follow the line down the tunnels. After you turn right, head down into the next path and kill the guard to your right. Then retreat backwards. Several more guards will come to you, and you'll be able to kill

them easily. Then continue down the path (following the line on the floor) until you reach a room with a large cylindrical object in the center. Kill any remaining guards, then activate a final wall terminal on the side of the cylinder. This will complete Objective 3.

-OBJECTIVE 4: RESCUE CARRINGTON-

The power is back on, so now you can reach the wine cellar and Carrington's location. Head out of the room with the last terminal, and head straight down the path. Head through the brown doors, but don't go all the way down the stairs. Be prepared for a guard on your immediate right at the bottom of the stairs. Kill him, then continue right. Two Shock Troopers at the end of the path. A good way to take them out is with the Devastator. After they're dealt with, head back past the stairs and through the brown doors. You're now in the wine cellar. Behind many of the cabinets are Shock Troopers, hiding behind the bottles of wine. While you can kill them by shooting through the bottles, it's easier to run behind the cabinets and kill them. Continue through the cellar, and the guard before the brown doors in back will drop a keycard. Use this to open the doors, which lead to the area where Carrington is being held.

---

- - - - - MISSION 3: G5 BUILDING - - - - -

---

Carrington has unfortunately revealed the location of Dr. Carroll and the dataDyne Corp. has gotten him back. However, Carrington did manage to pick up that a meeting between Cassandra and several others believed to be involved in dataDyne's mysterious plot are meeting at the G5 Building in Chicago. Someone needs to record that meeting, and that someone is Joanna Dark.

---

- - - - - | LEVEL 1: CHICAGO - STEALTH | - - - - -

The first half of your mission is to get inside the G5 Building, where the conspirators are meeting. It won't be easy, as the security here is very tight... there's even some FBI and CIA Agents around. You'll have to divert your attention from your entrance, and an explosion in the street is the perfect way to do that. Of course, an explosion won't be easy, so you'll need to retrieve the equipment dropped in earlier. Also, plan ahead and prepare an escape route out of the Building... you'll be happy you did later.

---

OBJECTIVES:

1. Retrieve Drop Point Equipment
2. Prepare Escape Route
3. Create Vehicular Diversion
4. Gain Entry to G5 Building

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- CMP 150, DY357 Magnum, Remote Mine

Enemies: G5 Guard, FBI Agent

Gadgets: Reprogrammer

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: G5 Robot

Cheat Unlocked: None

---

CMP-150: All the guards carry CMP 150's, as usual.

DY357 MAGNUM: The FBI Agents carry around Magnums, and if you're lucky, one may pull one out for you to grab.

REMOTE MINE: A remote mine is included in the drop point equipment.

DOUBLE FALCON 2's (SCOPE): Alongside the HoverLimo, you'll see a blue door. Enter it and head downward. Kill the guard inside. The door will open, and two more guards will come out. Kill the first, but simply disarm the second. Block his path outside and he'll turn around into the club, opening the locked door. Kill the guards inside, then turn to your left. On the left side, there's a counter with a Falcon 2 on it.

---

-OBJECTIVE 1: RETRIEVE DROP POINT EQUIPMENT-

To be able to complete the rest of the objectives, you first must get the equipment needed to do so. It's located in a storm drain down the road, but if you approach from the street you may fail the mission. However, if you go in from the sewers, you'll be able to get it. From the start of the level, pull out your Falcon 2. Proceed down the ally, and watch out for the guard on the left. Head down the ramp and into the enclosed passage. Around the corner is a FBI agent, who'll sound the alarm if you don't kill him quickly. Head out into the street, and kill the guards on either side of the road. Then head over to the left side, and walk along the wall. Near the end is a hole that leads to the sewer area. Turn around to your left and kill the guard waiting at the bottom of the pipe. Then turn around, and prepare to kill several more guards running down the sewer and up on the ledge to the right. Once they're dead, continue down the sewer, then head to the right when you see a path. Head to the end, then crouch down to get under. Continue on forward, and at the end of the drain is a small crevice with the equipment.

-OBJECTIVE 2: PREPARE ESCAPE ROUTE-

Head back into the sewer, but when you reach it, watch out for two guards on either side waiting for you. Kill them, then head back through the hole you came into the sewer area from. Head down the street, and next to the passage you came onto the street from is another passage. Enter it. There will be a guard or two inside. After you get past the two CIA Agents, you'll come to an open area with a fire escape leading up the side of a building. A CIA Agent will be to the right, so kill him first before he calls for backup. There will be a few more guards to kill. After everyone on the ground is dead, look up at the fire escape. At most of the parts where it turns around are guards. Aim your gun, wait until it turns red, then fire. There are three guards up there. When everybody in this area is taken care of, go up the fire escape to the first landing. There will be an imprinted tan "door", surrounded by bricks. Throw a Remote Mine on it to complete the objective. There is another door above, but it's easier in the next level if you use this one.

-OBJECTIVE 3: CREATE VEHICULAR DIVERSION-

Head back down the fire escape and out into the street from the way you came. Out at the end is a big yellow taxi. If you could get this to crash, then it would make a great diversion. But to do it, you'll have to reprogram it... and the reprogrammer is perfect for doing that job. Stand next to the taxi and use the reprogrammer to make the taxi fly up into the air, and crash after a little while. Watch out while it's working, because the patrolling G5 Robot might find you and seriously hurt you.

-OBJECTIVE 4: GAIN ENTRY TO G5 BUILDING-

Wait around (in an alley, not in the middle of the road) for the taxi to crash. Once you complete the objective, head back to the fire escape area. Turn left and go out into the street, and head down the road. On your left near the end of the road is a large opening between buildings. Go through here, kill any guards, and head into the brown opening in the back. Now you're inside the G5 Building.

---

- - - - - | LEVEL 2: G5 BUILDING - RECONNAISSANCE | - - - - -

Now you're in, and your main objective is to holograph the meeting between Cassandra, Mr. Blonde, and Trent Easton. To do this, you'll need to deactivate the lasers guarding the room. Also of importance is getting Dr Carroll's backup files from the well-secured safe. These files are vital if Dr. Carroll is ever to be restored back to his old self. Finally, you must make it out alive. That may be difficult.

---

OBJECTIVES:

1. Deactivate Laser Grid System
2. Holograph Meeting Conspirators
3. Retrieve Dr. Carroll Backup from Safe
4. Exit G5 Building

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced), Remote Mine Detonator

Obtain- CMP 150, DY357 Magnum

Enemies: G5 Guard, G5 Swat Guard

Gadgets: Door Decoder, CamSpy

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries, Mr. Blonde, Trent Easton

Vehicles/Robotics: None

Cheat Unlocked: None

---

CMP-150: All the G5 Guards carry CMP 150's. This includes the majority, especially the ones at the beginning of the level.

DY357 Magnum: The G5 Swat Guards carry these. After an alarm is sounded, they'll come running.

---



-OBJECTIVE 1: DEACTIVATE LASER GRID SYSTEM-

In the first room, there are two guards that immediately cloak themselves. the only time you can see them is when they fire, so pay attention. Move over to the right some, and wait for them to appear. When you hear the "bzz" sound they make when they appear, look around. The second one will drop a keycard when defeated. Use it to open the brown door in the back. Kill the guard at the end of the hallway, and if you can, the guard that may run alongside you below and to the right. Activate the switch behind the guard you killed, then enter the next brown door. Head over to the right and in between the glass panes. When this happens, the lights will go on (they would normally go off if you didn't hit the switch in the previous hall) and four cloaked guards will be ready to do battle. Be only the lookout for disturbances in the air and listen for them to appear. The fourth one will drop a keycard that opens the door behind the glass panes. Enter and kill the guard patrolling around here. Enter the next door, and immediately head over to the right. There's an alarm to the left of the door here, and if someone activates it, you'll fail the mission. There are three guards in this room you must kill. Guard the alarm and wait for them to come to you. After they're dead, look along the walls for switches with green lights. These control the lasers above. Turn off all of them (there's three on the back wall and one on the front near the stairs) to complete the objective.

-OBJECTIVE 2: HOLOGRAPH MEETING CONSPIRATORS-

Head up the stairs to the left of the door where you came in. Follow the walkway above along its twisting route. On the walkway above, crouch down to be able to get by the low walls. When you near the end, Joanna will say "Time to use the CamSpy". Switch to the CamSpy and head forward to the meeting room, where you'll be treated to a cutscene and having the objective completed.

-OBJECTIVE 3: RETRIEVE DR. CAROLL BACKUP FROM SAFE-

After you finish watching the conspirators, stand up and jump off the walkway and down below. There's two guards in this room that you must kill quickly, or they'll sound an alarm (you won't fail the mission if it's activated, but you will have to deal with a bunch of guards). A third guard will come in through the far door. Head into the door he just came from and up the stairs. Head straight, killing any and all guards you see. On your right you'll see another door. Inside is the safe. Put the door decoder on the switch to the right and wait for the safe to open. Unfortunately, at this time, the alarm will sound and hundreds of guards will come at you while you wait for the safe to unlock. The Magnum can shoot through guards, but fires slowly and takes a long time to reload, so it's best if you use the CMP 150 now. When the door decoder finishes, it'll take a few seconds for the safe itself to open. When it finally is, head in and pick up the black object on the right to get the files.

-OBJECTIVE 4: EXIT G5 BUILDING-

After you get the files, pull out your remote mine detonator and press it to blow open an escape route. Head out of the safe and out of the safe room, but don't leave too many guards standing. If you head forward, you should see an opening on your left (if you set the mine on the upper door in the previous mission, head down the passage some more, up the stairs, and down the passage up there to find the opening). When you go through it, you'll finish the mission.

---

While you were in the G5 Building, a Maian Spacecraft crashed in the United States desert. Inside was a bodyguard of the Maian ambassador to earth, who was transported to Area 51. Here, they plan to perform an autopsy, one that cannot be allowed to happen. Your mission is the break into Area 51, meet up with an undercover agent who will help you, locate the alien, transport him to safety, and get out. This is definitely a dangerous mission that must be done quickly and without raising suspicion throughout the complex.

---

- - - - - | LEVEL 1: AREA 51 - INFILTRATION | - - - - -

The first part of your mission is located on the perimeter of the Area 51 complex, where you'll have to get by masses of guards and break inside. Because this is such a top secret and important facility, the government is making sure that there is sufficient defense. Many guards patrol the outskirts, and autoguns are placed at key locations to take out intruders. Also, deadly ASI Interceptors are getting ready to take off. To get into the compound safely, you'll not only have to meet up with the spy inside through the hangar entrance, but also shut down the Air Intercept Radar, among other things.

---

OBJECTIVES:

1. Shut Down Air Intercept Radar
2. Plant Comms Device on Antenna
3. Gain Access to Hangar Lift
4. Make contact with CI Spy

VITAL INFORMATION:

Weapons: Start- Falcon 2  
          Obtain- Magsec 4, Dragon, Rocket Launcher  
Enemies: Area 51 Trooper, Pilot, Area 51 Guard  
Gadgets: Comms Rider

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan  
Vehicles/Robotics: HoverBike, ASI Interceptor  
Cheat Unlocked: Hotshot (5:00)

---

MAGSEC 4: All the Area 51 Troopers, the ones with the tan suits on, will guard the outsides of Area 51 with Magsec 4s.

DOUBLE MAGSEC 4: An Area 51 Guard will come running from the complex when you throw the Comms device onto the antenna. Kill him and pick up his guns to get Double Magsecs.

DRAGON: The pilots in the hangars and the hangar lift use the powerful Dragon... as a weapon and as a shield.

ROCKET LAUNCHER: If you continue down the tiny opening mentioned below in the shield description, you'll come to an open area. In actuality, this is a mine field, but if you head straight for the Rocket Launcher on the helipad and

back, you should be fine.

SHIELD: The shield can be found in a small opening along the wall behind where the underground area (where you disable the Air Intercept Radar) is. Crouch down to get inside. Right inside is a shield.

---

-OBJECTIVE 1: SHUT DOWN AIR INTERCEPT RADAR-

If you watched the entire intro, you'll start out in a more hidden position than if you skipped it. Jump out and shoot the three guards on the helipad (one will run for the sentry gun... kill him if the others aren't too pressing. Otherwise, you'll have to deal with the autogun, in which case you should target it from afar). When all are dead, pick up the weapons and grenades, then head the other way down the path. There will be a guard around the corner. Shoot him, then take out a Magsec. Use the zoom to aim at the autogun in the far corner. While this gun is inaccurate, it's easiest to take out these sentry guns with its zoom function. Shoot the base of the gun to be more accurate. When it explodes, head down and turn around the corner. Strafe slowly along the right wall until you see the front of the next autogun appear. Aim at the larger base, and fire until it's destroyed. Continue along the left wall, then peak out around the corner. In the distance is a guard tower. In it are two guards. Zoom and aim at their heads the best you can, then fire. Keep firing until you think they're dead (or until you can't hit them anymore). Then quickly move up to the base of the tower and climb up. Kill any remaining guards, then jump down. Coming up the tunnel ahead will be three guards. Kill them before they get near. Now Go back up into the tower and open the gate. Stand in front of it and destroy the sentry gun far away (if you're quick it won't be able to fire until it's destroyed). Gun inside, past the other two autoguns (if you want, you can sneak up from behind and destroy them without worry, but you don't have to). Head over to the open helipads and destroy the ASI Interceptor, and take the keycard from the mechanic who was working on it. Head back over to the building with the autoguns on the walls and go to the other side. You'll see a ladder leading down into a hole. Go down and into the silver door at the bottom. Head to the back where you'll see some computers. Go up to the monitor, take out your explosives, and plant them. This will activate a laser defense system. Head back out the way you came, waiting for the lasers to disappear before moving on. For the last laser, crouch down and slide under it when you can. If you don't panic, you should make it out, and shut down the Air Intercept Radar.

-OBJECTIVE 2: PLANT COMMS DEVICE ON ANTENNA-

You can complete this objective before or after you complete objective number one, but if you don't destroy the ASI Interceptor in the outside hangar, it'll come back at an unpleasant time, ready to do battle. The easiest way to complete all the objectives is to destroy the ASI Interceptor before completing either objective, but then head to complete objective two before objective one. This way you won't have to deal with the mine field or the ASI Interceptor.

If you completed objective one first, you'll need to get out of the outside hangar. Go to the far right wall of the area (near where you destroyed the Air Intercept Radar) and look for a small opening. Crouch down to fit inside, then go out to the other end. The area you're in is full of Proximity Mines, but it's the only way out. If you keep along the right wall until the far edge of the grey helipad platform, the move along the left wall, you should avoid all the mines. There's a hole in the far fence you can jump out of. You'll now be right next to the tunnel behind the guard tower. Head down it, but when you near the end start to move slowly along the right wall. When you see part of a

sentry gun on the left, stop and start firing. After a few shots, a couple guards will notice you and plan an attack. Wait for them to come, then blast them (some more may come from far away). When all are dead, go back to destroying the autogun. When it's destroyed, head over to where it was, and watch out for guards. If you position yourself behind the wall behind where the sentry gun was, you can have some decent protection while you take the autogun above the door out. Kill all the guards, destroy the ASI Interceptors in the back if you want, then press the button on the base of the satellite/antenna. Now it's low enough for you to throw the Comms rider on. When you do, expect four guards to come out of the silver door and attack you.

-OBJECTIVE 3: GAIN ACCESS TO HANGAR LIFT-

Head back from the antenna area and back through the tunnel. Several guards will charge you from the top, as well as a couple that are stationed at the bottom of the guard tower. If you left the ASI Interceptor operational in the outside hangar, it'll be flying overhead, and you'll have to shoot it down (NOT a preferable option). When everyone's gone, head back up into the tower and hit the switch to open the gate. Enter and head to the back. Those big, long rusty doors are the lifts, and have controls on either side (depending on which lift you want to take). Hit the right switch, and wait for the lift to come up. Inside are two Pilots. Kill them, pick up their Dragons, and equip one. As the door closes and you head down, you'll complete the objective.

-OBJECTIVE 4: MAKE CONTACT WITH CI SPY-

When the lift door opens, charge out into the hangar and shoot the two guards ahead of you. When you reach their spot, don't dawdle, because a Pilot to the left will be chucking a grenade your way. Kill him, then target any guards on the ground or on the walkways above (don't stay still or you have a better chance of getting hurt). When you feel comfortable, head to the back of the hangar and up the ramp to the walkways. Kill any guards you see, and be careful about one a little ways down that likes to throw grenades. Head down the walkway and take a right when it splits paths. This will take you to an elevator. Take it down, where two guards will be waiting for you. Kill them, then head down the walkway. When the upbeat music starts, Several guards will be coming. Continue down the walkway (there's another guard up here, too), then go down the ramp at the end. Four guards will now take position behind crates, so run away from them, while trying to take them out. Stay on the move until you kill them all, then head into the large door underneath the ramp. Go inside the complete the level.

---

- - - - - | LEVEL 2: AREA 51 - RESCUE | - - - - -

Now you're inside Area 51. You won't be able to look around much, though, or the surgeons will begin the autopsy on the Maian protector. In this mission, not only will you have to disguise yourself and find evidence of a conspiracy, you'll also need to get to the autopsy lab before our Maian friend is killed. You won't have much time, and getting to the labs may be hard, as there isn't any entrance from where you are.

---

OBJECTIVES:

1. Locate Conspiracy Evidence

2. Obtain and use Lab Technician Disguise
3. Gain Access to Autopsy Lab
4. Rescue Crash Survivor

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)

Obtain- Dragon, Tranquilizer

Enemies: Pilot, Area 51 Guard, Biotechnician

Gadgets: X-Ray Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan, Elvis

Vehicles/Robotics: Hovercrate

Cheat Unlocked: None

---

DOUBLE FALCON 2 (SILENCED): The big stack of crates immediately to your right when you enter the storage area has a small container on the other side. Shoot it and it will explode. Crouch down and move to where it was and you'll find an extra Falcon 2.

DRAGON: The Pilots and the Area 51 guards both carry the rapid-firing Dragons around.

TRANQUILIZER: The Biotechnicians carry these, despite the fact they're not very powerful.

SHIELD: Head right from the hole you created, and up the hill. When the hallway turns at the top, enter the door to your left. Inside on the desk is a shield.

---

-OBJECTIVE 1: LOCATE CONSPIRACY EVIDENCE-

At the start of the level, leave the Hovercrate where it is and head up the ramp. At the top, where the passage connects to the storage room, stop. There should be a guard or two patrolling. Shoot him, and a few more will run out. Once the flow of guards stops (after about five), head out into the storage room and to the right. Head in between the stacks of crates, then go to the right to surprise the guard from behind. Then head over along the right side the crates, killing guards on the ground and up above on the walkway. After you get to the corner, head over to the area of crates to the left. Kill the guard over there, then head back to the elevator. Some guards will be at the bottom or coming down, so be prepared for a furious battle. When they're dead, head up the elevator. There may be some guards up here still (there will definitely be one to your right when you come off the elevator, but kill him last as he's far away), so kill them quick. Head down the walkway left of the elevator, and through the door at the end. In this next room, several more guards will be positioned above on another walkway. Kill as many as you can from below, then wait for the rest to come down the elevator. When they're all dead, head back for the hovercrate (there will be two more guards on your way back... be careful). Grab on to it by pressing B, and haul it up both elevators. Continue to the end of the walkway in the second room. On the last of the silver bands that the lights are on is a small crack in the shape of an X. If you want to make sure you're at the right place, you can look with your X-Ray Scanner. Place the hovercrate next to it, then shoot it a few times for it to explode and destroy the wall. Enter the hallway, and kill any guards in the vicinity. Then head left. When you come inside the second door, you'll face some guards and Biotechnicians. Kill them, then head into the containment lab on the right.

When you enter, press the button to your left to raise a containment unit. Inside this unit is a Maian, and use your X-Ray Scanner to see it. This will complete your first objective.

-OBJECTIVE 2: OBTAIN AND USE LAB TECHNICIAN DISGUISE-

Head out of the containment lab and back down the hall (past the hole you blew open). Continue following the hallway, killing any guards you come across. When you near the door at the end, look on either wall for small doors (look carefully, they blend into the walls). Enter them to get into the showers. Kill any guards inside, then head past the lockers and into the shower area. There is a scientist here, holding an extra uniform. Kill him, take his uniform, and put it on. Also put away your weapon.

-OBJECTIVE 3: GAIN ACCESS TO AUTOPSY LAB-

Head back down the hallway, and right past the exploded hole on the right wall is a silver door. Enter it and head down to the end of the passage. When you get there, a guard will say that "everyone's been waiting for you" and will let you into the lab.

-OBJECTIVE 4: RESCUE CRASH SURVIVOR-

As you head to the glass lab, the scientist on the right near the chart will recognize you a fake. Before you get to him, pull out a weapon (preferably a Dragon) and neutralize all the guards, then kill the scientist in the lab (the glass room). He might have run out of the lab by now. When he's taken out, he'll drop a keycard to the MedLab 2. Pick it up and head back out of the lab. On your way back, there will be several guards waiting to ambush you. Locate them before they locate you and take them out. Head out into the main hall, then go to the right. Through the doors, look on the right wall for another silver door. Inside is another long hall, identical to the one leading to MedLab 1. More guards are in here as well, waiting to ambush you. However, they're easier to spot and can't seem to find you until you're really close, so kill them from a distance. When they're dead, head to the back and into the lab. As you enter, the guards inside will begin fire. One on the right side of the room holds a keycard to the lab. Kill him and rush into the lab to complete the level.

---

- - - - - | LEVEL 3: AREA 51 - ESCAPE | - - - - -

Now you've found the Maian and saved him from death... at least death from the surgeons. You'll have to escape with him and Jonathan, who is at risk of being discovered. Find Jonathan, find the secret hangar when the Maian's vessel is, wake him up, and escape.

---

OBJECTIVES:

1. Rendezvous with CI Spy
2. Locate Secret Hangar
3. Revive Maian Bodyguard
4. Escape from Area 51

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)  
Obtain- Super Dragon, Tranquilizer  
Enemies: Biotechnician, Area 51 Guard  
Gadgets: Alien Medpack

ADDITIONAL INFORMATION:

Characters Encountered: Jonathan, Elvis  
Vehicles/Robotics: HoverBike, Maian Vessel  
Cheat Unlocked: None

---

DOUBLE FALCON 2 (SCOPE): At the start of the level, leave Elvis and head back into the lab where the scientists were. They each dropped Falcon 2s, and if you pick them up, you'll be able to get Double. However, the gas may harm you a tad more than usual.

SUPER DRAGON: The Area 51 Guards use these to make sure no one escapes.

TRANQUILIZER: The Biotechnicians are aware of your presense and will try to stop you with whatever they've got... which happens to be Tranquilizers.

---

-OBJECTIVE 1: RENDEZVOUS WITH CI SPY-

At the beginning, take Elvis through the doors ahead and continue down the hallway. When you get out the door on the other end, you will be free of the nerve gas. Head down the hall to the right, and kill the Biotechnicians behind the door. Keep going straight and down the slope. At the bottom, go through the door to find the place where you put Elvis. When you arrive, Jonathan will contact you. Head back up the slope, and through the brown door into the containment lab. Kill the two Biotechnicians on either side, then head down the passage in the back and through the silver door. Inside this area are three Area 51 Guards, and they'll notice you quickly. Kill them and head into the next silver door on the back wall. Proceed down the walkway (watch out for the two guards that are hard to see with the bright lights there), and through the door at the end. Head down the passage and deeper into the complex, going through the many silver doors. When you see an opening on the right. Head that way. Watch out for the guard to the left behind the bend and another guard on the following walkway. Continue down the path until you come to a larger room. Jonathan is in the corner to your left.

-OBJECTIVE 2: LOCATE SECRET HANGAR-

Jonathan has been found, but you'll need to get back to Elvis. Pull out your Super Dragon as he talks, then aim towards the door to the right of him. When he finishes, a group of guards will come pouring out. Use the secondary function, grenade launcher, to take them all out quickly. Then head back the way you came (watch out for the guard positioned near the place Jonathan was on the Agent difficulty). When you're on the long walkway leading to the room connected to the containment lab, get your grenade launcher ready. Aim low, open the silver door, and fire a grenade to kill all four of the waiting guards at once (you may have to fire a couple more if you missed). Head into this room, take a position facing the front of the door you just came in, and wait for Jonathan. As he prepares the explosives, watch the door for guards. Shoot them with the grenade launcher or just rapid-fire. When the wall explodes, you'll complete the objective.

-OBJECTIVE 3: REVIVE MAIAN BODYGUARD-

Head inside the newly-created hole, kill the guard ahead of you on the walkway, then go down the ramp. Underneath the ramp is where you put Elvis. Take out the Alien Medpack and apply it to him. This'll take a few seconds, so head back up the ramp and help Jonathan take out a few of the pursuing guards up above. As you head back down, watch out for guards near Elvis. When you enter the room, it'll activate the cutscene.

-OBJECTIVE 4: ESCAPE FROM AREA 51-

When the cutscene ends, head back out into the secret hangar, then back up the ramp. Kill any guards around here, then head on over to Jonathan and Elvis near the Maian Vessel. While you all chat, kill the guard up above on the walkway behind you. Also, watch out for any guards that may sneak up on you (they'll come from behind Elvis). Once again, it's decision time. Here's your options for the escape:

1. Let Jonathan open the doors. Wait for him to get up the catwalks, then go to the base of the ramp. Take out any guards that come in so they won't hurt Jonathan. After they're all gone, head back to the craft and stand near Elvis. Eventually you'll take off and complete the mission. This is the easiest option.

2. Open the doors yourself. Follow closely next to Jonathan and you'll tell him to leave with Elvis. Now, head up the ramp and take out any guards. Then head down the catwalk and activate the two computers at each end. Now Jonathan and Elvis will escape. Kill any more guards on the way to the HoverBike. Get on by Pressing B twice, then head into the lab area (where you kept Elvis at the beginning of the level). Inside will be a bunch of guards, so be extra careful. Head down the hall and past the containment and autopsy labs. Continue down the main path until you come outside. Kill the guards out here, then go to the back right corner and enter the circular door. Continue down the passage until you enter the room with several large support beams and a few guards. Kill the guards and head to the door in the back. Continue down the passage inside to get out of the complex and complete the mission.

---

- - - - - MISSION 5: THE PRESIDENT - - - - -

---

Now that the urgent matter of rescuing the Maian is completed, you must go and save the President. Unfortunately, your trip to Area 51 cut into the time you had to rescue him from danger, so now you'll have to sneak on to Air Force One to reach him. It's about to take off from the Air Base in Alaska. Be careful, because who knows what could happen if you're too late.

---

- - - - - | LEVEL 1: AIR BASE - ESPIONAGE | - - - - -

The Alaskan Air Base is where Air Force One is stationed, and you'd better believe that there's going to be heavy security. You won't be able to kill anyone in this mission until we're sure that they're bad... which means you'll need to knock them out with your fists or sedate them with your crossbow. To get on to the plane, you'll need to take a stewardess uniform from the kind lady that is just arriving at the base, find a suitcase to stash your gear in, turn off the security (so your suitcase can actually make it onto the plane),



and get on to Air Force One before it takes off.

---

OBJECTIVES:

1. Obtain Disguise and Enter Base
2. Check in Equipment
3. Subvert Security Monitoring System
4. Board Air Force One

VITAL INFORMATION:

Weapons: Start- Crossbow

Obtain- Dragon, K7 Avenger, DY357 Magnum, Falcon 2, Proximity  
Mines

Enemies: NSA Bodyguard, NSA Lackey, Alaskan Guard

Gadgets: DrugSpy, Horizon Scanner, Suitcase

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: None

Cheat Unlocked: Unlimited Ammo - No Reloads (2:59)

---

DRAGON: Subdue the Alaskan Guards to get one of these.

K7 AVENGER: The NSA Bodyguards and one of the NSA Lackeys use these powerful weapons.

DY357 MAGNUM: The NSA Lackey near the elevator uses this to kill any intruders.

FALCON 2: Like most bad guys, the guards second line of defense is the Falcon 2... disarm them and they'll pull one out.

PROXIMITY MINES: On the edge of the cliff near the loading area of the rail-car that the stewardess comes off of is a big brown box of Proximity Mines.

---

-OBJECTIVE 1: OBTAIN DISGUISE AND ENTER BASE-

You'll start out outside the Air Base, far away from where the stewardess is coming. Swing around to the left and shoot the guard there, then quickly shoot a bolt into the guard out in front of the base before he notices. Then quickly run over to the other side and shoot another guard near the alarm. You must do all this very quickly or one of the guards will sound the alarm. When your work is done here, head into the tunnel. When you reach the stewardess, shoot her while she pauses for a second, then shoot the two Alaskan Guards escorting her (they will most likely be further behind). Pick up the bag the stewardess dropped, put on the disguise, put away your weapon, and enter the Air Base.

-OBJECTIVE 2: CHECK IN EQUIPMENT-

When you enter the base, head to the left and go into the elevator. It'll take you up to the meeting room. Inside are two office workers. Use your Crossbow or punch them out, then pick up the suitcase in the very back of the room. Head back downstairs and through the door behind the Alaskan Guards. Close them, then pull out the DrugSpy. It has eight shots, which is just enough to knock

out the eight guards, so don't miss. If you do, you can knock out the rest of the guards, but you must shoot the NSA Lackey (the guy in black) at the bottom of the elevator and the two guards in the security monitoring room up the stairs. After the DrusSpy runs out of ammo, switch back to Jo, and head down the elevator straight ahead. Any guards left will be angry, so knock them out. Get out your suitcase and go over to the conveyor belt. Place your suitcase on the platform next to it and complete the objective.

**-OBJECTIVE 3: SUBVERT SECURITY MONITORING SYSTEM-**

If you don't shut down the security monitoring system, your suitcase will be discovered. Head down the passage next to the conveyor belt and to the security monitoring room (up the stairs). If you drugged enough enemies, your trip should be easy. Pick up any dropped weapons you can find. When you reach the room, Press B next to the computer to shut it off. This will also notify everyone else in the building, causing the alarm to sound.

**-OBJECTIVE 4: BOARD AIR FORCE ONE-**

Run down the stairs and straight down the hallway, killing any guards you see. At the end, Press B next to the elevator to summon it. It'll take a while for it to come up, so look back down the passage for any more guards (this is also a great place to put Proximity Mines for protection). When it finally arrives, enter and start going down. Take out your K7 Avenger. When it arrives at the bottom, kill the two guards around the bend, then shoot the computer on the wall. This will make the security laser grid malfunction. Head out into the open area where Air Force One is. Move next to the laser at the end, and target the guards far away. When they're all dead, head back, and look for a laser that flickers, going on and off. When it goes off, it's safe to go by. You must be extra careful, as the lasers are very powerful and a couple misjudged movements could kill you. Make your way through the lasers that go on and off, until you're underneath Air Force One. Go to the ladder near the front to climb into the plane and complete the level.

---

- - - - - | LEVEL 2: AIR FORCE ONE - ANTITERRORISM | - - - - -

Air Force One has taken off, and the President won't be safe for very long. Trent intends to take care of him on this flight, so you'll need to find him fast. However, you must have your equipment you took onto the plane, so find it first, then go searching for the President. Included in your equipment is the holograph of the meeting, and you won't convince the President without it. Once he's with you, take him to the escape pod. We expect interference, so don't be surprised if you have to detach a plane from Air Force One as well.

---

**OBJECTIVES:**

1. Locate and Retrieve Equipment
2. Locate President
3. Get President to Escape Capsule
4. Detach UFO from Air Force One

**VITAL INFORMATION:**

Weapons: Start- Laptop Gun, Timed Mine  
Obtain- Cyclone, K7 Avenger  
Enemies: NSA Bodyguard, Disguised Skedar

Gadgets: Combat Boost, Suitcase

ADDITIONAL INFORMATION:

Characters Encountered: The President, Trent Easton, Elvis

Vehicles/Robotics: Skedar Shuttle, HoverBike, Maian Vessel

Cheat Unlocked: None

---

CYCLONE: The Presidential Security guards that are around the plane will use Cyclones. If you alert one that you are not a stewardess (if you pull out a gun, carry the suitcase full of weapon, or punch them), they'll take one out. You can also pick them up when they die after the NSA Bodyguards storm the plane. □□DOUBLE CYCLONE: The two Presidential Security guards at the bottom of the staircase carry keycards that allow you access to the doors on either side of the staircase. Inside are Cyclones. Pick them both up to get Double. □□K7 AVENGER: The NSA Bodyguards use these.

SHIELD: There's a shield in the front of the ship, to the left of the grand piano, behind the ledge.

HOVERBIKE: In the cargo area in the bottom of the ship, knock out the guard at the very end to pick up his keycard. You can then lower the cargo bay with the HoverBike on it. This will make it available in the next level.

---

-OBJECTIVE 1: LOCATE AND RETRIEVE EQUIPMENT-

If you entered the ship from the bottom, you'll be in a good position to get your equipment. Head to the right from your starting point to come to the end of the hold. Knock out the guard here, pick up his keycard, and press the red button on the side of the room to bring up your equipment on the red, roped-off platform. Keep in mind that once you pick up your equipment, the guards will know you're an imposter. If you'd like, you can go around the ship beforehand and knock them out. However, this means they'll be knocked out when the NSA Bodyguards come. It's best to only knock out a few key guards.

-OBJECTIVE 2: LOCATE PRESIDENT-

Now it's time to notify the President. Head back pass the room you started out in and into the next room. Inside is a steward and a stewardess. Knock them both out, then look for the dumbwaiter on the other side of the room (in between the doors). Activate it, then duck down so you can fit in. This will take you up to the next level, close to the stairs leading to the President. Head through the doors ahead of you, then rush up the stairs. Turn to the left and enter the door at the end. Inside is the President. While you talk, pull out a weapon, because trouble is coming.

-OBJECTIVE 3: GET PRESIDENT TO ESCAPE CAPSULE-

Head back down the stairs and through the doors you came in. In this area is the boarding tube, where the NSA Bodyguards will come in. Continue down the ship, and watch out for any guards along the way. In the second area of passenger seats awaits Trent Easton and two Disguised Skedar. Target the Skedar, as Trent has a powerful shield (and he'll run away like the coward he is). Continue your way down the left side of the ship, until you reach the back. On the ground is the red sliding trap door that leads to the hold. Go down, and into the next room. Kill the guard here, then open the brown door to find the Escape Capsule. Wait for the president to catch up and run in.

-OBJECTIVE 4: DETACH UFO FROM AIR FORCE ONE-

Head back up to where the boarding tube was, right outside the room with the staircase. When you arrive, clear out any boarding guards, pull out a Timed Mine, and throw it into the tube. When it explodes, you'll complete the level.

---

- - - - - | LEVEL 3: CRASH SITE - CONFRONTATION | - - - - -

Air Force One has crashed, and while you were knocked out, Trent found and kidnapped the President, and is holding him hostage. Also, the clone he intended to replace the President with is waiting around here. This is your chance to stop the replacement of the President once and for all. Find the Presidential Medical scanner, locate the escape capsule so you can send a distress signal, kill the clone, and rescue the President.

---

OBJECTIVES:

1. Retrieve Presidential Medical Scanner
2. Activate Distress Beacon
3. Retire Presidential Clone
4. Locate and Rescue President

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- K7 Avenger, Sniper Rifle

Enemies: NSA Bodyguard, Alaskan Guard

Gadgets: Horizon Scanner, President Scanner, Combat Boost, Night Vision Goggles

ADDITIONAL INFORMATION:

Characters Encountered: The President, Trent Easton, Mr. Blonde, Elvis

Vehicles/Robotics: G5 Robot, HoverBike, Maian Vessel, Skedar Shuttle

Cheat Unlocked: None

---

K7 AVENGER: The NSA Bodyguards use these.

SNIPER RIFLE: The Alaskan Guards use these to take you out from a distance.

HOVERBIKE: A little ways behind you is the HoverBike (if you lowered it in the previous level).

---

-OBJECTIVE 1: RETRIEVE PRESIDENTIAL MEDICAL SCANNER-

When you start the mission, you'll need to locate this item, which is found in a suitcase near Air Force One. Head straight ahead, in between the wall to the right and the large rock formation on the left. In the open area ahead is a guard. Shoot him from a distance, move into this area, then look to the dark area to the right. Another guard will be here too (let the auto-aim do it's work if you can't find him). On the other side of the open area is the Escape

Pod. Head to the right of it. Continue until you see Air Force One. Kill any and all guards around, then head up to the nose. If you're facing Air Force One, move to the left. A little ways down the hill is the grey suitcase you need.

-OBJECTIVE 2: ACTIVATE DISTRESS BEACON-

Head back the way you came to find the escape pod. Remember, it's in that open area? If you don't, just follow the cliff and wall to the left of Air Force One (if you're facing it) and you'll come across it soon. Press B while standing next to the top to activate it.

-OBJECTIVE 3: RETIRE PRESIDENTIAL CLONE-

Keep moving along the right wall (watch out... several guards are a little ways past the escape pod) until you reach an opening, a large path. Go down it (you'll know you're going the right way if you see the grand piano). Soon you'll come to another open area. In here are several guards. When you shoot one, a few more will come running. Kill them all, then head to the right, down the steep slope. Look inside the cave ahead, and you may be able to kill a couple guards. Then head into the cave. Put your Night Vision Goggles on, and continue down straight. Kill any guards you see. After a short time, you'll come across a figure standing still. Shoot him, because it's the clone. When he's dead, kill any guards the might threaten you (you might want to run out of the cave first), then get back out of the cave.

-OBJECTIVE 4: LOCATE AND RESCUE PRESIDENT-

It's time to save to President. Head back out of the cave and up the slope. On the wall ahead of you, look for a small opening. It leads into a cramped, icy tunnel. Go inside. At the first fork, go left, and at the second fork, go right. Up ahead is the room with the President and Trent Easton, but don't be too hasty. Instead, slowly peek into the room. Three G5 Robots are guarding Trent, so wait until you see them, then back up some. When they come to you, shoot them until they explode. When all three are down, rush into the room and fire a few bullets into Trent's shield. While this won't kill him, it'll scare him off. The President is now yours. Go up to him, then head back up to the second fork you came across. This time head to the left. You'll now be in a wide open area, with many rock formations. If you head in a generally straight direction, you'll come across Elvis' crashed ship. Watch out for guards and protect the President on the way there. When you arrive, you'll finish the mission.

---

- - - - - MISSION 5: DEEP SEA THREAT - - - - -

---

The President has been rescued, Trent is dead, and it seems everything is all right. Nothing could be further from the truth. The dataDyne Corp. has stolen the Pelagic II from the government, and is proceeding with their operations on the Deep Sea floor. Whatever's down there must be very important because of these actions. You'll have to go down there and see for yourself once and for all what dataDyne's up to.

The Pelagic II is one of the U.S.'s best ships, and it's unfortunate that you'll have to mess it up in order to prevent Cassandra and the Skedar from using it to its potential. Get on and shut off the power, GPS, and Autopilot, ready the sub you'll use to traverse to the Cetan Ship on the ocean floor, and escape. Elvis will accompany you in this mission.

---

OBJECTIVES:

1. Disable Primary Power Source
2. Deactivate GPS and Autopilot
3. Activate Moon Pool Lift
4. Rendezvous and Escape with Elvis

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced), Laptop Gun, N-Bomb  
Obtain- CMP 150, DY357 Magnum  
Enemies: Pelagic II Guard  
Gadgets: X-Ray Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Elvis  
Vehicles/Robotics: Moon Pool Sub  
Cheat Unlocked: Unlimited Ammo (7:07)

---

CMP 150: The Pelagic II Guards will drop these once you kill them. They're found all over the ship.

DY357 MAGNUM: The pilots carry these. Pick it up after you kill the one that is very loyal to dataDyne.

SHIELD: There's a shield in the room where you activate the moon pool lift. It's on one of the crates towards the left.

---

-OBJECTIVE 1: DISABLE PRIMARY POWER SOURCE-

"They won't be able to conduct operations without any power." says Joanna. Switching it off is important in foiling dataDyne's evil plans. When the level begins, you'll separate with Elvis. Head into the door ahead, and cap the guard on the other side in the head (he won't even notice you). Head down the hallway and kill the guard around the bend. Through the door behind him, shoot the guard on the other side in the head, then rush in to kill any other guards before they can hit the alarm. If they manage to activate it, quickly turn it off or you may have some interference. When everyone around here is taken care of, go into the door on the left wall (in the long hallway). Inside is a large chamber where you can shut off the power. There may be several guards here (as well as two security cameras), so check above and below to eliminate them all. When they're gone, head to the upper area and put on your X-Ray Scanner. The switches on the side of the circular centerpiece are either red or green. Turn off the green ones. When they're all deactivated, take off the X-Ray Scanner and go down below. You can now turn off the power from the shaft protruding out from the center.

-OBJECTIVE 2: DEACTIVATE GPS AND AUTOPILOT-

Your next order of business is to turn off the GPS and Autopilot, which are critical components of the ship's navigation systems. There are several pilots controlling these functions at the top of the ship. From the now-darkened power room, go back through the door you came in and head left down the hallway and into the door at the end. In the next room on your left is a yellow-colored staircase. Go up it. Keep heading forward and up the green staircase in the next room. At the landing are two guards (you may want to retreat back down the stairs for protection). When they're dead continue up the stairs and into the navigational controls room. The pilots in the center will help you. Stand next to one to get it to shut down the GPS. When he finishes, a second will pull out a Magnum and attempt to kill the others. A couple quick bullets into his side should take care of him. Walk up to the remaining pilot and he'll switch off the Autopilot, completing the objective.

-OBJECTIVE 3: ACTIVATE MOON POOL LIFT-

This will help you get down to the ocean floor in the next mission by raising the deep sea sub you'll be riding in. Head back down both sets of stairs, but enter the door on your left (instead of toward the power room). Head down to the end of this silver-toned area, and on the back left wall is another door. Inside, look on the right wall to find another door. Open it, and kill the four guards in this large room from afar. Then enter, pick up the shield on the crate, and press B near the computer on the right wall.

-OBJECTIVE 4: RENDEZVOUS AND ESCAPE WITH ELVIS-

Everything's set... all you need to do now is find Elvis and get off the ship with him. Head out of the room you're in and back into the room on the left. Go down and halfway through the room is another door. Open it and head to the blue-colored stairs on the left. At the bottom are two guards, and you should be able to cause some significant damage before they notice you if you stay up at the top of the stairs. Head down them after they're gone and into the door at the end of the hallway. In this room, enter the door on the right. Along this long passage are several guards (as well as a security camera). Eventually you'll come to some stairs. At the bottom are guards to your left and right. Run down, and run towards the guard on the right (don't forget to kill him!). Duck behind the wall, reload, then pop back out to get the other guard. There are several more guards that may come running, so kill them to. Head around to the back part of the room (watch out for the two guards there), then kill the guards at the bottom of the stairs. A final guard is in the next room. Kill him and continue through the doors. At the end is Elvis. When he starts talking, head back all the way to the yellow stairs you went up earlier (if you forgot, just follow Elvis). Instead of going up the green stairs, enter the door on the right. You'll come to a series of rooms with crates and guards hiding behind them. If you'd like, you can clear out the guards beforehand to make sure Elvis survives, but it won't be too hard if you wait (plus Elvis will help a little with his Phoenix). Eventually you'll come to a door on the left wall. Enter it, then head to the left side of the Moon Pool to complete the level.

---

- - - - - | LEVEL 2: DEEP SEA - NULLIFY THREAT | - - - - -

This is the most important mission you've faced so far, and this is the most important part of this. In this level you'll save the world. To do this, you must deactivate the Cetan Megaweapon (which the Skedar could use to destroy earth) and blow up the ship. You may encounter Dr. Carroll as well. Elvis will

accompany you.

---

OBJECTIVES:

1. Reactivate Teleportals
2. Disable Cetan Megaweapon
3. Secure Control Room
4. Escape from Cetan Ship

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope), Shotgun

Obtain- CMP 150, Farsight XR-20

Enemies: Pelagic II Guard, Disguised Skedar, dataDyne Infantry  
(cloaked), True Skedar

Gadgets: IR Scanner

ADDITIONAL INFORMATION:

Characters Encountered: Elvis, Dr. Carroll

Vehicles/Robotics: None

Cheat Unlocked: None

---

CMP 150: The Pelagic II Guards will drop these once you kill them. They're found after the cloaked dataDyne Infantrymen.

FARSIGHT XR-20: After you take the first teleportal, Elvis will hand over his Farsight and ask you to take care of the Skedar.

PROXIMITY MINES: One of the four cloaked guards at the entrance to the ship (near the dead Skedar) carries a box of Proximity Mines, but will only drop them if you kill him instead of letting Elvis do the dirty work. These will definitely come in handy later.

SHIELD: There's a very handy shield found after the teleportal tunnels. Take the passage to the left, instead of the right one that leads to the first teleportal. At the end is a shield, and sometimes a dead guard with a dropped CMP 150 or Shotgun nearby.

---

-OBJECTIVE 1: REACTIVATE TELEPORTALS-

To get around the massive ship, you'll need to teleport through the teleportals. Unfortunately, they're not activated, but that's not enough to stop Joanna Dark. When the level starts, put on the IR Scanner and head through the doors. Soon you'll come to a large cavernous area, where several cloaked guards are. With the IR Scanner, you can see them. Shoot them, but don't worry too much a Elvis can kill them quick with the Farsight (but if you want to ensure his safety, kill them yourself). When the guards are dead, head into the cavern. Two more cloaked guards will come at you. Go through the door on the right wall when they're taken care of. Behind two doors are four more cloaked guards, but thankfully the last of the bunch. Kill them, then head down the passage to the right (you can also take off the IR Scanner now). A ways down on the left you'll see a tunnel leading downwards. Kill the Pelagic II Guards hanging around here, then go into the depths of the tunnel system. Kill the



guards in here, the search for a lantern on the ground. It's behind the door leading to the next area. When shot, the lantern will light up and open the door. In the next area, kill the guards and search for two more lanterns like the first. Shooting both will open another door to where you can activate the teleportals. Kill the Disguised Skedar and two Pelagic II Guards inside before entering, then let Elvis activate the teleportals.

-OBJECTIVE 2: DISABLE CETAN MEGAWEAPON-

Head back out of the tunnel systems, but put back on your IR Scanner, and kill the two cloaked guards waiting for you at the tunnel's exit. Elvis can help, too. Head left, and in the next room, go towards the right. At the end of the passage is the first teleportal. Go through it. On the other side, Elvis will hand you his Farsight and tell you to cover him. Elvis is now vulnerable to attacks, as he has no weapon to defend himself with. The Farsight fires too slowly, so don't equip it. Head into the large room ahead, and quickly kill the guards inside before they can hurt Elvis. Continue to the back and out the door (DON'T wait up for Elvis). Kill the guards in this room, then go to the right and into the door. Head down the stairs, but watch out for the guards around many of the corners. Strafe around them so you can take them out quickly. At the bottom, you'll enter a humongous chamber where Elvis will disable the weapon. While he works, many True Skedar will come hopping from the walkway to the right of where he is. If you place Proximity Mines here, you can kill them without even thinking. Just keep on replacing them. Don't get too comfy, though, as a couple Skedar may come from other places. Stay by Elvis while he works, and if you don't have mines, shoot the Skedar with the CMP 150. After a while Elvis will finish.

-OBJECTIVE 3: SECURE CONTROL ROOM-

Kill any remaining Skedar, then head out of the large chamber, up the spiralling stairs, and into the greenish room. Head into the door on the far end (the one you haven't gone into yet). In this room are a couple Disguised Skedar guarding Dr. Carroll. Kill them (Elvis will assist), then go over to Dr. Carroll.

-OBJECTIVE 4: ESCAPE FROM CETAN SHIP-

When the cutscene finished (and after Dr. Carroll tells you that you must escape quickly), run as fast as you can back to the beginning of the ship. You're now near the first teleportal. Head to the right and you'll soon recognize your surroundings. Through the second door are several guards. Take out as many as you can, but don't stop. When you get through the two circular doors, you'll finish the mission. If you don't hurry, you'll get caught in the explosion and fail.

---

- - - - - MISSION 6: CARRINGTON ATTACK - - - - -

---

It seems that you are victorious... you've stopped the dataDyne Corp. (although Cassandra de Vries is missing), foiled the Skedar's evil plans to destroy the earth, and now are awaiting a meeting between the President, the new Maian Ambassador, and the Carrington Institute. All is well... a little too well.

---

The Skedar aren't willing to give up without a fight, and they're willing to prove it by assaulting the Carrington Institute and by causing as much damage as they can. Protect the Institute from their forces by activating the automatic defenses, save the hostages, pick up the secret weapon we don't want them getting their hands... err... claws on, and get rid of the bomb in the hangar. It's a lot of work and you don't have much time, but if anyone can do it, it's Joanna Dark.

OBJECTIVES:

1. Reactivate Automatic Defenses
2. Release Hostages
3. Retrieve Experimental Weapon
4. Deactivate Bomb

VITAL INFORMATION:

Weapons: Start- AR34, Laser  
 Obtain- Mauler, K7 Avenger, RCP-120  
 Enemies: dataDyne Infantry, Disguised Skedar, Skedar Warrior  
 Gadgets: Data Uplink, Combat Boost

ADDITIONAL INFORMATION:

Characters Encountered: Foster, Grinshaw, Carrington Institute Staff  
 Vehicles/Robotics: Skedar Shuttle, Dropship  
 Cheat Unlocked: None

Mauler: Kill the Skedar at the start of the level and pick up the Mauler it drops.

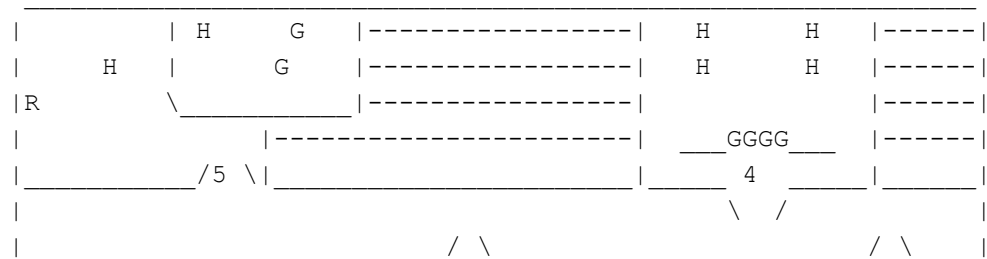
K7 Avenger: The dataDyne Infantry carries around powerful K7 Avengers.

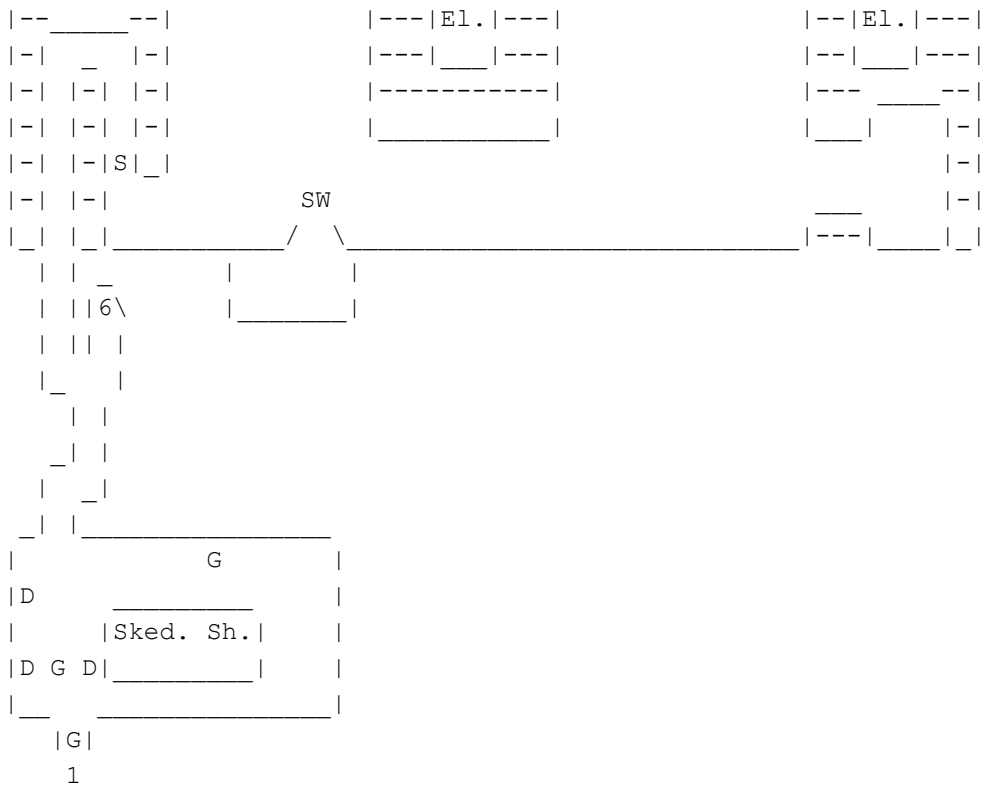
RCP-120: You'll retrieve this during the second objective.

~LEVEL MAP~

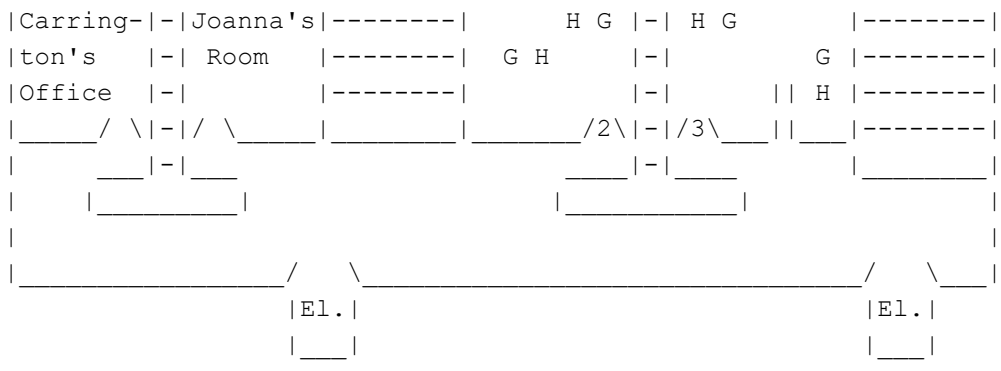
KEY: S = Start Location      G = Guard      H = Hostage  
 R = RCP-120                  D = Disguised Skedar    SW = Skedar Warrior  
 | and \_ = walls              / \ = doors          - = no rooms area  
 El. = Elevator                Sked. Sh. = Skedar Shuttle  
 1-6 = Where you should go (and in what order)

FLOOR 1:





FLOOR 2:



**-OBJECTIVE 1: REACTIVATE AUTOMATIC DEFENSES-**  
 The CI Soldiers won't hold out forever, especially against the heavily-shielded dataDyne Infantry. To help them out, activate the autoguns located at key areas of the hangar. Kill the Skedar Warrior, then head down to the hangars. Go past both landing pads, but stay on the right wall. Go past the gray hangar area, and through in the small passage you come to, at the very right end, is the first auto gun. Turn on the console located down the passage and just in the branching passage on the right. Head back out of it and down the first passage. At the end, enter the door and head to the left. Enter the next door, and go to the left again. Along the right wall is another console. Activate it, then backtrack and go past the door. Continue through the next two doors. Right to the left on the inside on the second is the last console.

**-OBJECTIVE 2: RELEASE HOSTAGES-**  
 When all the autoguns are activated and defending the hangar from attack, head through the door past the last one and up the catwalks of the main hangar, and back into the main area of the Carrington Institute. Several dataDyne guards have taken hostages, and it's up to you to save them. Enter the rooms in the correct order (indicated on the map above). Using combat boosts will help you react quicker (by slowing everything down). You can use one boost for both the offices upstairs. When the hostages upstairs have been saved, head downstairs into the hologram training room. Use another boost, and swing around the wall in the center and target the heads of the shielded firing squad. Kill as many

as you can before they fire. After they fire, they'll target you, so don't hesitate to kill. Finally, head towards the Firing Range. The two Carrington Institute employees here may not have a good chance of survival (as they have already started fighting the guards themselves), but help them out if possible. If you saved most of the employees, you'll complete the objective.

-OBJECTIVE 3: RETRIEVE EXPERIMENTAL WEAPON-

You're in the Firing Range already, where you can complete Objective 3. Press B while standing next to the computer to shatter the glass container of the RCP-120. Take it out and equip it. It's the best Skedar-kickin' weapon around.

-OBJECTIVE 4: DEACTIVATE BOMB-

Finally, head down to the first hangar, where a Skedar Shuttle with a bomb has landed. Several guards will be defending it. Watch out for reinforcements coming from deeper in the hangar. When all the guards are dead, take out the Data Uplink and activate it while standing near the Shuttle. Soon it'll take off. Finally, head to point 6 on the map and into the main hangar to complete the mission.

---

- - - - - MISSION 7: SKEDAR BATTLES - - - - -

---

Joanna heroically saved the Carrington Institute from disaster, but at the cost of her own safety. She has been captured by the Skedar, and you can bet they won't be very nice. As she comes to, who does she find next to her? Why, none other than the missing Cassandra De Vries, who is angry at the Skedar for betraying her. Cassandra knows she doesn't stand a chance against them, so she devises a plan to let Joanna help her get revenge... but she must sacrifice herself in the process. Now, only armed with a knife, Joanna must take on the entire ship full of Skedar.

---

- - - - - | LEVEL 1: ATTACK SHIP - COVERT ASSAULT | - - - - -

First and foremost, you must get out of the cell and let the Maian soldiers (and Elvis) come in to help you. This won't be easy, as all you have is a Combat Knife while the powerful Skedar have Maulers and their deadly claws. After you escape, get the shields down and start heading into the depths of the ship with Elvis. Access the ship's navigation systems, destroy the engine systems, and take control of the ship.

---

OBJECTIVES:

1. Disable Shield System
2. Access Navigational Systems
3. Sabotage Engine Systems
4. Gain Control of Bridge

VITAL INFORMATION:

Weapons: Start- Combat Knife

Obtain- Mauler, AR34, Slayer

Enemies: Skedar Warrior

Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: Elvis

Vehicles/Robotics: None

Cheat Unlocked: Alien (5:17)

---

MAULER: The Skedar carry these around. The charge-up shot is powerful, and should be your weapon of choice if you run out of ammo with your AR34. A precisely-aimed charge-up shot can take out a Skedar, and that's quite a feat.

AR34: When you get the shields down, Elvis will come and bring you an AR34. Very nice indeed, Elvis has good taste. Unfortunately, the ammo won't last long, so use it wisely.

SLAYER: There's a Slayer located in the center of the area above the hangar. After you go up the elevators with Elvis, head into the door straight ahead (at the intersection). Inside, watch out for Skedar coming out of the green chambers and inside the next room. In the back of the next room is a Slayer. It's not really worth it, though, as it only has a few rockets.

SHIELD: There's a shield on the table in the door to the right after you come up on the elevators from the hangar.

---

-OBJECTIVE 1: DISABLE SHIELD SYSTEM-

You'll begin the level in your small cell, and Cassandra has just escaped and is causing a diversion. This is your chance. Run out of the cell, and wait a few seconds for the Skedar closest to you to turn around to look at Cassandra. Chop him in the back to take him out quickly (don't let him see you). There's still one left, though. Pick up the dropped Mauler of the Skedar you just killed, equip it, switch to it's secondary function (Charge-Up shot), and get ready. A couple quick blasts will take the Skedar out, and now the room is safe. Intelligently, the Skedar have located the shield system right outside of the cell. The three strange-looking devices on the lower platform are what you need to shoot to get the Shields down. A few shots to each will cause them to explode and will let Elvis and his colleauges in.

-OBJECTIVE 2: ACCESS NAVIGATIONAL SYSTEMS-

Enter the elevator and go down to the hangar. Elvis will be waiting for you, and he'll hand you an AR34... you should find it useful. This is your best weapon for now, and will take Skedar out fairly easily (at least a lot easier than the Combat Knife). Hang around with Elvis for a while, and soon, he'll tell you that it's "Time to head upward". Proceed to the back of the hangar, where to two blue elevators are. Enter the one on the left to go up to the main area of the ship. Wait for Elvis (he'll provide decent support with his Double Phoenixes), then head into the yellow door ahead. Two Skedar will be in this intersection area. Shoot them, then head into the door on the right. Kill the Skedar Warrior inside, and don't forget to pick up the shield on the table. Go into the other door in this room, kill the single Skedar in the next room, and proceed to the back door. Go through, then go into the door on the left wall halfway through the passage. Inside is the navigation room. Guarding the navigation systems are two armed Skedar. Kill them before Elvis can enter (you

may want to lure Elvis to the back of the ship, then dash to the room and kill the Skedar before he can catch up). If Elvis is free of the evil Skedar, he'll complete the objective.

**-OBJECTIVE 3: SABOTAGE ENGINE SYSTEMS-**

The next thing to do on your mission objectives list is to sabotage the engine systems. The engine is a critical component to any vehicle, and if you can sabotage it, the ship will be useless. Head back out of the navigation room and take a left. On the right wall in this next room is a ramp leading upward (watch out for the Skedar Warrior positioned on it). Head down the passage, and be sure to kill the Skedar along the way. Eventually you'll come across a blue door on your left. Enter it, and kill the two Skedar inside. Head into either door and down the passage. Soon you'll enter a enormous room with a large blue beam pulsating in the center. Many Skedar are guarding it. Kill them (or, if you're feeling daring, let the explosion from the blast kill them), then shoot the two yellowish supporters on the sides of the beam. As soon as you blow them both up, run out of the room before the explosion consumes you. The objective should be complete.

**-OBJECTIVE 4: GAIN CONTROL OF BRIDGE-**

Now that the vital components of the ship have been sbotaged, all you have to do is take control of the ship. You can do so from the bridge, but don't expect the Skedar to just let you waltz right in. Head back out the blue door and into the dark passage. Head to the left and keep along to left wall (or to the right and keep along the left wall). if you strafe against it, you'll go into another dark passage leading upward. Continue down the passage and enter the blue door when you come across it. Inside, kill the two Skedar to the left and right on the ramps, or Elvis may have some trouble. Head to the back of the room and go up the elevator. When it reaches the top, enter the elevator behind you. When you reach the top, you'll be in the bridge. Kill the three Skedar guarding it, then turn around and face the blue doors near the elevator. Soon Elvis will come running, proclaiming "I think we've made them angry...". Kill the Skedar that come through the doors (they come in packs of 2-4). After a little while (even if you don't kill all the Skedar), you'll take control of the bridge, and the Skedar Attack Ship.

---

----- MISSION 8: THE FINAL CONFRONTATION -----

---

The Maians have been searching for the Skedar Homeworld for years, and now, thanks to Joanna and Elvis, have found it. This place is very holy to the Skedar, and they'll stop at nothing to defend it. This is also where the Skedar Leader is located. If he is taken out, the Skedar will stop their wrongdoings. Unfortunately, it won't be easy to do all this.

---

-----| LEVEL 1: SKEDAR RUINS - BATTLE SHRINE |-----

Once again, you're at the last level. On Special Agent, you won't traverse new territory, and the new mission objective isn't hard to complete, but it is much harder than before. Destroy the special pillars, activate the bridge to get across the chasm, make a tribute to the Skedar war god, and kill the evil Skedar leader to leave the ruins triumphant.

---

OBJECTIVES:

1. Identify Temple Targets
2. Activate Bridge
3. Gain Access to Inner Sanctum
4. Assassinate the Skedar Leader

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope), Callisto NTG, Devastator  
Obtain- Reaper, Mauler, Slayer, Phoenix  
Enemies: Skedar Warrior, True Skedar  
Gadgets: IR Scanner, Target Amplifier, R-Tracker  
Boss: Skedar Leader

ADDITIONAL INFORMATION:

Characters Encountered: Elvis  
Vehicles/Robotics: Skedar Shuttle  
Cheat Unlocked: None

---

REAPER: The Skedar Warriors that are stationary outside the Inner Sanctum carry Reapers.

MAULER: The Skedar army in the Inner Sanctum carries Maulers.

SLAYER: Two Skedar guarding the Inner Sanctum will be carrying these powerful explosives.

DOUBLE PHOENIX: After you plant the Target Amplifiers on all the correct pillars, Elvis will blow them up. Use your Devastator to destroy the other two pillars. If you do, a Phoenix will appear right before the chasm. You can now use Double Phoenixes.

SHIELD: A shield awaits at the end of the path across the chasm. Instead of entering the Skedar stronghold, continue down the path. At the end, near the wall with a crack in it, is a shield.

---

-OBJECTIVE 1: IDENTIFY TEMPLE TARGETS-

Elvis will drop you off in a remote part of the ruins, but there are plenty of Skedar patrolling the area. They come in two forms - cloaked, and armed. Cloaked Skedar won't appear until you reach a certain point, and armed ones are stationary and fire Reapers. Your first objective is to identify the temple targets, which Elvis can destroy from above. The targets take the form of black pillars. While there are five of these throughout the ruins, only three are correct ones. Use the R-Tracker to find the right ones. When you come across a correct pillar, get out your Target Amplifiers and toss it onto them. OK, now onto the level. Head straight ahead when you start. In this tight passage, either to the right or your left (whichever way you're not looking), a cloaked Skedar will appear. Run back into the area you came from, firing at it. Keep running so it can't reach you and sink its deadly claws into you. After a lot of shots (around 12-16), it'll die. Head back down the passage and into the next room. Inside is a cloaked Skedar in the center (it usually won't appear

until you approach it) and a Reaper-carrying Skedar in the back. Kill the Reaper-carrying one first (if the other one isn't on your tail), then use the same running away technique you used before on the cloaked one. In the middle of the room is a possible special pillar. When everything's done in this room, head out the back. You'll soon be going down a long, curving passage. About halfway through a cloaked Skedar will appear from behind. Move down the path backwards and you'll see it. When you reach the end of the curving passage and come to a building of sorts, a Skedar will either appear further down alongside the building or behind you on the curving path. Kill it, then continue on. When the path you're on ends, watch out. To the left and right are two more paths, but a Skedar is on each one. Stay alongside the wall until you see one, kill it, then do the same for the other. Down the right path is another possible pillar. To find the rest, take the left path, then turn right. Kill the Reaper-carrying Skedar, then proceed. Near the end there will be an opening on your right. Two Reaper-carrying Skedar will be positioned inside. Target and kill them through this opening. Further down the path is a pillar. Head behind the two dead Skedar. To the right (up the stairs) is a large pillar, which may be a special pillar. Straight ahead, behind the wall, is another pillar (and two cloaked Skedar). Once all the Target Amplifiers are placed, Elvis will blow up the pillars from above.

#### -OBJECTIVE 2: ACTIVATE BRIDGE-

Head back past the place where the two Reaper-carrying Skedar were, through the opening, and down the path. Take a right. You'll soon come to a chasm. Below and to the left is a Skedar. Kill it. There's another directly below you, but it can't hit you from its position. Take out the Devastator, and shoot the large rock across the chasm that's blocking the ladder. Jump across the chasm (press forward and strafe to make it), and quickly climb up the ladder before the Skedar behind you can hit you. Jump down off the other side, and kill the Skedar to your left. Then head straight ahead. To your left is the weak section of wall that will let you into the Skedar lair. Use your IR Scanner to see it, then use your Devastator's Wall Hugger function to destroy it. Enter the lair, and continue down the dark path. Watch out for the little True Skedar. A ways down the passage you'll see a door on the right. Open it, kill the True Skedar on the right side of the room, and move the strange-looking block onto the tan plate behind the pillar in the center of the room. When you do this, the bridge will come out and you'll complete the objective.

#### -OBJECTIVE 3: GAIN ACCESS TO INNER SANCTUM-

Head back out of the room where you activated the bridge and go across the chasm. It'll begin to get dark now, and to see the True Skedar that'll attack you, you'll need to put on the IR Scanner. As you proceed down the passage, be sure to look at the ground for incoming Skedar. Eventually you'll reach a ramp heading upward. Instead of going up it, turn around and enter the door behind it. Behind the corner to your right will be a Skedar with a powerful Slayer. Pop out, shoot it a couple times, then duck back behind the wall before the rocket from the Slayer reaches you. The Phoenix works best in this situation. When the Skedar is dead, head over to it, but beware that another Skedar with a Slayer is around the next corner. Use the same strategy to kill it, then head over to its carcass. To the left of it is where you must make the tribute to the war god (how you get into the Inner Sanctum). On the platform above is a Skedar with a Reaper. Surprise it from below. Place a weapon you don't need (like the Devastator) down in front of the Skedar holy symbol by pressing B.

#### -OBJECTIVE 4: ASSASSINATE SKEDAR LEADER-

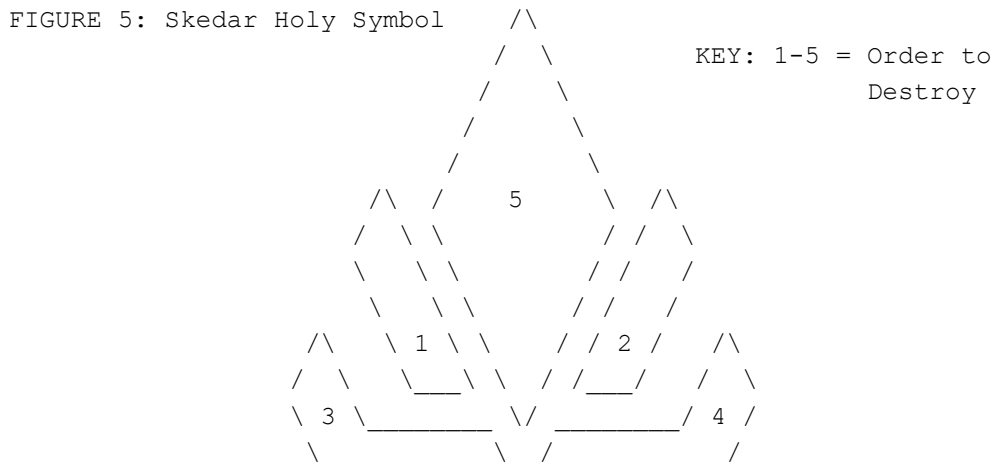
Now that you've made your tribute, head back past the dead Skedar and up the ramp you came across before. Go across the room and into the door on the far



side. After you go through another door, Joanna will be worried about the incoming Skedar army. Fortunately, you don't have to fight them. Just go through the door on the opposite side of the room and forget about them. You can take off your IR Scanner now. Enter the next door to find the Skedar Leader. He has three attacks that he'll use.

1. Fire Rocket: He'll shoot a slayer-like missile at you. This is his most common attack. Keep on the move so he fires away from you.
2. Call Skedar: His second most-common attack is to call for assistance from a Skedar Warrior or a True Skedar. When he raises his arms, look to the left and right corners in the front of the room for little flashes of white light. If they come from the left, a Skedar Warrior will be coming soon. The right corner is where the True Skedar appear.
3. Warp Strike: He doesn't do this very much. When he does this, he'll warp down to your area, and attempt to take you out with his own claws. Just keep moving in a figure-eight pattern to avoid him.

The Maians must have designed their weapons with killing Skedar in mind, because the Callisto NTG's High Impact Shells and the Phoenix are incredibly effective against the king. These weapons will make quick work of his shields, and with the Phoenix's explosive shells, you can even cause the King's rockets to explode right in front of him. When the Leader's shields turn green (yellow will mean you're getting close), he'll run under the holy symbol. Target each part in the recommended order below to defeat him.



Each piece will take around fifteen shots to destroy with the Falcon, and only a few with the Callisto (High Impact Shells) or Phoenix (Explosive Shells). Once the fifth piece is gone, it'll fall down and impale the Skedar Leader. Now all you have to do is sit back and watch the credits.

---

- - - - - SPECIAL ASSIGNMENTS - - - - -

---

I've recently thought about these special assignments, and changed my opinion from "something that could've happened but didn't" to "something that did happen but you didn't see". In most of the Special Assignments, you won't play as Joanna, but as other characters as in the game, and their escapades. This includes such characters as Mr. Blonde and Elvis, and you get to see what was happening when Joanna wasn't around.

---

- - - - - | LEVEL 1: MR. BLONDE'S REVENGE | - - - - -

This mission is an attempt by Mr. Blonde to infiltrate the Lucerne Tower and capture Cassandra de Vries. It takes place somewhere between the Deep Sea - Nullify Threat level and the Attack Ship - Covert Assault mission. This shows how Mr. Blonde grabbed Cassandra and how she ends up being your cellmate. In this level, you'll play as Mr. Blonde. This level is unlocked by completing all of the normal levels on the Agent difficulty level.

---

OBJECTIVES:

1. Plant Explosive Device in Lab Lift
2. Locate and Escort Cassandra to Helipad

VITAL INFORMATION:

Weapons: Start- Mauler

Obtain- CMP 150, Shotgun, Falcon 2, DY357 Magnum

Enemies: dataDyne Female Guard, dataDyne Shock Trooper

Gadgets: BombSpy, Skedar Bomb

ADDITIONAL INFORMATION:

Characters Encountered: Mr. Blonde, Cassandra de Vries

Vehicles/Robotics: Skedar Shuttle

Cheat Unlocked: None

---

DOUBLE CMP-150s: The dataDyne Female Guards carry Double CMP-150s. Just pick up two from the same person and you'll get Double CMP-150s.

SHOTGUN: On the upper floors, the dataDyne Female Guards carry Shotguns.

FALCON 2: Cassandra protects herself with a Falcon 2. Disarm her to get it.

DY357 MAGNUM: The dataDyne Shock Troopers use these.

SHIELD: On the floor that's below Cassandra's office, enter the room to the left of the elevators. Kill the guard and she'll drop a shield.

---

-OBJECTIVE 1: PLANT EXPLOSIVE DEVICE IN LAB LIFT-

The easiest way to get to the lift (where you enter the lab in the first level) is to cloak yourself. If you don't, a swarm of guards will come running at you, and some may sound the alarm (the alarm is located near the lift, so watch out for any guards running to it). When you start the level, cloak yourself, then dash to the lift. Equip the bomb, and when you enter the lift, it'll automatically be placed.

-OBJECTIVE 2: LOCATE AND ESCORT CASSANDRA TO HELIPAD-

Now that the laboratory will be destroyed (the Skedar sure know how to make

bombs), you have to get Cassandra. The bomb will explode in a few minutes, and if it does, the explosion will reach you no matter where you are (it seems that Mr. Blonde wants to destroy Lucerne Tower, too). Use the rest of your Cloaking Device to get to the elevators and go up without being detected. You'll arrive on the second floor from the top, and you'll be greeted by a guard. Kill her, then close the door to go up to the top floor. Kill the Shock Troopers, then enter Cassandra's Office. She'll yell at you to get out, but if you did, you wouldn't be able to capture her, now would you? Switch to "unarmed" and the "disarm" function. Grab her Falcon 2, then pull out your other weapon. After a brief conversation, she'll start for the helipad. If you leave her behind or let her go too far ahead, she won't go. When Cassandra is disarmed, the alarm will also sound, so head to the roof as quickly as possible. There are two guards here. Kill them quickly. Race to the helipad before the bomb explodes to complete the level.

---

- - - - - | LEVEL 2: MAIAN S.O.S | - - - - -

In the second level of the Special Assignments, you'll take the role of Elvis after he recently crash landed into Area 51. The unsuspecting scientists don't know that he has just awoken from his unconsciousness, but they're in for a surprise. Elvis' main focus is to get a distress signal out so that those at the Carrington Institute or in the Maian space vessels might be able to get him out of there. This level is unlocked by completing all of the normal levels on Special Agent.

---

OBJECTIVES:

1. Sabotage Enemy Medical Experiment
2. Activate Distress Signal

VITAL INFORMATION:

Weapons: Start- None

Obtain- Falcon 2, Dragon, Tranquilizer, Psychosis Gun, DY357-LX

Enemies: Area 51 Guard, Pilot

Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: None

Vehicles/Robotics: Maian Vessel, Hovercrate

Cheat Unlocked: None

---

FALCON 2: The scientists carry these as one of their few forms of protection. It shouldn't be hard to disarm or kill one and take the gun.

DRAGON: The Area 51 Guards and Pilots that swarm throughout the level will carry around these powerful weapons.

TRANQUILIZER: Some of the scientists carry Tranquilizers around, too. They aren't worth the time it'll take to get them.

PSYCHOSIS GUN: The Psychosis Gun is found on the table outside the MedLab you begin in. Scientists in the other MedLab and in a couple other locations will provide you with additional ammo.

DOUBLE DY357-LX: A Guard in the left containment lab carries double DY357-LXs, and killing him will allow you to use them. Unfortunately, he doesn't carry much ammo with him.

---

-OBJECTIVE 1: SABOTAGE ENEMY MEDICAL EXPERIMENT-

The ambassador wasn't fortunate enough to survive the crash, and now the Area 51 scientists are performing an autopsy. It is every Maian Protector's duty to dispose of the body if the protectee dies. When you begin the level, provoke the scientist in the room to pull out his Falcon 2, then steal it from him, and knock him out. The scientist in the next area is a little more trigger-happy, so you might want to use the Falcon 2 to kill him. Pick up the ammo, then grab the Psychosis Gun on the table. If you left one of the Scientists alive (and conscious), you can use the Psychosis Gun to make them open the door. An easier way to get out of the lab is to push the hoverbed over to the window and shoot it a couple times so it will explode, shattering the glass. When you're out, get out of the MedLab and go down the long hall (there will be several Area 51 Guards here). Head to the MedLab to the left. Once inside, kill the guards (watch out for one that might sneak up from behind), then go into the MedLab. Shoot the glass to break it, then shoot the hoverbed to complete the objective (and kill the scientists near it).

-OBJECTIVE 2: ACTIVATE DISTRESS SIGNAL-

Head back out of the MedLab, down the hall, and start heading left. Continue down the hallway, killing any guards that come upon you. Eventually, you'll come to a hangar. Step inside to get the guards to come at you. Wait inside the door for them to come, then shoot them as they arrive. Head up the ramp straight ahead in the hangar (there should be another guard on the left side of the hangar, too... kill him), and go into the silver door behind the ramp. When you go through the next door, an alarm will sound. This means a steady flow of Pilots will attack every once in a while. You're in no danger now, so head through the next door. On the bottom part of the right wall is a small hole. Duck and squeeze through it. You'll plop down inside the storage room. Watch out for a large swarm of guards positioned in here (you may want to retreat to the entrance - where the hovercrate is - so you only have to face one way). Once most of the guards are dead, head up the elevator. On the walkway above, terminate any remaining guards, and head to the right. Open the door at the end, kill the guard, and head up the ramp to the left. Head down this walkway, killing any guards you see (above or below). At the end, activate the elevator and wait patiently as it comes. When it does, enter and take it up. You'll now be in a cavernous area. Head down the passage until you reach a room with two scientists. Kill them, then blast one of the tan walls on the left side of the room. Head over to that side, and kill the two scientists there. There's also a computer over here, that you can use to activate the distress signal.

---

- - - - - | BONUS LEVEL: THE DUEL | - - - - -

Carrington has been working on special simulants in the hologram training area that have great intelligence and are very skilled warriors. He made these with Joanna in mind, trying to create enemies that could stop her in her tracks. Now that it's complete, he proposes several duels between Joanna and these simulants, to see if Joanna is even better than he himself thinks she is. This is the only Special Assignment you'll play as Joanna, and also the only one not unlocked by completing the Solo Missions on a certain difficulty.

Instead, it's opened by getting Bronze medals with every gun on the Firing Range.

---

OBJECTIVES:

1. Defeat dataDyne Guard
2. Defeat Jonathan Dark

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)  
          Obtain- None  
Enemies: dataDyne Guard  
Gadgets: None

ADDITIONAL INFORMATION:

Characters Encountered: None  
Vehicles/Robotics: None  
Cheat Unlocked: None

---

-OBJECTIVE 1: DEFEAT DATADYNE GUARD-

The dataDyne Guard is just like the one on the Agent difficulty. After you take your paces, turn around, aim, and fire until he's dead. Try not to waste too much ammo (you can pick up his gun for extra ammo if you're fast).

-OBJECTIVE 2: DEFEAT JONATHAN DARK-

When you kill the dataDyne Guard, the next Simulant, Jonathan Dark, will challenge you. When you turn around, though, he's no where to be seen. He's actually hiding behind the wall next to the door. Go to the back of the room, move to the right along the back wall, and fire as soon as you see him. You can also sneak up from behind, but this is riskier (because you're closer and he'll be more accurate).

---

=====  
More of the Special Assignments Coming Soon!  
=====

\* \* \*

---

| \_\_\_\_\_ |  
| \ \_\_\_\_\_ /  
	\_\_\_\_\_
	- - - - - PERFECT AGENT MISSION WALKTHROUGH - - - - -
	\_\_\_\_\_
/ \_\_\_\_\_ \	
	\_\_\_\_\_

Well, you've come a long way if you're needing help on the Perfect Agent levels, but you're still far from the end. If you thought the Special Agent difficulty was tough, wait until you get a taste of Perfect Agent. You'll spend days trying to get by seemingly impossible levels, smashing the controller against the ground and yelling that you'll never play the stupid game again. Fun, isn't it? Anyway, here's some help for that oh-so-difficult setting.

---

/PERFECT AGENT MISSIONS\

---

MISSION 1: Level 1: dataDyne Central - Defection	
Level 2: dataDyne Research - Investigation	
Level 3: dataDyne Central - Extraction	
MISSION 2: Level 1: Carrington Villa - Hostage One	
MISSION 3: Level 1: Chicago - Stealth	
Level 2: G5 Building - Reconnaissance	
MISSION 4: Level 1: Area 51 - Infiltration	
Level 2: Area 51 - Rescue	
Level 3: Area 51 - Escape	
MISSION 5: Level 1: Air Base - Espionage	
Level 2: Air Force 1 - Antiterrorism	
Level 3: Crash Site - Confrontation	
MISSION 6: Level 1: Pelagic II - Exploration	
Level 2: Deep Sea - Nullify Threat	
MISSION 7: Level 1: Carrington Institute - Defense	
MISSION 8: Level 1: Attack Ship - Covert Assault	
MISSION 9: Level 1: Skedar Ruins - Battle Shrine	
SPECIAL ASSIGNMENTS: Level 1: Mr. Blonde's Revenge	
Level 2: Maian S.O.S.	
Level 3: WAR! (Complete All Missions)	
Bonus Level: The Duel	

---

\*Note- Seeing as you must complete the Agent and Special Agent levels before playing the Perfect Agent ones, it is assumed that you know the general way around the building, won't need detailed directions to places you've been before. If you've forgotten, take a look back into the Agent Walkthrough. Any new places you must go will be described in detail.

---

MISSION 1: LUCERNE TOWER

---

Your first mission take place on the many floors of the skyscraper and Headquarters of the dataDyne Corp., Lucerne Tower. Who knew you'd be infiltrating the enemy base on your first mission? There's a good reason for this dangerous assignment, as Dr. Carroll, an employee of the dataDyne Corp., has requested to be taken out of the lab he is working in. He feels that what dataDyne is doing is morally wrong, and wishes to leave before anyone finds out his beliefs. You'll have to get into the tower, get into the lab, save Dr. Carroll, and escape. Security is tight, so you may have to find some special ways to get in. It may be your first mission, but you can handle it as a A++ student.

---

You've already been here twice before, and you must complete all of the objectives you had to before. This mission isn't all that hard, so don't worry too much. Still, you'll have to not only accomplish all of the feats that you did before (and survive the onslaught of guards in the lobby), but you'll also need to download the project files. You'll need the assistance of a friendly dataDyne employee, but he may not be as friendly as he seems...

---

OBJECTIVES:

1. Disable Internal Security Hub
2. Obtain Keycode Necklace
3. Download Project Files
4. Disable External Communications Hub
5. Gain Entrance to Laboratory.

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Silenced)  
          Obtain- CMP-150, Laptop Gun  
Enemies: dataDyne Infantry, dataDyne Shock Trooper  
Gadgets: ECM Mine, Data Uplink

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries  
Vehicles: Jumpship  
Cheat Unlocked: None

---

CMP 150: Shoot a guard, pick up the CMP 150. Most guards have 'em.

DOUBLE FLACON 2: The Shock Trooper on the lowest of the Upper floors carries two deadly Falcon 2's. Kill him and pick them up.

LAPTOP GUN: The office worker may do more than help you gain access to the project files... if you let him escape, he may enter the storage room by the stairwell, where a very helpful Laptop Gun is located.

---

-OBJECTIVE 1: DISABLE INTERNAL COMMUNICATIONS HUB-

When you start the mission on the helipad, turn to your left, move to the end of the platform, and look down. On the wall below you should see a camera. Blow it up. Wait a few seconds for the guard to walk by, then, as he opens the door, jump down behind him and plug a few bullets into his back. Go through the two doors, then look to your left to see another security camera. Destroy it. Then continue down the ramp (don't forget about the guard), and turn around to head towards the area under the glow of the red light. On the wall is a computer. Throw an ECM Mine onto it to complete the objective.

-OBJECTIVE 2: OBTAIN KEYCODE NECKLACE-

Head through the door into the building and down the stairwell, where a guard is waiting for you. Kill him, then run out of the stairwell. To the left is another guard, as well as another to his direct right. Kill them both, then head over to where the second guard mentioned was standing. On the table is a little red/white box. Look directly at it, Press B, and it'll unlock the door

to Cassandra's office. Inside, either Pistol Whip or Punch Cassandra until she falls down. Pick up her necklace to complete the objective,

**-OBJECTIVE 3: DOWNLOAD PROJECT FILES-**

Work your way through the two floors below, and be sure to kill all the guards (also keep your eyes open for security cameras... there's one on the side of the elevator shaft on the floor below and one in the corner by the glass-window/wall on the lowest floor). It may take a little time, but when all guards are killed, head back up to the top floor. Wait a few seconds, then go back down the stair well to the lowest of the upper floors. An office worker should be around, so find him (if you let him escape, he may open up a storage room with a Laptop Gun, also on this floor). Once you're ready, point your gun at him and tell him that you need him to access the files. Follow him up the elevator to the floor above, then to the office at the end of the hall. He'll go up to the computer and say "I'm logging in now...". Get your Pistol Whip or Punch ready. Then he'll say "I'm in...". This is your key to knock him out. If you wait any longer, he'll delete the files and you'll fail the mission. Now, take out your Data Uplink, face the computer, and press Z to download the files yourself.

**-OBJECTIVE 4: DISABLE EXTERNAL COMMUNICATIONS HUB-**

Head back into the elevators and down to the bottom floor. If you remember, now's the time that the guards come swarming at you madly, and on Perfect Agent this could mean very possibly death. Crouch down in the elevator, because guards behind the stairs may pick you off if you're standing. If you found the Laptop Gun, you may want to place it on the stairs and let it kill a few guards for you. Stay at the top of the stairs, crouched and constantly moving, and kill any guards that make it up. When there's been a long pause between guards, stand up, head down the stairs, and into the room on the right. Inside may (or may not) be a few guards. Wait for them to come to you, and kill them. When all are dead, enter and place another ECM Mine on the Computer on the wall to the left.

**-OBJECTIVE 5: GAIN ENTRY TO LABORATORY-**

Go back into the lobby and head to the decorated door on the left. If you didn't use the Laptop Gun before, this is another great place to place it (or if you have ammo left you can pick up your old one). Inside the decorated door are quite a few guards, which can easily kill you. The only way to take them out without a Laptop Gun is to strafe into the doorway, pull off a few rounds, then retreat and repeat. When all the guards have been killed, head into the room and into the elevator in the back to be on your way to the lab.

---

**- - - - - | LEVEL 2: DATADYNE RESEARCH - INVESTIGATION | - - - - -**

The labs beneath the dataDyne Corp.'s Lucerne Tower is where they invent such technologies as the K7 Avenger, Night Vision Goggles, and shields. It's also where Dr. Carroll is located, and you'll have to go through the labs to get to him. While you're here, you might as well pick up the items mentioned above (so the Carrington Institute can catch up), holograph the radioactive isotope they have, shut down their experiments (to put them behind the Carrington Institute), and get to Dr. Carroll before anything happens to him.

---



OBJECTIVES:

1. Holograph Radioactive Isotope
2. Start Security Maintenance Cycle
3. Shut Down Experiments
4. Obtain Experimental Technologies
5. Locate Dr. Caroll

VITAL INFORMATION:

Weapons: Start- Falcon 2

Obtain- CMP 150, K7 Avenger, Dragon

Enemies: dataDyne Trooper, dataDyne Shock Trooper

Gadgets: CamSpy

ADDITIONAL INFORMATION:

Characters Encountered: Dr. Caroll

Vehicles: Cleaning Hovbot

Cheat Unlocked: Pugilist (6:30)

---

CMP 150: Like the tower above, the Troopers in the lab carry CMP 150's.

K7 AVENGER: In the first lab on your left, a elevator platform behind the computers' counter leads to the firing range, where a Shock Trooper is trying out the K7 Avenger.

DRAGON: The Shock Troopers in Sector Four (the big lab before Dr. Caroll) use Dragons.

---

-OBJECTIVE 1: HOLOGRAPH RADIOACTIVE ISOTOPE-

You can complete either this objective or the second objective first. You'll begin the level in the elevator you took down to the labs in the previous level. Like the times you've visited the labs on Agent and Special Agent, head down to the left. There will be a guard patrolling here, and be sure to shoot him before he can react. Head into the door at the end of the hallway. Don't go into the room, but stand in the doorway. Wait for the guards to come out from behind the glass wall, then kill them. There's four that will come. When they're all dead, head into the door in the back. In this room, got into the large silver doors on the right. In the second area are two guards. Kill them, then get out the CamSpy. Send it into the radioactive area and snap a picture of the isotope.

-OBJECTIVE 2: START SECURITY MAINTENANCE CYCLE-

If you completed the Objective 1 first, head back into the brown hallways near the elevator. Just outside the door leading from the room where the four guards were is a secret passage. It'll open up when the cleaning hovbot comes by. Enter and proceed to the back. By taking this shortcut, you can bypass a long line of guards positioned in a dark passage. If you continue straight ahead, you'll come to a pane of glass blocking the way. Shoot it, then jump down below. Behind you is the first terminal you must activate. Down the hall is the next. After both are activated, you'll complete the objective. To get back out, head up the ramp to the place where you shot the glass, then wait for the Hovbot to come by and open the door again.

-OBJECTIVE 3: SHUT DOWN EXPERIMENTS-

Wherever you are, go to the lab area with the strange cube-pattern in the center of the floor. Head into the large door across from the entrance (where the office is). Inside is a guard. Take care of him and head through the next door. You'll be in a long hallway. This is where all the labs are. A few guards will attack you, so kill them before you continue. When the time is right, go into the first hallway on the right. Go all the way down and into the room. Kill the guards inside, the walk over to the scientist. He'll soon shut down the experiment. Head back out to the main hallway and all the way to the end (watch out for guards). Take a left and enter the lab. Kill the guards and force the scientist to shut off the experiment. Then head into the large silver doors in the back of the lab. Inside is the last scientist and the last experiment. He won't be willing to destroy his work, so he'll sound the alarm (if you don't knock him out). You can shut down the experiment yourself by pressing B in front of one of the computers. If the alarm does go on, quickly turn it off. When all three experiments are shut down, you'll complete the objective.

-OBJECTIVE 4: OBTAIN EXPERIMENTAL TECHNOLOGIES-

Also in this long hallway of labs are two of the three experimental weapons. Head back down the main hallway and enter all the labs you missed. The one farther away has a lift going down to the target range below. Shoot the guard and pick up the K7 Avenger he was trying out. The other lab has a nifty pair of Night Vision Goggles. Shoot the glass surrounding it and pick them up. Now that you've explored all the labs, head to the end of the hallway and go to the right. At the end of this series of curving passages is a long hall, but it has one significant feature: a laser grid defense system. Wait for the cleaning hovbot you reprogrammed to come by and make those nasty laser go away, then head into the next room. kill the guards inside, and continue through the doors until you reach the locked door. Get the Data Uplink out, and start it, but immediately get your gun out. In the room behind you, two guards will appear. Kill them, then go back to cracking the code. Enter the locked door, and head into the large lab. Move around it in a clockwise direction, killing the guards you meet. Then head into the door on the left (left from the entrance). Head down the hallways, killing the Dragon-toting guards you see. at the end, head to the back and pick up the shield item, which is the last of the experimental technologies.

-OBJECTIVE 5: LOCATE DR. CAROLL-

Head back to the large lab and start toward the door in the back. Inside are three drone guns, and the closer one will fire at you if you stand in the doorway. Open the door, and quickly back up out of its range. You can use the K7 Avenger's Threat Detector to pinpoint their location. Destroy them all, then head into the next room, where Dr. Carroll is situated.

---

- - - - - | LEVEL 3: DATADYNE CENTRAL - EXTRACTION | - - - - -

Now that Dr. Carroll has been rescued and you've made it out of the labs, you have to get back to the helipad. Why Joanna doesn't go out the front door? Because she can do better than that. Cassandra is ready for you this time, and she has a bunch of guards waiting for you, hiding in darkness and behind protective barriers. You'll need to get up to the offices, activate the office elevator, demolish the Hovercopter, and kill all of Cassandra's bodyguards before you can go to the helipad.

---

OBJECTIVES:

1. Access Foyer Elevator
2. Reactivate Office Elevator
3. Destroy dataDyne Hovercopter
4. Defeat Cassandra's Bodyguards
5. Rendezvous at Helipad

VITAL INFORMATION:

Weapons: Start- Falcon 2 (Scope)

Obtain- CMP 150, Shotgun, DY357 Magnum, Grenade

Enemies: dataDyne Shock Trooper, dataDyne Female Guard

Gadgets: Night Vision Goggles

ADDITIONAL INFORMATION:

Characters Encountered: Cassandra de Vries, Dr. Carroll

Vehicles: Jumpship

Cheat Unlocked: None

---

CMP 150: The dataDyne Shock Troopers down in the lobby will drop these once they've been killed.

SHOTGUN: Pick up a Shotgun after taking care of one of the dataDyne Female guards on one of the upper floors.

DY357 MAGNUM: Kill the first five guards in the level without being noticed to make the fifth guard drop a DY357 Magnum.

GRENADE: Pick this up from Cassandra's desk. You can get in to her office by going back down to the lowest of the upper floors after taking care of the Hovercopter. A Shock Trooper should be there, and you can kill him to pick up the keycard to her office. Note that this isn't really worth it for the grenade.

---

-OBJECTIVE 1: ACCESS FOYER ELEVATOR-

Cassandra is trying to make things difficult by turning out the lights, but little does she know you have a pair of Night Vision Goggles and her guards can't see that well in the dark. When the level starts, throw on your Night Vision Goggles. You have thirty seconds of darkness, and if you stay far enough away from the guards, they won't even see you. Kill the first guard from the doorway. Head inside, and go to the next door. Open it, then back up. Shoot the guy inside in the head, then enter and head to the back of the room. Kill the two guards positioned behind the protective blockers, then shoot the guards on the stairs behind them. Kill the guard in the next passage from here as well, then head into the back corner (by the plant). Kill the two guards positioned behind the desk, and if you have time, the one on the other side of the stairs. If the lights come on before you're done, you'll have to battle them when they can see you. Head up the stairs when you're finished and into the elevator on the left to complete the objective.

-OBJECTIVE 2: REACTIVATE OFFICE ELEVATOR-

OK, now you're on the lowest office floor, but the stairwell is locked and the other elevator is shut down. Luckily, there's a computer on this floor that can reactivate it. Unfortunately, it's on the other side of the building. Head behind the elevators, kill the guard, then enter the door behind him. Watch out for the hovercopter in this area. If it appears, duck into the office inside the brown door or back behind the elevators. When the coast is clear, rush down the hallways, kill the guards, and continue until you reach the last room (with the computer). Kill the guard, activate the computer, then dash back out of the hovercopter's range and to the elevators.

-OBJECTIVE 3: DESTROY DATADYNE HOVERCOPTER-

Head back to the elevators and go into the one on the left. Take it up to the next floor. To get up to the top floor, you'll have to take the stairs. Cassandra has made things complicated, though, by blocking off the easy way to them. Now you'll have to go through all the offices to reach the stairs. There's two guards behind the elevators, and three of Cassandra's bodyguards throughout the offices. The biggest threat will be the hovercopter, though. When you reach the stairs, ignore the two guards that come out of the door ahead. You can get them later when the hovercopter isn't bothering you (plus they won't follow you). Head up the stairs, shoot the Shock Trooper, and pick up the Rocket Launcher. On Perfect Agent, the Targeted Rocket doesn't target so well, but still switch to its secondary function. Blast one of the windows open with the shotgun, then take out the Rocket Launcher and wait in the stairwell leading upward. When the hovercopter comes by, run out. Wait for it to stop moving, then aim and fire a Rocket right at it. If your aim is good, it'll hit it and destroy it. If you miss, use a bunch of your CMP 150's ammo to take it out.

-OBJECTIVE 4: DEFEAT CASSANDRA'S BODYGUARDS-

First, go down to the floors below and kill any remaining bodyguards you missed or bypassed while the hovercopter was on your heels. Then head up to the roof. When Cassandra starts talking, face the bodyguard near the light switch (to the right), shoot her, then run towards it. Right when the lights go out, turn them back on. The bodyguards will take a few seconds to get their Night Vision Goggles off, giving you time to kill most of them. When they're all dead, you'll complete the objective.

-OBJECTIVE 5: RENDEZVOUS AT HELIPAD-

Now that all the guards are taken care of, it'll be simple to just run up the ramps to the helipad. You don't have to wait up for Dr. Carroll, as he'll immediately come when you arrive at the helipad.

---

- - - - - MISSION 2: CARRINGTON VILLA - - - - -

---

Dr. Carroll has been rescued, but it seems Cassandra has decided to take something of the Carrington Institutes. While at his spacious villa, the house was infiltrated by dataDyne employees and the entire area was soon surrounded by guards ensuring that he would stay there until he told of Dr. Carroll's location. A short while ago, a negotiator was sent to... well, negotiate about Carrington's release.

- - - - - | LEVEL 1: CARRINGTON VILLA - HOSTAGE ONE | - - - - -

The dataDyne Corp. has secured this area and is making sure Carrington will go nowhere until he talks. Joanna has been sent down to negotiate, but it seems dataDyne isn't willing to bargain and has taken Jo out to the pier to be executed. Of course, Joanna will find some way to get out of this mess, kill all the Snipers, capture a guard, activate the wind generator, save Carrington, and take care of any troubles along the way.

---

OBJECTIVES:

1. Eliminate Rooftop Snipers
2. Activate Wind Generator
3. Locate and Eliminate dataDyne Hackers
4. Capture dataDyne Guard
5. Rescue Carrington

VITAL INFORMATION:

Weapons: Start- Laptop Gun

Obtain- Sniper Rifle, CMP 150, Devastator

Enemies: dataDyne Infantry, dataDyne Sniper, dataDyne Shock Trooper

Gadgets: R-Tracker

ADDITIONAL INFORMATION:

Characters Encountered: Daniel Carrington

Vehicles: Dropship

Cheat Unlocked: None

---

SNIPER RIFLE: Where the shield is on the Agent Difficulty (the bathroom near the front entrance to the Villa) is a handy Sniper Rifle.

CMP 150: Shoot one of the guards patrolling the paths outside the Villa or inside the massive mansion and they'll drop a CMP 150.

DEVASTATOR: Shoot the crate furthest left on the helipad that's to the left of where you come out of the sandy tunnels. Inside is a Devastator.

---

-OBJECTIVE 1: ELIMINATE ROOFTOP SNIPERS-

Before you can get to the task of killing the Snipers, you must first get out of being executed. On Agent and Special Agent difficulties, you had to save the negotiator, but this time, you are the negotiator. Not only does that mean you're in peril from the start, but you'll begin the level in an entirely different location. Fortunately, the guards thought nothing of your Carrington Laptop, which conveniently transforms into a Laptop Gun. Pull it out and waste the guards (they're very surprised and will react slowly to your weapon). Immediately after they're dead, take out the Sniper on the roof above. If you dawdle, he'll notice you and fire. Next, turn around and zoom in to the wall out at sea. A Sniper is there, too. Head up to the manor after he's dead, but don't go in the doors. Instead, head to the right alongside the walls. Around the corner you'll find another Sniper. Kill him before he sees you. Go into the

door ahead, but keep in mind this is the best place to complete Objective 4 (capture dataDyne guard). Inside, take out the guards on the floor, then head up the stairs to the kitchen. This is where things get ugly. There are several guards in the kitchen, and a lot more in the rooms across the hall and above the stairs. Wait in the kitchen for them to come, and take them out. Duck behind the cupboards when you need to reload. Once the slew of guards is taken care of, you may want to head up the stairs. Outside the door are two Snipers that are very close. While this means you can take them out quickly, it also means their already accurate Sniper Rifles will be even more accurate. It may be best to just wait. Whatever you do, down the hall opposite the kitchen and up the stairs. Kill the guards on this floor, then open the front door. Wait inside as the two guards out here come to you, then quickly run two the right, where the ceiling will protect you from Sniper fire. Move close enough to the Sniper on the roof so that you see his feet, then take him out. If you chose not to go up the stairs by the kitchen, another friendly Sniper will await you when you get out in the open. Your only choice is to run out and kill him quickly. Now head down the path outside the Villa, and after a few guards you'll see a Sniper ahead. Shoot him. If you still have more Snipers to eliminate, run across the open area to where the Sniper fell, and kill any remaining Snipers from here or the other side of the path.

#### -OBJECTIVE 2: ACTIVATE WIND GENERATOR-

Head all the way back to the first room you entered in the Villa. go into the door by the table with chairs and down the stairs (hey, got some rhyming going). Shoot the guard by the door and the two underneath the stairs (one will come running in). You might also want to eliminate the guards in the room behind the first guard you shot. Afterwards, go into the door underneath the stairs and continue going straight down the tunnel. In this room, kill the three guards and activate the two computers, then head back into the tunnel and follow the line on the ground to the third computer (watch out for guards along the way). When you activate it the last console, you'll complete the objective.

#### -OBJECTIVE 3: LOCATE AND ELIMINATE DATADYNE HACKERS-

As soon as Objective 2 is completed, head back into the Villa and to the kitchen. After a short while, Grinshaw will contact you and tell you that there are hackers that need to be stopped. Two are in the room across the hall from the kitchen (from the kitchen go past the stairs and into the room on the right), and one is in the room that's next to the entrance (up the stairs from the floor the kitchen is on). You'll only have about a minute to do this, but it should be plenty of time if you know where to go.

#### -OBJECTIVE 4: CAPTURE DATADYNE GUARD-

To "capture" a guard, simply knock one out. The best place to do this is outside the Villa near the beginning (see Objective 1). A guard behind the stairs is easy to approach without being seen, and can be knocked out easily.

#### -OBJECTIVE 5: RESCUE CARRINGTON-

After the hackers are taken care of, head back into the tunnels and into the brown door leading further underground. Kill the Shock Troopers in these tunnels, then enter the wine cellar. Since standing still while trying to find where the guards are behind the wine bottles makes you an easy target, it's easier to just run behind the cabinets and shoot the guards (in most cases). The last guard in the cellar will drop a keycard that's needed to get into the last door, where Carrington is.

---

=====  
More of the Perfect Agent Walkthrough Coming Soon!  
=====

\* \* \*

---

- - - - - COMBAT SIMULATOR CHALLENGES - - - - -

---

The thirty challenges found in the combat simulator are the second largest attraction of this game, only second to the Solo Missions. The challenges test your skill in multiplayer settings, and if you can complete them, you'll unlock new weapons, arenas, and more to use in the Multiplayer matches. So, in order to get all the cool weapons for big brawls with your friends, you'll need to finish as many missions as you can. Instead of unlocking something when you complete a challenge, however, once you open a new challenge you can use the weapons in it for multiplayer as soon as you get it. Therefore, you must only complete a certain number of challenges to unlock things, not a specific challenge. Here's what you'll unlock by completing the specified number of challenges:

- 1: Complex (Arena), Farsight XR-20 (Weapon), Grenade (Weapon)
- 2: Hold the Briefcase (Scenario), Shotgun (Weapon)
- 3: Warehouse (Arena), Falcon 2 (Silenced) (Weapon)
- 4: Capture the Case (Scenario), HardSim (Simulant),  
Super Dragon (Weapon)
- 5: Ravine (Arena), Laptop Gun (Weapon)
- 6: Hacker Central (Scenario), Temple (Arena), Remote Mine (Weapon)
- 7: Tranquilizer (Weapon)
- 8: Falcon 2 (Scope) (Weapon)
- 9: G5 Building (Arena), PerfectSim (Simulant), Reaper (Weapon)
- 10: Cloaking Device (Gadget)
- 11: Grid (Arena), Devastator (Weapon)
- 12: Pop a Cap (Scenario), Felicity (Arena), Proximity Mine (Weapon)
- 13: Slayer (Weapon)
- 14: Villa (Arena), Phoenix (Weapon)
- 15: Combat Boost (Item)
- 16: Sewers (Arena), Mauler (Weapon)
- 17: Car Park (Arena), Callisto NTG (Weapon)
- 18: Base (Arena), Crossbow (Weapon)
- 19: RCP-120 (Weapon)
- 20: Fortress (Arena), DY357-LX (Weapon)
- 21: DarkSim (Simulant), N-Bomb (Item)
- 22: Ruins (Arena), Laser (Weapon), X-Ray Scanner (Gadget)

Any weapons you unlock will appear in the target range if you haven't found them in the Solo Missions. Now that you know what you get if you beat them, here's how to actually beat them.

-CHALLENGE 1-

Description: A challenge against basic simulants using standard

weaponry.

Time: 5 minutes Team Score: 4  
Opponents: ShockSim (Difficulty- Meat Type- MeatSim)  
Scenario: Combat  
Options: None  
Arena: Skedar  
Weapons: 1: Falcon 2 2: CMP 150 3: Sniper Rifle  
4: DY357 Magnum 5: Dragon 6: Disabled

The first challenge shouldn't be a problem at all. The MeatSim opponent is an incredibly easy opponent, as it is slow, has poor aim, and will run away after it gets in a few shots. The choice weapon here is the Dragon, but the CMP 150 works well also. I suggest you act like a KazeSim and use your radar to find the ShockSim as soon as you can, because you can easily disarm it if you don't find a weapon along the way. Four kills and you're done.

-CHALLENGE 2-

Description: A challenge against basic simulants which includes the use of Rocket Launchers.

Time: 5 minutes Team Score: 6  
Opponents: ShockSim (Difficulty- Meat Type- MeatSim)  
Scenario: Combat  
Options: None  
Arena: Area 52  
Weapons: 1: Combat Knife 2: Falcon 2 3: Cyclone  
4: Dragon 5: Rocket Launcher 6: Disabled

The easy ShockSim is back for more punishment, but this time you're playing with more deadly weapons, including the fearsome Rocket Launcher. Beware, as even a MeatSim with explosives can be deadly if it gets a shot off. The Rocket Launcher is the featured weapon, but it's not the best, as the explosion may accidentally cause damage to you as well. The Cyclone and Dragon are your best choices for this match.

-CHALLENGE 3-

Description: A challenge against basic simulants which includes Assault Rifles and Timed Mines.

Time: 5 minutes Team Score: 8  
Opponents: TechSim1 (Difficulty- Meat Type- MeatSim), TechSim2 (Difficulty- Meat Type- MeatSim)  
Scenario: Combat  
Options: None  
Arena: Pipes  
Weapons: 1: Magsec 4 2: CMP 150 3: Timed Mine  
4: Dragon 5: AR34 6: Disabled

This is the first challenge to take place in an Arena other than the Skedar, and the difficulty is increased a tad by having two MeatSims instead of one. Two heads are better than one, but if both heads don't know how to think, it's still gonna be easy to kill them. The MeatSims are slow to respond and have horrible aim, so obtaining 8 kills against the yellow team should be a breeze. The weapon of choice should be the AR34, although Double CMP 150s and the Dragon are good as well.

-CHALLENGE 4-

Description: Take control of the hill against a team of standard simulants. Shield technology is available, as well as the K7 Avenger.



Time: 10 minutes Team Score: 4  
Opponents: CISim (Difficulty- Easy Type- EasySim)  
Scenario: Hill  
Options: Hill On Radar, Mobile Hill, 20 seconds = Point  
Arena: Skedar  
Weapons: 1: Magsec 4 2: CMP 150 3: Dragon  
4: K7 Avenger 5: Shield 6: Disabled

The description says that you'll be facing a team of simulants, but the team is only made up of one guy. Still, the difficulty has been moved up a notch, as this simulant is an EasySim. While he's more dangerous than the MeatSims, as the name suggests, he's still easy. The K7 Avenger is handy, and there's a shield at the dead-end. The Dragon can also be used as a handy Proximity mine.

#### -CHALLENGE 5-

Description: Combat a team of standard simulants using the specialized Farsight weapon in the Complex.

Time: 10 minutes Team Score: 10  
Opponents: CassSim (Difficulty- Easy Type- EasySim)  
Scenario: Combat  
Options: None  
Arena: Complex  
Weapons: 1: Cyclone 2: Grenade 3: AR34  
4: Farsight XR-20 5: Shield 6: Disabled

With access to the immensely powerful Farsight, this challenge shouldn't be tough at all. The Farsight will appear in two locations: one in the base area that has a hole in the floor and windows that look out upon the arena, and one in the pit above the two narrow bridges near the pillar room. These destinations should be where you go first. In case you're not proficient in using the Farsight, switch to its secondary function, make sure your opponent is above you on the radar, and aim. The rest is simple shooting. After collecting a good amount of ammo in the Farsight area, head to one of the shields. A good place is above the arena on the balcony that can be reached by climbing up the vents, which is a safe place to stay as well. With a shield to take a Farsight hit, an opponent that only fires when they can see you (they won't shoot through walls), and a one-hit kill weapon, getting ten kills will be a cinch.

#### -CHALLENGE 6-

Description: Hold the briefcase for as long as possible against a large team of basic simulants.

Time: 10 minutes Team Score: 6  
Opponents: WorkSim 1 (Difficulty- Meat Type- MeatSim)  
WorkSim 2 (Difficulty- Meat Type- MeatSim)  
WorkSim 3 (Difficulty- Meat Type- MeatSim)  
WorkSim 4 (Difficulty- Meat Type- MeatSim)  
Scenario: Hold the Briefcase  
Options: Highlight Case, Case on Radar  
Arena: Area 52  
Weapons: 1: CMP150 2: DY357 Magnum 3: Shotgun  
4: K7 Avenger 5: Shield 6: Disabled

The first thing you need to do is find the case. Pick up a weapon (even a shotgun will do if you set it on Double Blast), and head to where the case is on the radar. Snatch it up, then run to the large room with the sniper towers. In the center is a K7 Avenger, with some ammo boxes on either side. Grab them, then with your new weapon and the case climb up the Sniper Tower furthest from

any of the entrances. From here you can monitor all the entrances and kill any of the simulants when they enter. When they're all far away, go down and stock up on ammo. After holding the case for 3 minutes, you'll win.

\*More Challenges Coming Soon!\*

#### CHALLENGE COMPLETION TRICK

Although I recommend completing everything honestly, I feel that I must tell the readers of this FAQ everything I could possibly know, and my friend DragonHunter7911 has supplied me with this great trick for "completing" the challenges without having to do any real work. Here's the step-by-step way to beat 'em all:

1. Player 1 selects Combat Simulator.
2. Player 1 selects Advanced Setup.
3. Player 2 presses start.
4. Player 1 goes to the Load Setting Menu.
5. Player 2 selects the Challenge they wish to beat.
6. Player 2 presses A until the "Ready! And waiting..." screen appears.
7. Player 1 selects the pre-made file (see 7a.) they wish to use.
- 7a. The pre-made file should be an easy one. One that comes to mind is one player versus a MeatSim, with a 1 kill limit.
8. Player 1 presses B and drops out
9. Now Player 2 will start automatically to play through the pre-made file that was loaded by Player 1 instead of the Challenge they chose. However, when they finish the pre-made file, Player 2 will still get the "Challenge Completed!" screen and it will count as if they really completed the challenge.

---

- - - - - COMBAT SIMULATOR MULTIPLAYER STRATEGIES - - - - -

---

One of the best ways to play Perfect Dark is with a few friends in the Combat Simulator, or if you're a tad on the unpopular side, with a few friendly Simulants. However, to succeed in winning, you'll need to know the levels, as well as a few strategies on how to improve your game. And guess what? That's just what I'm gonna give you in this section.

---

- - - - - ARENAS GUIDE - - - - -

In the first part of this guide to the Combat Simulator, I'll take you through the levels and not only tell you a few good tips on how you can utilize your environment, but also where weapons will be located, where hills may appear in "King of the Hill", and other vital information.

---

\_/ -TERMS KEY- \\_

Size: The Overall Size of the Arena, either Small, Medium, Large, or	
Very Large.	
Floors: The number of floors in the Arena.	
Unlock: How many Challenges you must complete to unlock the Arena	

|Overall Rating: A Rating of how fun the level is to play in, based on|  
| scale of 1 to 10. |  
|Notable Features: A few unique parts of the Arena that make it fun. |  
|Semi-Map: A view of the level's basic layout. |  
|Weapons Locations: Where the weapons assigned to certain numbers (on |  
| the Weapons list) will appear in the Arena. |  
|Hill Locations: Where the Hill in the "King of the Hill" scenario may|  
| appear (in order of size, the first being the largest hill). |  
|Case Bases: Where the bases will appear in the scenario "Capture the |  
| Case" are located. |  
|Recommended Laptop Locations: Locations of good places to plant a |  
| Laptop Gun. |  
|Recommended Base Locations: Locations of good areas to set up bases. |  
|\_\_\_\_\_|

-SKEDAR-

Size: Medium

Floors: 3

Lighting: Dim

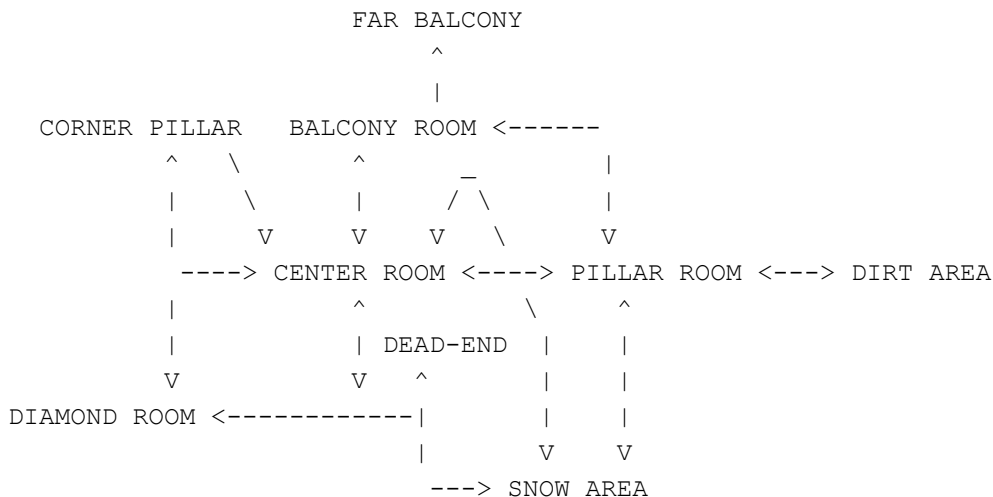
Unlock: Available from the Start

Overall Rating: 8

Notable Features: Pillars, Bumpy Dirt/Snow Areas, Large Rooms

The Skedar Arena is a basic level for playing in, available from the start. It is somewhat maze-like, and even experienced players may find themselves unable to reach other locations sometimes. Overall, this level offers a fair variety of play, and while it holds nothing really special, it's great for basic multiplayer matches. The Hills in this level are usually very large, so finding where the holder is in the hill may be somewhat of a challenge.

SEMI-MAP:



WEAPONS LOCATIONS:

1. This is found on the ground floor of the Balcony Room, in between the two pillars. It can also be found down either hall from the Diamond Room, near the passages that connect the halls to the Center Room.
2. You can find Weapon #2 on the top of the Far Balcony, in the corner of the Diamond Room, or on the ledge leading from the Center Room in the Pillar Room.
3. Locate these weapons on the upped ledge leading from the Dirt Area in the Pillar Room, in the center of the bottom floor in the Center Room, or behind the Corner Pillar.
4. Weapon #4 is probably the hardest to locate, as it can only be

found in the back of the Dirt Area or at the short dead-end in the underground Tunnel.

5. Look for #5 in the Dead-End or in the long passage connecting the Pillar Room and the Balcony Room.
6. The last of the Weapons is found either in the bottom of the Snow Area or in the Central Area in front of the passage leading to the Balcony Room.

#### HILL LOCATIONS:

1. The bottom floor of the Center Room.
2. The Dirt Area.
3. The Diamond Room.
4. On top of the Far Balcony.
5. The Dead-End (near the Snow Area).

#### CASE BASES:

1. The Snow Area
2. The Dirt Area
3. The Diamond Room
4. The Far Balcony

#### RECOMMENDED LAPTOP LOCATIONS:

- A good place to place one of the Laptop guns is on the wall in the center of the passages leading from the center room. These passages are taken a lot, and opponents won't know about the gun until it's too late. Place it in the lower corner of the outer wall.
- Planting a Gun in the Snow Area is a good idea, too. It'll be hard to spot it with all the bumps and hills, and quite a few people go through this area.

#### RECOMMENDED BASE LOCATIONS:

- One of the best places to set up a base in this level is on the Far Balcony. There's only one entrance, so it'll be hard to get up to your level. The biggest problem with this area is that the wall on the balcony is very low, not offering much protection. To make use of it, kneel down (crouching is too much).
- The bumpy Dirt Area is another good place for a base. It only has one entrance, and it'll be hard to hit anyone in the base if they keep moving. Also, there is a hole in the bottom that you can escape through if you have to.

#### STRATEGIES:

- Use the many pillars and other structures in this to your advantage. You can hide behind them and only stick a little bit of your body out to fire. You can also hide behind larger pillars, than unexpectedly leap out at your opponents (if you're playing with no radar).
- Practically every part of the level is accessible from the Center Room. Not only can you jump down to the ground floor, but each corner allows access to another part of the level.
- It's very hard to hit people running up and down the hills in the Dirt or Snow areas, so run in here if you're being chased. However, keep in mind that it will be hard for you to fire as well if you're running around these slopes.
- The Underground Tunnel is another good way to get around the arena quickly, especially if you're on the lower floor. However, watch out for explosives in these tight areas, as one is hard to dodge.

\*More Arenas Coming Soon!!!\*

-CROCO'S TOP 10 ARENAS-

1. Complex
2. Area 52
3. Skedar
4. Felicity
5. G5 Building
6. Grid
7. Temple
8. Villa
9. Ravine
10. Fortress

-READER'S TOP 5 ARENAS-

\*Send In Your Favorite Arena!\*

---

- - - - - MULTIPLAYER STRATEGIES - - - - -

Well, the Arenas Guide will help you out with all the levels, but there still are a bunch of extra tips that can be used in many situations and in many games. These strategies will help to improve your game and make you a better player. These are intended mostly for humans, but can work for Simulants too. Humans and Simulants think very differently, so the experience is different when playing them, and so are some of the strategies. Anyway, below are a few tips I've come up with. Feel free to send me any you think are good and that I'm missing.

-STRATEGIES-

- If someone's holding up in an area and you're having trouble getting them out, look for a hole in the walls, ceiling or floor. Oftentimes there is one. If you're playing with Laptop Guns, throw one into it and the opponent will be dead before he can react.
- When placing a Laptop Gun, don't throw it right out in the open. If an opponent can see it, they can avoid it, or even worse, destroy it. Try to plant it in out-of-the-way spots, preferably darker areas. Surprise is key when placing a Laptop. On levels like the Complex, the Laptop blends in with the surroundings.
- After you get two kills with a Laptop Gun, it's about time to replace it. First of all, it may very well be out of ammo by now. Also, by this time opponents will probably know its location, and will start to avoid the area. Place it in another well-traveled area. You may pull three or four kills off, but it'll take too long to get a kill to make up for what you could have gotten if you replaced it.
- There are three effective ways to take out players in a fortified base. One is the Laptop method described earlier. The best way is to use the Farsight's Target Locator, and it'll be a rather easy kill (they probably won't have much room to move... and if you don't kill them, they'll run away). Another good method is to use the Slayer's Fly-By-Wire function. You'll be able to control it's movement, heading for their base.
- Use the Threat Detector on the K7 Avenger or Timed/Proximity Mines to locate dangerous materials. This is especially useful for finding mines and Dragons in their proximity mine form.

- You can also discover whether or not a Dragon is real by fire bullets... a fake one will explode, while a real one will not. Shoot mines, too, to get rid of them.

- Set up a base when you need to; like when you're ahead and you want to keep your lead or if you have a case. Set up protection like Laptop Guns and mines, but be aware that you may need to evacuate your base... so choose an area with a suitable escape route. Also keep in mind that when setting up a base, don't make one when you're behind. The other team must have an incentive to come to your base... they won't if they're ahead.

- Never use ladders! When you climb up ladders, you leave yourself incredibly vulnerable to attacks. Most places have several routes that lead to the same area, so avoid climbing up these deathtraps whenever possible.

-WEAPONS-

Go for the good weapons and avoid the bad ones when you're playing in the Combat Simulator!

-Best Weapon: Farsight XR-20

-Trap Weapons: Dragon, Proximity Mine, Laptop Gun

-Unexpectedly Good: Crossbow (Instant Kill), Mauler (Charge-Up Shot), DY357-LX, N-Bomb

-Good Standard Weapon: RCP-120, Cyclone

-Also Good Standard Weapons: AR34, K7 Avenger, Super Dragon

-Good Explosive Weapons: Rocket Launcher, Slayer

-Also Good Explosive Weapons: Devastator, Super Dragon

-Unexpectedly Bad: Laser, Reaper, Shotgun, Callisto NTG (less so)

-Trick: Cloaking, X-Ray (opponents might think you have the Farsight)

-Annoying: Combat Boost, Tranquilizer, Punch, Disarm

-READER'S TIPS-

- Lodin Says: "The remote mines don't just stick to walls. Try tossing one on your friends. You can also throw one on a FistSim and have him attack someone. When he gets close to a group of people let them rip!"

---

- - - - - CO-OP/COUNTER-OP STRATEGIES - - - - -

---

While playing the game by yourself is fun, it's even more fun to play the Solo Missions with a friend (or a simulant if you don't have any). You can do so in two different ways. The first option is to play on a team together and help each other out in beating those difficult missions. The second is to go head-to-head, one player taking the role of the player you play in the Solo Missions and the other the enemy. Both are great ways to have fun with friends in the Solo Missions, but both require some strategy as well.

~CO-OP STRATEGIES~

- Have a plan when you start out. Decide whether one person will tackle the

objectives while the other protects him, whether the players should split up and meet after completing objectives, or both just try to complete the same objective.

- Human buddies are a lot more helpful than Simulant buddies, because they can do things the Simulants can't and you won't have to waste time telling them what to do in the game.

- Adjust the Co-Op options beforehand. Radar is helpful to have in case you get separated. Friendly Fire is best turned off so you don't harm your partner if you fire their way. However, it will detract some from the realism.

~COUNTER-OP STRATEGIES~

- Heroes should speed through the level as quickly as they can. If they can leave the Villain in their dust, they may not have a chance to catch up or follow you to your new location. Always be on the move so it's harder to find you.

- Heroes, be wary of the Villain's position. When he approaches, get ready to kill him fast, or he may get in some damage.

- Villains shouldn't assault the Hero carefully... it'll just waste precious time. Instead, charge in to battle. Surprise is the best, but don't spend too much time on it or it won't be worth it.

- Villains, if you spawn far away from the action and it'll take a very long time to get to the Hero, swallow a suicide pill. You'll die and re-spawn in a new, possibly more convenient location.

- Villains only will take a couple shots to kill, so try to get in as much damage as you can before you die. A great way to do this is with explosives, which will damage the Hero severely.

---

- - - - - CHEATS WALKTHROUGH - - - - -

---

Cheats: everybody loves 'em, but everybody would rather just punch in a few letters and have immediate access to them. However, good ol' Rare makes you work for them, and by doing so, makes victory so much sweeter. As you probably know, you can unlock a cheat by completing a certain level on a certain difficulty in a super-fast time. And it's definitely not easy to do this, especially for the more valuable cheats.

\*SPEED TIP\*: Keep in mind that strafing is faster than normal walking. Strafe as much as you can to decrease your times.

~MARQUIS OF QUEENSBURY RULES~

Level: dataDyne Central - Defection

Difficulty: Special Agent

Time: 1'30"

This cheat will likely take you a few tries to get, because of several variables such as enemies' aim, their positions, and your accuracy all play critical roles in whether or not you succeed. Before you start moving, pause the

game and take out the ECM Mine. Now you're ready to tackle the challenge. From your starting point of the helipad, jump off the side side that's to the left of where you start (and a little bit forward). You'll drop down right before the door leading into the next area. Ignore the guard behind you and race through the doors. Run by the guard up here, and down the ramp. Quickly head to the Security Hub and throw your mine onto it (it takes a couple seconds to throw the mine, so if you can time it just right, press the fire button before reaching the hub). Pull out your Falcon (while moving) and head back to the door and head down the stairwell. At the bottom is a guard, which may be blocking the door. Shoot him, but don't do so if it'll slow you down. In the office area, shoot the guard by the door switch. Next, pause and switch to "Disarm", and enter Cassandra's office. Quickly knock her out and pick up the necklace, then get out your Falcon 2 again and head to the left elevator. It should be near the top, and press B to summon it. While you wait, kill any threatening guards, but be ready to hop in as soon as it arrives. Once you're inside, close the door. The elevator will annoyingly stop at every floor, but this way is still quicker if you close the door before it gets a chance to open. After going down two floors you'll head to the lobby. When the elevator opens, get out and run down the stairs. Unfortunately, the only guard that'll be around now is the one near the Comms Hub door, although many more will appear later. Kill him, pause, take out the ECM Mine, then enter the Comms Hub room. This is the hardest part. You won't have time to take out the guards inside, so just run over to the Hub and throw the ECM Mine. Pressing the fire button before you reach the hub is almost necessary, because standing around while guards are firing is not a good thing. As soon as it's attached, get out your Falcon 2 and blast your way out of the room (there may very well be a group of guards blocking your exit). Don't slow down at all between the Comms Hub room and the elevator, even to kill guards. Enter the door on the other side of the lobby and kill as many guards as you can while racing to the elevator (it'd really suck to die here). It's only a few more steps to the elevator, which as soon as you open will complete the mission.

~CLOAKING DEVICE~

Level: G5 Building - Reconnaissance

Difficulty: Agent

Time: 1'40"

Speed is key here... and cheating. When the level begins, strafe to the left side of the room. The first guard should appear near the dumpster (if you have good eyes, you can see the slight disturbance in the air long before he appears, as he stands still for awhile). The second guard will most likely appear to your left. If they both take too long to show up, you might as well restart. The second guard will drop a keycard... grab it and rush to the brown door. As you run down the hall, shoot the guard and open the next brown door. As it opens, hit the switch behind the guard you just killed. Run into the next room and into the glass area. The cloaked guards will now attack, so run out into the middle of the room to motivate them. This is where you really need to get lucky... hope they all appear fast so you can pick up the keycard and jet out the door behind the glass. Enter the door, kill the patrolling guard, and enter the next room. Kill every guard here; you don't want one sounding the alarm. Head over to the left side of the room, up the stairs, and down the walkway. Only crouch when you have to; stand up to move faster in other spots. When Jo says it's time to use the CamSpy, get it out, but do not send it into the meeting room! Instead hit A to switch back to Joanna, then jump down off the walkway. Kill the two guards before they can reach the alarm, then kill the next guard who'll come through the door (but don't wait for him). Run up the stairs and head straight for the safe room. Kill any guards you can on the way, but don't stop. When you get into the safe room, pause and take out the Door Decoder. Place it on the terminal, then switch over to the CamSpy. Take it into the meeting room now. The alarm will sound and the timer for the safe will



count down, but it won't count towards your time as long as you watch the cutscene! Wait for the entire thing to finish (the safe takes longer to open than the timer shows), then run into the safe and grab the files on the right. Pull out a gun, and dash towards the newly-created exit (run through the explosion if you have to). If you're really fast, you'll get the cheat.

~INVINCIBLE~

Level: Area 51 - Escape

Difficulty: Agent

Time: 3'50"

This cheat may seem very hard if you don't know what to do. If you do know what to do, you'll finish it with plenty of time left over. When you start the level, head through the doors ahead. Hope they open quickly, because sometimes they will and sometimes you'll position yourself poorly. If they don't, restart (it's the beginning of the level anyway). Head out of the lab area and down into the hall. Turn right, and quickly kill the Biotechnician in the middle of the room. Forget the other one for now and head to the area where you leave Elvis. As you come back up, the other Biotechnician will present himself, giving you time to kill him while you run up. Head into the containment lab on the right, but only kill one of the Biotechnicians. Head down into the next room, and make a dash for the silver door in the back. Kill any guards as you run by, but don't stop. Head down the walkway and kill the guards on it. In the next room, meet up with Jonathan and pull out a Super Dragon while he talks. Head back down the walkway, killing any guards that might have caught up. Switch to the grenade launcher function and toast the guards (which might include the Biotechnician you left earlier) on the other side of the door. Run in, kill any other guards inside, and wait for Jonathan. When he comes in, offer him protection like you normally would. As soon as the wall explodes, run through (but wait for the flames to clear), kill the guard ahead of you on the walkway, the jump off the ramp and go into the door underneath it to see the cutscene. Skip it and head back out. Go up the ramp and kill any guards (if you don't Jonathan will and will waste a bunch of time doing it), then head back to meet up with Jonathan and Elvis. Kill the guard up on the walkway behind you while they talk, then head up to the walkway as they continue to talk. Kill any guards around, then wait for Jonathan and Elvis to stop talking. Head over to the terminals that open the hangar doors, and get ready. When the faster music starts, activate them both. As soon as you open both hangar doors, you'll finish the level, hopefully with a new cheat activated.

~UNLIMITED AMMO~

Level: Pelagic II - Exploration

Difficulty: Special Agent

Time: 7'07"

This cheat is pretty good, and as long as you don't waste time, it'll be pretty easy to get. When the level begins, head over to the door ahead, open it, and take a second to aim and shoot the guard in the head. Head down the passage, and kill the guard around the corner. Target the next guard through the door (with a head shoot), the burst inside and kill the rest of the guards before they can hit the alarm button. When they're dead, head into the door on your left and into the power room. Kill the guard in here, take out the security camera, then put on the X-Ray Scanner. Quickly turn off the green buttons, then run downstairs and shut off the power. Head back up the stairs and back out into the passage. Go through the door to the left, then head up the yellow stairs. Continue up the green stairs, and kill the two guards on the landing. Continue up into the navigation room. Stand next to one of the crew members to get him to shut off the power, then kill the loyalist. Go over to the remaining crew member, the head back down both of the flights of stairs (even before he finishes shutting it off). Head into the other door down here,

and work your way through the masses of guards. Then go inside the blue door at the end on the left. In this passage, enter the door on the right wall. Take the guards out (if there are any) from the doorway, grab the shield on the crate to the left (it's worth the time spent getting it), then Press B next to the computer on the right side of the room. Exit the room, go to the left, go right, and enter the blue door on the right wall. Inside, go down the stairs on the left wall, kill the guards at the bottom, and go through the door. Go into the right door here. Head down the passages, but take the time to kill the guards and destroy the security cameras. When you reach the bottom, you'll meet up with Elvis. Leave the little blue guy in your dust and go up the yellow stairs that lead to the navigation room. Don't go up the green stairs, but instead into the door on the right. Head into the right door. In the following series of passages, kill all guards (it's easiest to kill them from the glass window on the doors) so Elvis won't get hurt. When you see a blue door on the left wall, enter, and head to the left side of the pool to complete the mission (you don't have to wait up for Elvis).

=====  
More of the Cheats Walkthrough Coming Soon!  
=====

---

- - - - - CHEESE GUIDE - - - - -

---

Sorry if this is a little cheesy (he he), but I've decided to include an extensive guide to finding all those pieces of cheese. For those of you that are unaware of the presence of cheese, there are many pieces of cheese found in the game. In each level, there is a very well hidden piece of cheese. Here's a guide to finding them all, thanks to Azz.

-MISSION 1-

Level 1: Activate one of the cheats that will allow you to gain access to an explosive of some sort. Go down until you reach the part of the room with the fan and light switch. Go on over to the Internal Comms Hub. Next to it is a pillar. Shoot it with an explosive. Go down the ladder here, and look inside the vents to find the cheese. Also, blowing up the walls in here may lead you into Cassandra's office.

Level 2: This level's piece of cheese can be found in the last lab on the left. Actually, it's the one behind the last one of the left (go through the door in the back of the lab). Go forward and look on the floor. There's some glass, and on some pipes on the other side is the cheese... I think.

Level 3: This is in the same location as in the first level (it is in the same location, after all). You can use the Grenade in Cassandra's office to bomb the wall on the right, or use an explosive from cheats.

-MISSION 2-

Level 1: The cheese in this level is located in the wine cellar, on one of the wine racks. It's on the top shelf of the one that's right up against the wall, and is rather hard to see. Thanks to Robbie for this one.

-MISSION 3-

Level 1: Enter the blue door on the wall behind the limo. Go downstairs, and kill two of the guards, but disarm the third. He'll open the door to the bar. Head to your left and into the bathroom. Inside the first stall's toilet is the cheese.

Level 2: This is inside a vent near where you shut down the dampening field on Perfect Agent. Thanks to Robbie for this one too.

-MISSION 4-

Level 1: Coming Soon

Level 2: You must play this level on Special or Perfect Agent to see this, and it helps if activate a cheat that allows you have a weapon that will zoom (specifically a Sniper Rifle). Head down to the Locker Rooms, but instead go by them and into the hangar. Go up the ramp straight ahead, and go onto the railing that goes above the hangar and into the ventilation shaft. Enter it, but before you drop into the hole leading to the Locker Room, look ahead to find the cheese.

Level 3: This is in the same place as Level 2. Playing on Special Agent or higher, head past the area where Jonathan can be found on the Agent difficulty, and continue through the doors until you reach the hangar mentioned in the Level 2 guide. You know what to do from there (if you don't, go back and read it).

-MISSION 5-

Level 1: This one is in an interesting location. Continue down the tunnel where the stewardess comes from and past the cable car loading area. Go up to the very edge, and take out a Sniper Rifle (from cheats). An arrow-shaped mountain seems to indicate where to look. Zoom down at the water to find the cheese.

Level 2: The cheese here is below in the hold. Look near the escape pod. On some of the equipment in this area is the cheese.

Level 3: Head towards the right side of the crashed Air Force One (the left side if you're looking from the plane itself). Look through a crevasse on the right wall, and you'll see a little speck of yellow. Upon closer inspection, you'll see that it's the cheese! Use the Sniper Rifle to zoom in. This may be hard to see because an invisible wall prevents you from getting a good viewing angle.

-MISSION 6-

Level 1: Say goodbye to Elvis and head through the first door. Go down the hall and enter the door at the end. This room has a pillar in it. Go over to the other side and continue down the path. To the left is a door leading to the Power room. Instead of entering, use this door as a cue to look down at the floor. If any lights are annoying you, take them out. Inside a grate on the floor is a big piece of that lovely cheese!

Level 2: Right at the start of the level, look to your right through the

window. On the ocean floor, near the rock wall, is a piece of cheese. You can get a better view of it if you enter the first door and look through the right wall.

-MISSION 7-

Level 1: Enter the door to your left at the beginning that the Skedar just broke down. On the other side is a balcony overlooking the landing pad. Directly to your right you'll see a ramp leading up to a shiny door. Go up it, then turn around. Above the door you just came through, in a tiny crack, is the piece of cheese. Just follow your nose, that piece of cheese has been in the sun for quite some time.

-MISSION 8-

Level 1: Go down the elevator from the prison area to the hangar. Go up the ramp to the hangar itself, then take a right towards the elevators going up. Instead of going into them, take another right into the door. Crouch and look on the ground in here. Near the entrance is a hole. In the back left corner is a lovely piece of that famous Swiss cheese.

-MISSION 9-

Level 1: This is near to the shield in the dead end tunnel (the shield is only found in Agent and Special Agent). Continue down the path after jumping the chasm instead of going into the lair. Look through the crack (or use an X-Ray Scanner) to find the cheese.

-SPECIAL ASSIGNMENTS-

Mr. Blonde's Revenge: Same as Levels 1 and 3 (Mission 1).

Maian S.O.S.: The Same Place as Levels 2 and 3 (Mission 4).

WAR!: The Same Place As Level 1 (Mission 9)

\*More Cheesiness Coming Soon!\*

---

/\---| \_ \=====/\ \---/\  
/ /\ | \_/ -PART IV: ADDITIONAL HELP- / / / /\ \ \  
/\_//\_/-| |=====/\_/\_/--\\_\\_\ \  
|/

The last part of this FAQ is for any other additional information I might possess. The first section deals with tips you can use to improve your game, such as using head shots and times to reload. The second part is more for fun. It's for any Advanced Setups that would be fun to with. Send in your own or try some there for maximum multiplayer pleasure. The next section is the Frequently Asked Questions, where any commonly asked questions will be answered. After that, you can get info on where and how to e-mail me, look at the contributors to this FAQ in the Credits, or read my closing statement in the final parts. Newly added is the Glitches & Tricks section, which is quite interesting.

---

- - - - - ADDITIONAL TIPS - - - - -

Here are a few good strategies and tips that I've learned and picked up that'll improve your game and help you out in most of the levels.

1. Aim for Maximum Success

Head shots will deal much more damage than other shots, so take the time to aim for the head if there aren't many enemies around. Head shots can usually take out an enemy with one hit. If you're busy fighting, body shots will also give out some good damage. Try to avoid limb shots.

2. Try Not to Attract Attention

In each level, no matter where it is, it's not in your best interest to attract the attention of every guard in the area. If someone notices you, they may fire a loud weapon or signal an alarm, causing other enemies to come to their aid. Try using silenced weapons and moving softly whenever you can.

3. Duck and Cover

Ducking and finding cover from attacks is key. Ducking makes you a much smaller target, so in any area that you won't be needing to move much (because ducking slows you down a lot), it may be smart to duck. Also, when you face enemies look for any crates or pillars you can hide behind while they fire at you. When the fire ceases, jump out and unload a magazine of ammo at them, then retreat back to the covered area to reload.

4. Look Around Corners

While aiming, press Left or Right C to move slightly over to the side. You can quickly look around corners for any enemies. If there are some, you can peek around the corner, shoot a couple shots at them, then retreat back in a quick time.

5. Standing Still

If you stand still, enemies will have a greater chance of hitting you. Instead, always keep on the move, especially when you have to stop firing to reload. Strafing is the best choice to use for this.

6. Have a Full Magazine

It's a good idea to keep your weapon's current ammo at the maximum by reloading whenever you have the chance. Whenever you're in a non-dangerous location, take the time to reload. A full magazine may come in handy.

---

- - - - - COMBAT SIMULATOR SUGGESTED SETUPS - - - - -

Have any setups that you like to use when you play multiplayer? Any good ideas from readers will be posted here, along with credit given to the creator of the scenario. I've also put some of my ideas down here for you to try out. If you send one in yourself, be sure to include all the necessary components.

-CROCO's SUGGESTED SETUPS-

My setups tend to have some sort of theme to them. Feel free to use any simulants you want, but I've suggested a simulant type or two to add in. It's also fun to play with no simulants sometimes. If you have not unlocked a certain weapon yet, feel free to double another weapon on the list. Enjoy.

#### SKEDAR BATTLES

Type: Combat

Level: Skedar

Weapons: Slayer, Mauler, Reaper, Mauler, Cloaking Device, Shield

Simulants: None/KazeSim

Limits: 10 kills, Unlimited Time

Variations: None

This setup has everything Skedar in it: Skedar Arena, Skedar Weapons, and two other things, cloaking and shields, that the Skedar are strong in. The Maulers are great weapons, but the Reaper's fast rate of fire makes it good once you get it going. The Slayer adds some explosives to the mix. Whoever gets ten kills will win. The KazeSim adds a sense of fear, but if you find that kills are obtained to quickly you can play without it.

#### CARRINGTON'S VACATION

Type: Capture the Case

Level: Villa

Weapons: Falcon 2, AR34, Sniper Rifle, Laptop Gun, RCP-120, Shield

Simulants: None/JudgeSim

Limits: Score 10, Unlimited Time

Variations: None

Carrington has decided to play a friendly game of Capture the Case while vacationing in his Villa, but it may not turn out so friendly when everyone finds the Carrington Institute-made guns lying about. The Sniper Rifle allows for Snipers to guard the case, but the other rapid fire weapons will be more of a threat, especially the RCP-120. First one to ten points wins.

#### GHOST

Type: Combat

Level: Complex

Weapons: Cloaking Device, RCP-120, Cloaking Device, RCP-120, Cloaking Device, Remote Mine

Simulants: FistSim

Limits: Unlimited Score, 10 minutes

Variations: One-hit Kills

Most anything you find in this level will allow you to cloak, so finding an enemy may be tough. The RCP-120's can automatically cloak, but this consumes ammo. Your best bet for taking out the RCP-120 holders is to surprise them while cloaked or to cunningly plant some remote mines.

#### MMMM... FARSIGHT

Type: Combat

Level: Complex

Weapons: Farsight XR-20, Slayer, Laptop Gun, Cyclone, Mauler, X-Ray Scanner

Simulants: None/SpeedSim

Limits: Unlimited Score, 15 Minutes

Variations: None

I'm a big fan of the Farsight, and this setup shows one of my favorite ways to play. Whoever gets their hands on the Farsight has a great chance of getting in some great kills, especially if they plant a Laptop Gun nearby to protect them. Other players can try using the Slayer to take out the Farsight holder, but keep in mind that you have to stand still to use the Fly-By-Wire... and Farsight Experts love people who stand still. I've also included some other guns I like, along with the X-Ray Scanner so people can find the Farsight holder... or trick others into thinking that they possess it.

-READER'S SUGGESTED SETUPS-

CHAMPION SKIRMISH By: Azz

Type: Combat

Level: Villa

Weapons: Combat Knife, Slayer, RCP-120, Callisto NTG, Laptop Gun, Laser

Simulants: 8 of any type

Limits: Personal Selection

Variations: None

This setting is mainly an all-out war. The weapons are mostly powerful and there's also the almighty Laptop/Sentry gun. The Villa is a big level, and that equals big firefights if everyone is caught up together. There are lots of good ambush points as well.

DIZZY WAR By: Andrew Minke

Type: Combat

Level: Skedar

Weapons: N-Bomb, N-Bomb, Crossbow, Crossbow, Tranquilizer, Tranquilizer

Simulants: 8 MeatSims

Limits: Unlimited Time, 100 Kills, No Team Score

Variations: The Skedar are gone. But all the people have gone crazy. They are all dizzy and confused, and they won't stop. So Joanna has to defeat all of them.

BLOOD BATH By: Marcus "Dark Sim" Huggins

Type: Capture the Case

Level: Fortress

Weapons: DY 357-LX, Laptop Gun, Farsight XR-20, Proximity Mine, Shield, Shield

Simulants: PerfectSims

Limits: Unlimited Time, Unlimited Score, 50 Team Score

Variations: None

A deadly game of Capture the Case in the already deadly Fortress Arena. PerfectSims readily kill any player who doesn't stay frosty. Powerful weapons, sentry guns, and proximity mines make it dangerous to go anywhere. A great way to gain experience in the art of stealth. Also fun if you use Rocket Launchers and/or Slayers.

POP A CAP, DATADYNE STYLE By: Phil N.

Type: Pop A Cap

Level: Grid

Weapons: Magsec 4, CMP 150, DY 357 Magnum, Super Dragon, Devastator, Shield

Simulants: NormalSim, SpeedSim

Limits: Unlimited Score, 10 minutes

Variations: None

This is an interesting setup featuring dataDyne weapons and dataDyne characters. The author recommends giving the Simulants dataDyne Guard, Trooper, etc. skins, while human players should take on the appearance of Mr. Blonde, Trent Easton, Cassandra de Vries, etc. This setup also works well with Capture the Case and Hold the Briefcase.

HING OF THE KILL By: Wesley

Type: King of the Hill

Level: Random (or any you prefer)

Weapons: Random (Laptop Gun, Proximity Mines, Slayer, Dragon, Falcon (Scope), and Cyclone is recommended)

Simulants: NormalSims (or any other difficulty level you'd prefer)

Limits: 30-50 Team Score, 10 minute Time

Variations: 10-second hill, Stationary Hill

The key here is to have a lot of people running around (4 teams of 2 each is a blast for you and a friend). Even with NormalSims, it takes quite a bit of work to to get and hold the hill. Some hills are almost impossible to hold for the necessary ten seconds total in this setup, hence the time limit (before putting the time limit in, a friend and I played a game for over an hour before losing).

SNIPER WAR By: Jesse Wiebe

Type: Combat

Level: Ravine

Weapons: Sniper Rifle, Sniper Rifle, Falcon 2 (Scope), Laser, Shield, Farsight XR-20

Simulants: KazeSim, SpeedSim, VengeSim, NormalSim, PreySim, JudgeSim, ShieldSim, FistSim (Set on Hard or Normal Difficulty)

Limits: No Time or Score Limit, Team Score 50

Variations: One-hit Kills, No Radar

My scenario doesn't really have any story or background... I just like Snipers.

Team 1 should consist of You, the VengeSim, the PreySim, and the ShieldSim.

Team 2 should consist of the KazeSim, the SpeedSim, the NormalSim, the JudgeSim, and the FistSim.

N-LAPTOP GUN-N By: Michael

Type: Combat

Level: Complex

Weapons: Falcon 2, Laptop Gun, MagSec 4, Shield, N-Bomb, Laptop Gun

Simulants: 7 MeatSims, 1 PreySim

Limits: 15 minutes, 51 Team Kills

Variations: None

In order to distinguish the PreySim from the MeatSims, it is recommended that you make the PreySim Mr. Blonde (so he stands out). As the title implies, the two main weapons of this setup are the Laptop Gun and the N-Bomb.

OLD SCHOOL By: David Pham

Type: Pop a Cap

Level: Complex

Weapons: Castillo NTG, RCP-120, Laptop Gun, Dragon, Shield, and Mine (any type, suggested Proximity)

Simulants: 2, JudgeSim and/or PreySim (or None)

Limits: Unlimited Time, 25 kills

Variations: None

This is an Old School game a la Goldeneye, with a maximum of four players (preferably 2 human, 2 simulants), played in the classic Goldeneye level, the Complex. The weapons are mostly pretty powerful, and there's also mines and Laptop Sentry Guns to watch out for.

CHAOS By: Jim B.

Type: Combat

Level: Complex

Weapons: Proximity Mines, Remote Mines, Grenades, Rocket Launcher, Slayer, Shield

Simulants: 4 RocketSims, 2 JudgeSims, 2 VengeSims



Limits: 150 Team Score, Unlimited Time, Unlimited Kills

Variations: None

Think 150 kills will take forever? Wrong! RocketSims will grab the Slayer, find you, and turn you into a pile of smoldering flesh. Or they'll grab the Rocket Launcher, lock on, and kill you that way. The JudgeSims and VengeSims will make the battles even more frantic as they hunt down their helpless victims. This becomes a "save your own butt arena with mines everywhere and crap exploding."

SQUADS By: Mr. Cactus

Type: Capture the Case

Level: Area 52

Weapons: Magsec 4, K7 Avenger, Laptop Gun, Super Dragon, RCP-120, Proximity Mine

Simulants: 4 NormalSims, 2 PeaceSims (Dark), 2 SpeedSims (Easy)

Limits: Unlimited Time, Team Score 30

Variations: Kills Score Off

LAY-Z WAR By: Brok

Type: Combat

Level: Fortress

Weapons: Farsight XR-20, Slayer, Laptop Gun, Proximity Mines, Dragon, Disabled

Simulants: None

Limits: 20 kills

Variations: None

What with all the modern technology, the common soldier is no longer necessary. All the would-be Napoleons and Pattons sit in their rooms (the upper lift rooms) and take pot shots at each other. Doors must be opened to get ammo, set Laptop Guns, and throw Proximity Mines, but beware of the terrifying Slayer rockets! Keep moving as well, because there is no escaping a Farsight standing still. But don't move, because the Proximity Mines may rearrange your face without asking. And don't stray too far or a Sentry Gun will catch you unexpectedly.

THE PRESIDENT'S PRESS CONFERENCE, MK 1 By: Brok

Type: Hold the Briefcase

Level: Ravine

Weapons: Sniper Rifle, AR34, Shield, Sniper Rifle, AR34, Shield

Simulants: None

Limits: None

Variations: One-Hit Kills

Where the hell is the press? As the President walks around searching (he only has a shield and a briefcase for looks), a Sniper lies in wait somewhere high up and will try to kill the Pres. The two body guards accompanying Mr. President carry their trusty rifles (AR34s). The President can only run when he's being attacked. The first one to ten points win, based on the point system of 5 for killing the President, one for bodyguards, and two for the Sniper.

THE PRESIDENT'S PRESS CONFERENCE, MK 2 By: Brok

Type: Capture the Case

Level: Ravine

Weapons: Sniper Rifle, K7 Avenger, Proximity Mines, Shield, None, None

Simulants: None

Limits: Score 1 (optional)

Variations: One-Hit Kills

The ransom has been paid. The sensitive information has been left for the terrorist to pick up, but he isn't satisfied. The same basic rules as MK 1

apply, except the bodyguards carry K7 Avengers, the terrorist throws Proximity Mines, and the President must retrieve the sensitive information (the Sniper's briefcase) and get back to the helicopter rendezvous point (his own briefcase) before the terrorist wreaks vengeance from some country ending in "-stan".

THE OLYMPICS By: Brok

Type: Combat

Level: Varies

Weapons: Varies

Simulants: Varies

Limits: None

Variations: Optional

Sure, we all know that the Olympics are gone, but for those of you with the Games still in mind, relive it yourself! There are many events which are: (feel free to add on to these)

-Biathlon: This is done in the Fortress, with several variations. The events are running and -wait for it- shooting! The object is to open (and close behind you) a door on the upper and lower levels of the four lift houses. They get back...

\*And grab a Sniper Rifle and aim at their team's remote mines placed on the far wall before the start. First one to blow their's wins.

\*Two runners, each with a Sniper on their team. Their sniper tries to knock out the other runner. No shields, and/or one-hit kills optional.

-High Diving: In the Ravine, do you know that place where you can fall for ages? Well, this is where we do diving! Have someone stand down at the bottom, and you must land on top of them. Accuracy is the essence here. You can't get off unless the divers have, say a Falcon to kill the spectator with.

-Shotput: This should be in an open area (perhaps the Temple) with Remote Mines. Players stand with back and shoulder to the wall and throw a "shotput" along the wall. When ten each have been thrown onto the ground, All players stand above the furthest mine, and all detonate. When they respawn, the one with a suicide count wins the match.

-Archery: Simply done with Crossbows without sights on screen. The players have to turn a full circle between shots to disorient, and they can shoot at bullet holes or some other marker from a distance.

\*Thanks to all the contributors of these setups for sending your ideas in! Anyone else can feel free to contribute their own, too!\*

---

- - - - - GLITCHES & TRICKS - - - - -

There seems to be quite a few Glitches and Tricks you can use to your advantage in this game, so I've decided to start a section with them included. If you know any other ones, feel free to send them in.

Laptop Gun in Firing Range:

In the Firing Range, you can complete challenges much more easily by using the Laptop Gun. First, select the Laptop Gun. Go to any test, and hold B to switch to its secondary function. Press Z to begin throwing it, but immediately press start and abort the test. As soon as you do, press start again to get to the weapons list. Select the test you're having trouble on. If you aborted and selected a new test before you threw the gun, you'll toss it into the firing

range as soon as the new challenge starts. The Laptop Gun fires quickly and is 100% accurate, but doesn't have an unlimited supply of ammo.

Dragon/Crossbow:

In the level Air Base - Espionage, you can see this strange glitch... it's not useful, but interesting nonetheless. Kill the first Alaskan Guard you see with your Crossbow's Instant Kill function. Pick up the Dragon and use up all the ammo. Take out your Crossbow, and shoot a bolt in front of you. go back to your Dragon, and pick up the bolt. It'll say you picked up a bolt, but you'll have a bullet in your Dragon instead.

Shoot Foster:

If you've ever wanted to kill that annoying Foster, you can shoot him as much as you want with this trick. Go down to the firing range, and stand in the doorway. Select a weapon (I prefer to use Throwing Knives and Crossbow Bolts), and the door won't be able to close (because you're in the way). Shoot, blow up, or impale Foster as much as you'd like now.

---

- - - - - FREQUENTLY ASKED QUESTIONS - - - - -

Believe it or not, a lot of the time you may have a completely normal question that many other people have. If a lot of people ask me a question, I'll put the answer here so you don't have to e-mail me.

Q: How come I can't use the Laser/X-Ray Scanner in multiplayer? I've completed the necessary number of challenges...

A: If you want to use these cool weapons, you must find them in the Solo Missions first. After you've used them there, you can use them in multiplayer.

Q: How do I get on the HoverBike?

A: To get on the HoverBike, stand next to it and Double Tap B. If you want to get off, simply Double Tap B again. That wasn't so hard, was it?

Q: How come I can't play the Solo Missions? I can only play Challenges!

A: Without the Expansion Pak, you can only access the Combat Simulator Challenges and 1-2 Player Multiplayer. With it, you can play the Solo Missions, 1-4 Player Multiplayer, Co-Op, Counter-Op, and access more options.

Q: How do I assassinate the Skedar Leader?

A: To kill it, you actually don't have to shoot it once. It's shields are too powerful, but there is another way. The Skedar holy symbol above it is what you have to shoot. When the Leader's shields turn green, look up at the holy symbol. Part of it will turn silver. Shoot the parts until they fall off. Continue doing this until all the parts are gone.

Q: How do I advance ranks in the Combat Simulator?

A: Many people are at high rankings, but many also are baffled at how they got there. To get up ranks, you must have a certain number of kills, medals, ammo dispensed, etc. However, concentrate on kills, as you'll usually complete the other requirements as you go.

---

- - - - - CLOSING/CREDITS - - - - -

CONTACT INFO:

Have some questions about the game? Comments about my FAQ? Something I left out? Info that I got wrong? If there's something you need to know or say about my FAQ, be sure to:

E-mail me Questions or Comments- croco64@yahoo.com

Before you send me stuff, however, make sure you read this first:

1. Please look at the walkthrough before you send me questions! I made the walkthrough for a reason. It was so you could look at it, not so you could find my e-mail address and ask me what you want to know before you glance at it. Be sure to check the walkthrough to see if it can answer your question(s) before asking me.
2. When e-mailing me, put the words "Perfect Dark" or similar phrasing into the title. That would help me a lot.
3. What you see is pretty much what you get. If you have a question regarding something in Part 3 I haven't covered, I can't guarantee an excellent answer. You'll have to wait until I update.
4. If you would like to help me out in my FAQ writing, feel free to send anything that I missed in Part 2. Do not send any information regarding the walkthroughs in Part 3 that I haven't gotten to, as it will definitely not be accepted. If you send me something, be sure to include a name that you want me to put you down as in the Credits section. If there is no name, than I can guarantee your work will not show up here. Not all work will accepted.

Stuff to Send Me: If you have any multiplayer strategies you use or multiplayer setups that you like to play, send 'em in. I'll appreciate the help and if I accept your work, your name will go in the Credits section.

Poll: In addition to the favorite weapons poll I'm taking (send in your #1 weapon for the poll!), I'm also starting a favorite multiplayer level poll. Send in your favorite level, and see the results in a few weeks.

Question to Ponder: If you have any Sections that you'd like to see updated, request them to me and there's a greater chance you'll see more of that updated in the future.

Help Wanted: If you're an expert at the firing range (i.e.- you've gotten all the gold medals) and are willing to do it all over again, contact me. Note- I don't need help writing how to get the medals but am interested in knowing what weapons you must get golds with to get a Classic Weapon.

\* \* \*

- CREDITS -

A special thanks goes out to this kind people for contributing to help make my FAQ better and more fun and informative to read:

Azz: For the awesome Cheese Guide  
DragonHunter7911: For the cool Challenge Completion trick.  
Jim Skinner: For telling me what the Reverse Pitch does.  
Shustmill: For some of the glitches.  
Azurewrath: For the Combat Simulator Rankings Info.

\* \* \*

Special Thanks to:

\*Rareware- Excellent game, Rare, I'll be playing it for a long time to find out the rest of the info I need for this FAQ.

\*Perfect Dark- I got some of the descriptions from the game.

\*Nintendo Power and Game Informer Magazines- Helped me with the game.

\*The Instruction Booklet- I also got some of the descriptions from the manual, as well as the Story.

\*Richie, Ryan, and MathesSim for letting me kick their sorry \*\*\*es in multiplayer.

\* \* \*

These Sites have been given permission to use my FAQ:

- \*GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com))
- \*Video Game Strategies ([www.vgstrategies.about.com](http://www.vgstrategies.about.com))
- \*[www.gamingplanet.com](http://www.gamingplanet.com)
- \*Tim's Vault
- \*[www.cheatcity.com](http://www.cheatcity.com)

There are several other sites in which I've given permission, but these are the main ones. I'd appreciate it if you contacted me if you see this FAQ anywhere else.

Check [www.gamefaqs.com](http://www.gamefaqs.com) for the most recent version of this FAQ.

\* \* \*

- COMING SOON:
- \*Mission 3 in the Perfect Agent Walkthrough
  - \*More Combat Simulator Challenges Explained
  - \*More Multiplayer Arena Maps and Strategies
  - \*More Firing Range Strategies
  - \*More of the Cheats Walkthrough

\* \* \*

-CLOSING STATEMENT-

"Perfect Dark is perfect!" This is a tasteless, overused semi-pun. However, it couldn't be more true. While no game is perfect, Perfect Dark is almost as close as you can get to obtaining perfection. This game has so much to do in it, and it'll take an incredibly skilled player to be able to do it all. I hope to update the guide with more info on how to complete everything in this game. Just be patient and wait... perfection doesn't come easily.

This FAQ Has Been  
Brought To You By:

