

Perfect Dark FAQ/Walkthrough

by CyricZ

Updated to v2.8 on Feb 3, 2001

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Perfect Dark Walkthrough/FAQ

By CyricZ

Version 2.8

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Table of Contents:

1. Introduction
2. Preliminary FAQ
3. Basic Tips
4. Characters
5. Weapons
6. Gadgets
7. Carrington Institute
8. Missions/Walkthroughs
 - 1.1 DataDyne Central: Defection
 - 1.2 DataDyne Research: Investigation
 - 1.3 DataDyne Central: Extraction
 - 2.1 Carrington Villa: Hostage One
 - 3.1 Chicago: Stealth
 - 3.2 G5 Building: Reconnaissance
 - 4.1 Area 51: Infiltration
 - 4.2 Area 51: Rescue
 - 4.3 Area 51: Escape
 - 5.1 Air Base: Espionage
 - 5.2 Air Force One: Antiterrorism
 - 5.3 Crash Site: Confrontation
 - 6.1 Pelagic II: Exploration
 - 6.2 Deep Sea: Nullify Threat
 - 7.1 Carrington Institute: Defense
 - 8.1 Attack Ship: Covert Assault
 - 9.1 Skedar Ruins: Battle Shrine
- Special Assignment: Mr. Blonde's Revenge
- Special Assignment: Maian SOS

Special Assignment: WAR!

Final Combat Training: The Duel

(One of the following for each mission)

- A. Overview
 - B. Objectives
 - C. Equipment
 - D. Opposition
 - E. Walkthrough
 - F. Time Trial
 - G. Other (Cheats, Hidden Secrets, or Fun Stuff)
9. Combat Simulator (Multiplayer)
- A. Arenas
 - B. Scenarios
 - C. Presets
 - D. Weapon Setups and Unlocking
 - E. Simulants
 - F. Multiplayer Ranking and Advancement
10. Submitted Game Setups (from YOU, the readers! ^_^)
11. Challenges
12. Co-Operative and Counter-Operative
13. Other Stuff/Advanced FAQ
14. Legal
15. Credits
16. Version Updates
17. The Final Word

1. Introduction

Hi! Thanks for stopping by and looking at my FAQ! I'd like to say that this is the first FAQ I've ever published and I hope you enjoy reading it as much as I enjoyed making it.

This FAQ is for the latest masterpiece from the wizards at Rareware. Set in the futuristic 2023, where we FINALLY have hover cars and such, Agent Joanna Dark, the star operative of the Carrington Institute is being sent on her very first mission, one that will end up holding the fate of the Earth in its outcome.

I could go on about how much majesty is in this game, but you can just check out my review at gamefaqs.com.

Now, I picked a...different way of writing the mission walkthroughs. Instead of simply typing up several walkthroughs for each difficulty level, I've lumped them all together to save space and assure continuity. I've clearly marked each paragraph as applying to specific difficulty levels, or all of them. The markings will allow you to skip over unnecessary portions of each mission.

Now, down to business...

2. Preliminary FAQ

New players to the game, please come here before asking me any questions... Thanks! ^_^

Q: What is Perfect Dark?

A: Perfect Dark is the new shooter created by Rare for the Nintendo 64.

Q: Is Perfect Dark a sequel to Goldeneye?

A: No. It's what's considered a "follow-up". Although Perfect Dark uses a very similar game engine to Goldeneye, the story, setup, weapons, and multiplayer are all different. Some classic elements from Goldeneye are also present if you work hard enough.

Q: Why is Perfect Dark rated M?

A: Perfect Dark contains realistic blood flying when you shoot your enemies. By that, I mean it hits the wall behind your shot enemy, and it comes out in a pool when the enemy falls. Nothing incredibly graphic, but there you go. There's also some adult language in this game that would probably earn it a PG-13 rating at the movies.

Fortunately, there are options to turn off the language and utilize Paintball mode so that the blood looks like multicolored paint.

Q: What ever happened to the face-mapping feature?

A: Originally, this was a new feature that would use the Game Boy Camera. You'd take a picture, then you'd be able to use the Transfer Pak to map the picture onto a face of a multiplayer character. Rare eliminated this due to the possible outrage that would come from parents and the media, whereby you could use this game to "shoot" up your friends, siblings, teachers, lawyers, etc. This wouldn't fly well with the parents, so it was removed to keep Rare's record clean.

Q: What's with the "Small but Perfect" Menu? Why can't I access Solo Missions/Co-Op/Counter-Op/play with more than two players?

A: Perfect Dark requires the Expansion Pak to play the full game. Most of the RAM in the N64 is used for graphics if there's no Pak. Using the Pak's extra RAM for graphics frees up the N64's RAM to be able to handle all the complex stuff that the aforementioned need.

Q: What's your personal review on the game?

A: This is directly from my review at www.gamefaqs.com.

Three years ago, we were blessed with the incarnation that was Goldeneye. Ne'er before has there been so much said about one game. So much to be discovered. So many little things to whine about. So many hours spent alone or with friends, working to achieve perfection.

It appears that all good things must come to an end. For a new Phoenix has arisen that will change once again the way we look at the Nintendo 64.

You are special agent Joanna Dark. Graduating with unbelievable honors from the Carrington Institute, you are almost immediately thrust into your first mission. The missions escalate in importance until it is apparent that the very world is in your trigger-happy hands.

The veritable dieties at Rare have given us the most sumptuous banquet of a game. From the beauty and intrigue of the Solo Missions, the

ferocity of the Challenges, the near-bottomless options of Multiplayer, and of course, the nerve-wracking time-released cheats to prove that you are indeed the most Perfect Agent in the land.

Let us feast...

Graphics: 10

The picturesque streets of Chicago. The attention to detail on a simple rocket launcher. The bar has been raised once more, and once more, it has been Rare who has raised it. I'd say they were phenomenal, but that wouldn't begin to describe it.

Oh, yes. The framerate. It's always about the framerate with you people isn't it?

First tip for maximum framerate happiness. Turn Hi-Res off. Trust me. In the heat of the action, it doesn't make that much difference at all how detailed the bad guys are. It matters whether or not you can precisely center your sight on his head, press the trigger and watch him undergo one of the realistic death throes that enemies endure.

I have played the four-player game with simulants, and yes, the framerate suffers there. Why you'd want so much carnage is beyond me, anyway. Even when I play Unreal I never have more than 8 adversaries, human or otherwise.

So, satisfied, naysayers? Happy? Good. Let's move on.

Music and Sound: 9

A particularly haunting and chilling Goldeneye-esque musical soundtrack. The pulsing beat, like that of your own heart, mixed with the bass tones of underlying conspiracy. Not an orchestral masterpiece, but definitely extremely well done.

Some of the sounds will seem quite similar to fans of Goldeneye. Many will not. Of particular interest are those of the dying enemies. I almost felt remorse after hearing a guard yell "'I don't want to die!'"... almost... I s'pose it goes without saying that I didn't feel as remorseful after being called a *****...

Plot: 8

An FPS with plot? Strange but true. Even the all-mighty Half-Life fell a bit short in this respect. I won't be a bugger and spoil the whole thing (partially because I don't know the WHOLE thing). Just know that this plot is worthy of a Sci-Fi Channel TV movie, at least.

Gameplay: 10

What can I say? FPS? Doesn't begin to describe it...

Goldeneye, but better? Not even halfway there...

Let's start with play control. Imagine Goldeneye's control scheme. Got it? Good. Now, add more stuff onto that. Impossible you say? Rare say, nay. Now, by merely holding down the A or B button for a couple of seconds, you can instantly choose one of your weapons or equipment at hand, or switch to your weapon's secondary function (of which EVERY

weapon has one of), respectively. Oh, and it's quite easy to get into, I assure you, especially if you've played Goldeneye...

Wanna hear about the AI?

Honestly? A little bit better than Goldeneye as far as actual combat goes. If you're talking AI as in keeping a bead on you, or being able to follow and track you, or being able to shoot over railings (finally), then we are some light-years ahead of Goldeneye.

Oh, and they don't stick their arms through the doors, either.

Replay Value: 10

Do I honestly have to explain it to you? Oh, very well. This game will keep you busy for a long dang time. As I mentioned earlier, those "beat a time, earn a cheat" cheats are back, not to mention a whole bunch thrown in for beating Challenges, which are reminiscent of one-player deathmatches.

And this is all before the Multiplayer comes into play. Between Co-Operative, Counter-Operative (if you didn't know, this puts one person in Joanna and the other in a random, respawnable enemy), and all the different types of arena-type combat (King of the Hill, Hold the Briefcase, Capture the Flag), you and your friends will be up until some time in the morning playing this. Ever seen a sunrise while shooting your friend in the back? It's just magnificent.

Icing on the Cake: (Cool little things)

The realism in the guards is a very nice touch. With the swearing, realistic blood-splatter (and the option of turning said things off), this is definitely the closest I've been to the guys I just put a bullet through.

Some very slick reload animations. The Phoenix pistol is my personal favorite at the moment.

A LOT of voice. Fairly well done acting, too.

Flies in the Ointment: (Annoying little things)

The aforementioned framerate problems, when they occur, which is to say, rarely.

Your alien friend's name...is Elvis?

Overall: 10

What more is there to say? If you liked Goldeneye, and I assume that's a fair number of you, you'll have no trouble falling in love with Joanna. Have fun with it.

3. Basic Tips

Always keep your weapon fully loaded. Reload manually whenever you get a chance.

Keep conscious of your ammo count. In Agent, guns dropped hold twenty rounds of ammo, SA they hold 15, and PA they hold 10. You'll have to be a lot more frugal with your shots if you hope to survive.

If you have a group of enemies that you want to pick off before they get on you, consider crouching. Crouching makes you a smaller target and improves your aim considerably. You're not very mobile, though, so it's unwise to do this if your enemy's next to you.

Speaking of crouching, ALWAYS remember that there are two "levels" to crouching. Each will bring you lower to the floor. You'll also have to tap R twice to bring yourself back up.

Shields are available on Agent and Special Agent, but NOT on Perfect Agent. Remember this.

When going for Time Trials, or when generally trying to get movin' fast. Use the strafe-run. Use both the stick and the strafe buttons. You'll run at an angle, but it's far faster than straight running.

Your Falcon will be your most trusted weapon, just don't forget all the others you pick up. Explosives can especially come in handy for neutralizing groups.

Going along the same lines, if you know where a group of enemies is and don't want to engage them on their territory, make them come to you. Lay explosives. Hide around the corner, crouched, and be ready to surprise them as they round the bend. Remember that they have to turn around before they can shoot you. Use that split second to your advantage and you'll get far.

When fighting solitary or a couple of enemies close together, try to stay in what I call the Dead Zone. This is the area around the enemy where they're too close to shoot, but too far to punch. Circle around enemies in this way and you can easily eliminate them, even on PA.

Keep half an eye on guards that you disarmed. Some may try to attack you with their bare hands, and many have Falcon 2's on them as a second weapon. Don't stop until they're on the ground.

4. Characters

Joanna Dark: The character you control and the latest and greatest field operative that the Carrington Institute has to offer. Her training scores gave rise to a new training rank: A++. Code Name: Perfect Dark.

Daniel Carrington: Head of the Carrington Institute, this wise man is responsible for much of the new technology that has entered the world recently. The Institute trains scientists, field agents, diplomats, and technicians that will be ready to tackle the challenges of this brave new world.

Jonathan: Previous holder of the training records at the Carrington Institute, this agent is experienced and currently in the field. He respects Joanna but still feels a slight bit of resentment towards the

young prodigy. He will never let such petty feelings get in the way of his work, however.

Cassandra De Vries: CEO and head of the DataDyne Corporation, the person responsible for just about all the rest of the new technology that has entered the world recently. Naturally, DataDyne has a deep competition running with the Carrington Institute.

Dr. Carroll: A scientist in the DataDyne Corporation who has had enough of his present situation and wants out. Joanna will have her first mission in his extraction.

Trent Easton: Head of the National Security Agency, Easton seems to have other motives than protecting the US government.

The President of the United States: What can we say? He's wise, intelligent, strong-willed, just not a very good judge of character...

Mr. Blonde: A mysterious man with a deep voice. Who is he and why does he seem to be in control here?

More characters will be introduced as they come into play...

5. Weapons

As can be expected, Perfect Dark has a huge variety of weapons to use throughout the game. As in Goldeneye, not all will be available at all times. Oftentimes, you'll have to improvise to find the best use of a particular weapon in a situation.

That said, let's get on with the descriptions:

Note: When I say "Trigger Pull" under Fire Rate, it means that a gun can fire at that rate, but you have to repeatedly hit the trigger, instead of just holding it down.

Unarmed (fists):

Primary: Punch; Rate: Medium

Secondary: Disarm; Rate: Medium

Even without a weapon, Joanna is still a deadly machine. Fighting barehanded can actually be quite useful at times. One punch to the back of an unsuspecting enemy's head can save you ammo. The Disarm function is very useful in close quarters. You can easily relieve an enemy of their weapon in this manner. Watch out for a second weapon that they might pull, though. DataDyne guards are notorious for having an extra Falcon 2 concealed on them.

Pistols:

All pistols have Double Potential, meaning it's possible to carry two at once.

Maximum pistol ammo capacity is 800. Maximum Magnum Bullet capacity is 200.

Falcon 2:

Primary: Single Shot; 8 Pistol Bullets per Clip; Fire Rate: Very Fast with Trigger Pull

Secondary: Pistol Whip; Rate: Slow

Your trusty sidearm. You'll start nearly all the missions with one of these, or one of its variations. All things considered, the Falcon's a fine weapon. Don't think for a moment that, just because it's basic, that it's a lousy weapon. The pistol whip packs a bit more of a hit than a standard punch, but it's quite a bit slower.

Falcon 2 (silenced):

Primary: Single Shot; 8 Pistol Bullets per Clip; Fire Rate: Very Fast with Trigger Pull

Secondary: Pistol Whip; Rate: Slow

All of the trustworthiness. None of the noise. Perfect for covert ops.

Falcon 2 (scope):

Primary: Single Shot; 8 Pistol Bullets per Clip; Fire Rate: Very Fast with Trigger Pull

Secondary: Pistol Whip; Rate: Slow

Scope: 2X

As advertised, the scoped Falcon allows you to be even more accurate with an already very accurate weapon.

MagSec 4:

Primary: Single Shot; 9 Pistol Bullets per Clip; Fire Rate: Fast with Trigger Pull

Secondary: Three-Round Burst; Fire Rate: Very Fast Burst, Medium between Bursts

Scope: 2.4X

Pistol used by the military. It features lower accuracy than a Falcon and the scope really doesn't improve aim. Normally, I suggest sticking with the Falcon, given a choice. The only thing that might give this weapon an advantage over the Falcon is its Three-Round Burst. Accuracy suffers even more here, but it can improve your chances in a close quarter fight. There's also a bit of an increase in power over the Falcon, but if you like head shots, that shouldn't be much of a concern...

Mauler:

Primary: Single Shot; 20 Pistol Bullets per Clip; Fire Rate: Fast with Trigger Pull

Secondary: Charge-Up Shot; Full charge up takes about 2 seconds.

Skedar standard issue. This weapon fires bolts of energy, even though it uses pistol rounds. It is quite accurate, and the large magazine is a plus. Of course, it needs this large magazine when it employs its secondary fire. The Charge-Up Shot consumes up to six rounds, but also does six times the damage, making it the preferred weapon of choice when facing solitary enemies.

Phoenix:

Primary: Single Shot; 8 Pistol Bullets per Clip; Fire Rate: Fast with Trigger Pull

Secondary: Explosive Shells; Fire Rate: Medium with Trigger Pull

Maian standard issue. This blue pistol fires accurate bolts of

energy, like the Mauler. At the cost of nothing more than fire rate, Phoenix shots can be laced with low-yield explosives. Most enemies will fall with one well-aimed explosive shot. That being said, the Phoenix is an excellent weapon to have.

DY357 Magnum:

Primary: Single Shot; 6 Magnum Bullets per Clip; Fire Rate: Slow with Trigger Pull

Secondary: Pistol Whip; Rate: Slow

A powerful pistol. The most powerful in this world, reportedly. Note that I said THIS world. Although quite powerful, this gun is really only useful against solitary or spaced out enemies. This gun is not good for ambushes, crowds, enemies that require more than one head shot, etc. The pistol whip is more effective with the Magnum than a Falcon, due to the weight of the gun.

DY357-LX:

Primary: Single Shot; 6 Magnum Bullets per Clip; Fire Rate: Slow with Trigger Pull

Secondary: Pistol Whip; Rate: Slow

This pistol was specially ordered by NSA director Trent Easton. On the outside, it appears to be a standard Magnum, albeit with a tiger-skin handle and gold-plating. The inside, however, boasts an incredibly high barrel velocity, and impregnates standard magnum bullets with the ability to shatter on impact. Translation: Every hit is fatal with this gun. Nice gun if you can get it...

9mm Automatics:

Maximum 9mm capacity is 800. Yes, pistols and automatics use different ammunition. Don't ask me why. Both should use standard 9mm...

CMP150:

Primary: Rapid Fire; 32 9mm Bullets per Clip; Fire Rate: Very Fast

Secondary: Follow Lock-On

Stands for "Combat Machine Pistol". A very effective and versatile weapon, though a bit of an ammo-muncher. This is the standard issue for DataDyne guards, especially those in Lucerne Tower. The secondary fire allows you to "tag" enemies as you pass your aiming reticle over them. Once you tag them, the gun will track them and you can simply hold down the trigger to clear the room of them, as it follows rather well. This only works as long as the enemy stays in your line of sight, and is more useful when you don't mind wasting ammo. Double Potential.

Cyclone:

Primary: Rapid Fire; 50 9mm Bullets per Clip; Fire Rate: Very Fast

Secondary: Magazine Discharge; Fire Rate: Extremely Fast

Built as a weapon for supplying suppression fire over large areas and used by the Presidential bodyguards. This machine gun isn't all that accurate, but it has a large magazine to make up for it. At an insane fire rate and even less accuracy, one touch of the trigger on secondary empties your magazine in a couple of seconds. This can easily lay waste to a pack of bad guys. This one also wins my award for "Coolest

Reload", where you slide a large clip through a slot, and it's spat out the other side, the bullets entered into the magazine. Double potential.

Callisto NTG:

Primary: Rapid Fire; 32 9mm Bullets per Clip; Fire Rate: Fast

Secondary: High-Impact Shells; Fire Rate: Medium

This is the Maian assault weapon. It, like all Maian weapons, is a finely made piece of equipment with few drawbacks. The secondary mode is more useful for facing down strong single opponents, like Skedar. The primary mode is better for multiple targets. Accuracy is good in both modes.

RC-P120:

Primary: Rapid Fire; 120 9mm Bullets per Clip; Fire Rate: Very Fast

Secondary: Cloaking Device

The descendant of the famed RC-P90, this lovely weapon sports great accuracy, a huge magazine, and a high fire rate. Coupled with the Cloaking, which runs off ammo at the rate of about five seconds per full clip, this is a gun for the ages. As with all Cloaking Devices, you're invisible as long as you don't fire.

Laptop Gun:

Primary: Rapid Fire; 50 9mm Bullets per Clip; Fire Rate: Very Fast

Secondary: Sentry Gun Placement; Fire Rate: Very Fast

Scope: 2X

My personal favorite. This weapon is a machine gun disguised as a laptop PC. When unfolded, it is a very accurate and useful automatic. The secondary fire is what puts the icing on the cake. By sacrificing the gun and all your 9mm ammo, you can toss the gun onto the floor, wall, or ceiling. Any hostiles that enter the area will be riddled with its bullets. This sentry gun does take a while to turn, and you do have to sacrifice your entire supply of 9mm bullets, but it's worth it to have a gun you can rely on in such situations. If you want it back, you CAN pick it up again just by pressing B next to it. Another small drawback to this gun is deployment of the primary mode takes a couple of seconds, which can be seriously problematic in a firefight.

Rifle Automatics:

Maximum rifle ammo capacity is 400.

Dragon:

Primary: Rapid Fire; 30 Rifle Bullets per Clip; Fire Rate: Fast

Secondary: Proximity Mine

Scope: 2X

A DataDyne made weapon issued to the military; this automatic rifle is used mostly by guards in Area 51. This is a basic and reliable design, with a nasty surprise built in. At the cost of sacrificing the gun, but not the ammo, a proximity device on the barrel can be activated that will send any grabbers of the gun to the next plane of existence.

K7 Avenger:

Primary: Burst Fire; 25 Rifle Bullets per Clip; Fire Rate: Fast

Secondary: Threat Detector; Fire Rate: Medium

Scope: 3X

This is an experimental weapon at the beginning of the game, and ends up being standard for DataDyne assault troops by the end. The Avenger is a decent automatic, with some good power to it. The only serious drawback is a small magazine. The Threat Detector spots and highlights any mines or automatic guns in your line of sight. You can still fire your gun while in this mode, so the only reason you'd want it off is maybe if you really don't like seeing a lot of outlining popups in a mine-rich area...

AR34:

Primary: Burst Fire; 30 Rifle Bullets per Clip; Fire Rate: Fast

Secondary: Scope Lock

Scope: 3X

This automatic rifle is the only widespread assault weapon made by the Carrington Institute. The CI would rather not make a noise when eliminating its enemies, but this will do fine in a pinch. The secondary function allows you to move around while zoomed in with the scope. A good weapon, given little other choice, which will sometimes be the case.

SuperDragon:

Primary: Rapid Fire; 30 Rifle Bullets per Clip; Fire Rate: Fast

Secondary: Grenade Launcher; 6 Grenade Rounds per Clip; Fire Rate:

Medium-Slow

Scope: 2X

Big brother to the volatile Dragon, this gun would rather take out its explosive tendencies on others than itself. Replacing the mine, the SuperDragon has a grenade launcher attached that can fire standard-yield floor-impact grenade rounds. Definitely a good crowd-clearing weapon. Just be careful where you aim so you don't take down any mission-critical characters, or yourself...

Maximum Grenade Round Capacity is 50.

Other Major Guns:

Shotgun:

Primary: Shotgun Blast; 9 Shells per Clip; Fire Rate: Slow

Secondary: Double Blast; Fire Rate: Slow

A nice power weapon, the DataDyne Shotgun takes a REALLY long time to reload, so the only perceivable difference between modes, besides amount of damage, is that you empty your gun faster. This is particularly useful for packs, as the spread has an easy chance of wounding most of the pack, lining them up for a second farewell. Maximum shell capacity is 100.

Reaper:

Primary: Reapege; 200 Reaper Bullets per Clip; Fire Rate: Extremely Fast

Secondary: Grinder

Reapege is not a word, but I don't think the Skedar really cared about that when they made this insane and unruly automatic.

This...gun...fires its bullets in a very wide spread and very rapidly. It takes a few seconds to really get going, but once it does, get out of the way. The secondary mode is good when you want to conserve ammo on the weapon, as if that were ever a concern. It's very damaging to humans, but Skedar have built up a resistance to the blades, which isn't great considering you only get to use it on the final mission. Maximum Reaper ammo is 800.

Sniper Rifle:

Primary: Single Shot; 8 Rifle Bullets per Clip; Fire Rate: Medium with Trigger Pull

Secondary: Crouch

Scope: 1X to 30X (adjustable)

A lovely stealth weapon from our friends at the Carrington Institute, this incredibly high-powered rifle makes shooting from afar a breeze. The secondary function is necessary as the crouch function will be replaced by the zoom in/zoom out function when the rifle is up. Crouching will improve your aim on long-distance shots.

Farsight XR-20:

Primary: Rail-Gun Effect: 8 Orbs per Clip; Fire Rate: Slow

Secondary: Target Locator

Scope: X-Ray

Forget the Sniper Rifle. It's really nice to be able to hit an enemy when they aren't able to see you at all. Combining an X-Ray Scanner with high-powered shots that can easily pass through any wall, this magical Maian item is the ultimate sniper weapon. The gun is rather tough to use without the Target Locator, though, as said Locator automatically tracks enemies, zooming in and out accordingly. The turning while zoomed is turtle-like, however, so beware. Maximum Orb capacity is 100.

Explosive Guns:

Devastator:

Primary: Grenade Launcher; 8 Grenade Rounds per Clip; Fire Rate: Medium

Secondary: Wall Hugger Effect

Another DataDyne creation, this launcher has an interesting secondary mode in addition to its standard grenade round scheme. The Wall Hugger magnetizes the grenade for a few seconds, allowing it to stick to surfaces, to later fall to the ground. I haven't found this mode too useful, myself, but I imagine it will be helpful if being chased from behind. Maximum Grenade Round Capacity is 50.

Rocket Launcher:

Primary: Rocket Launch; 1 Rocket Clip; Fire Rate: N/A

Secondary: Targeted Rocket

This is a standard, yet rather compact, Rocket Launcher from DataDyne. The Launcher is designed as a secondary mode to lock onto its target and track the sucker to the end, or until it hits something. Particularly useful in open areas, but not as fast as firing primary, dumb rockets. Maximum Rocket capacity is 3.

Slayer:

Primary: Rocket Launch; 1 Rocket Clip; Fire Rate: N/A

Secondary: Fly-By-Wire Rocket

What could be more fun than homing a rocket in on an adversary? How 'bout controlling the rocket and doing the homing yourself? It leaves you vulnerable, but activating the secondary mode on this Skedar-made weapon will allow you to control the rocket in flight. Definitely fun and effective, if not practical at all in a melee. Maximum Rocket capacity is 3.

Special Weapons:

Combat Knife:

Primary: Knife Slash; Rate: Medium

Secondary: Poison Knife Throw; Capacity: 10, Throw Rate: Slow

Follow me on this one. The knife has a vial of poison secreted in it, that will only shatter when the knife is thrown, not slashed.

Confused? Don't worry too much about it. The knife will do more damage than a punch, and the poison in a thrown knife will drop your adversary in about six seconds. Double potential.

Crossbow:

Primary: Sedate; 5 Bolts per Clip; Fire Rate: Fast with Trigger Pull

Secondary: Instant Kill

The only time you'd want to use the Primary Sedate function is in Solo Missions when you have neutral folk you don't want to kill. Otherwise, this quiet weapon can keep you well hidden when you want to be. Its reload time is abysmal though. Maximum number of Bolts is 69. Odd number...

Tranquilizer:

Primary: Sedate; 8 Doses per Clip; Fire Rate: Fast with Trigger Pull

Secondary: Lethal Injection; Rate: Slow

Using the Tranquilizer on an enemy can seriously put them on an acid trip. Swimmy vision affects bad guys the same way it effects you. A lethal injection uses half the stuff in a clip, but it's an easy way to finish the job you started with the drugs. Unfortunately, you have to be right next to your adversary to hit him with the lethal injection. Maximum number of Doses is 200.

Laser:

Primary: Pulse Fire; Fire Rate: Medium with Trigger Pull

Secondary: Short Range Stream

A very nice weapon, the Laser combines both the Moonraker Laser, and the Watch Laser in one weapon. Unfortunately, you only use this weapon once in the game. The fact that there's infinite ammo helps a lot, though.

Placed Explosives:

Grenade:

Primary: 4-Second Fuse; Capacity: 12

Secondary: Proximity Pinball

Standard-yield explosives with a cute little twist. The primary is rather self-explanatory, while the secondary activates a small rocket nozzle, or something, that causes the grenade to bounce rather high, and indefinitely, until it hits something organic.

Timed Mine:

Primary: Time Mine; Capacity: 10

Secondary: Threat Detector

Has the same Threat Detector as the Avenger, except you can't use the mines when it's active. Mine fuse is about 4 seconds.

Proximity Mine:

Primary: Proximity Mine; Capacity: 10

Secondary: Threat Detector

Yep. Same Threat Detector. Nope. Can't place mines while using it. Proximity mines are pretty self-explanatory. Don't get close.

Remote Mine:

Primary: Remote Mine; Capacity: 10

Secondary: Detonate

The secondary mode for these little puppies is the detonate command, but you can just as easily do it with the old Goldeneye quick-detonate trick. Hit B and A together to detonate all Remote Mines. It will only work if you have the mines in hand, though...

N-Bomb:

Primary: Impact Explosion; Capacity: 10

Secondary: Proximity Explosion

Much safer in the secondary mode, the N-Bomb is a neutron bomb for your pocket. Its explosion spans about a fifty-foot diameter and about ten feet high. It doesn't have the power of normal explosions, but it will shake you up as well as any fist to the head, not to mention continually causing damage as you stand in the blast radius. You'll know an N-Bomb has exploded when you see your surroundings get dark.

6. Gadgets

What spy would have fun performing these dangerous assignments without the benefit of futuristic gadgets? Not any spy I know... Perfect Dark doesn't skimp at all when it gives you the goods in this department...

Data Uplink:

No spy would be ready to tackle on this futuristic Internet generation without some sort of all-purpose hacking, cracking, searching, uploading, downloading, wireless tool. If there's anything technical that needs to be done, rest assured your Data Uplink will handle the job. If it can't hack on it's own, it'll link to the CI, where Grimshaw and his tech friends will work on it themselves. It's not omnipotent about computer systems, though, so there may be times where you may

need some outside help in addition to the Uplink...

CamSpy:

Another very nice tool, this little bugger is your eyes and ears when you can't get to certain areas. By controlling it remotely, you can wheel it to areas that may be either too small, or too dangerous to access. It can open doors and hover a short distance, as well. There are two modifications to the CamSpy in existence. The DrugSpy, which carries a supply of 10 tranquilizing darts, and the BombSpy, which carries...a far nastier surprise. ^_^

Night Vision:

The game is called Perfect Dark, after all. Slipping these beauties on will give you a more green outlook on life. Characters will be seen as a bright green against the black and dark green background of the terrain. This is very useful in the dark, but the second you step into the light, the goggles overload and you can't see a thing. Bummer.

Radar Tracker:

Similar to the Goldeneye radar, this device brings up a radar screen in the corner that shows where you are in relation to other mission-critical objects or characters. A blip pointing up is indicating that the target is above you spatially, while a down arrow blip indicates a target below you.

Combat Boost:

I've heard several people complaining about the usefulness of this thing. It's VERY useful. It seems to slow down everything, and for the game's sake, that's exactly what it does. The only thing that's not slowed down is you, the player, the person with the controller. This means your reaction time is now greatly improved compared to what's happening in the game, allowing you to be far more precise with your hits. A fine item indeed.

X-Ray Scanner:

These goggles allow you to see through walls, literally. The range is short, but anything behind a wall will become visible to you. Be careful, though, as you won't be able to see anything directly in front of you. This is also useful for specific mission objectives that require you to take a close look at certain things.

Horizon Scanner:

Basically, this is a really fancy set of binoculars. You can't fire while using it, but it's useful for scouting terrain ahead. It can zoom up to 31X.

IR Scanner:

Enemies can't hide from you when you detect the heat radiating from them with this beauty. Everything looks red, and characters glow bright red. This works even if enemies are using cloaking devices to hide from you. Speaking of which...

Cloaking Device:

An alien crystal is used in this device to bend light around its bearer making them almost completely invisible. I say almost, as there is the tiniest amount of distortion left over. Also, any time the field is jarred, visibility temporarily returns. Jarred, like say, if a bullet was fired or something...

Other gadgets will also be available to you throughout the game, but these are the major ones. I'll explain more about certain gadgets as they come up.

7. Carrington Institute

This is your base of operations. You can consider this your information hub, and your training grounds. You begin upstairs in your office in front of your PC. Access it with B to return to the Main Menu you started from. You can do the same by pressing START anywhere.

Outside your office is the upstairs hallway. To your right is Daniel Carrington's office. You can go in and say hi, but that's about it.

To your left along the hallway is the Information Room, and further on is the Device Lab.

In the Information Room, your buddy, the wormy Grimshaw will be tending to things. On the PC on the left hand side is information regarding characters and the story of the game. It will be updated as more is revealed.

The PC on the right contains a record of the Cheats you've amassed. It's not all that convenient, as you also can access them from the Main Menu, but there you go.

The Device Lab contains small training missions to familiarize you with the various gadgets in the game. It would behoove you to go through each of these. I'll explain the training after the whole description of the Institute.

There are two elevators to get you to ground floor level. There are two doors on this level. The door on the right is the Holographic Training Room, or the Holo Room. You can use this to familiarize yourself with basic movement and some unarmed combat.

The door on the left leads to the Firing Range. This place allows you to practice with the guns you've found during the game. On the walls you'll notice a few familiar-looking guns. What could they be for, hmm? On the PC, you'll find a listing of all the weapons you've found and you'll get a rolling description of each one. Enter the Range proper, and hit the PC there to practice with your weapons. There are three difficulty levels to each weapon, and you'll be able to practice with every weapon in the game as you find them, with the exception of Unarmed, since there's no projectile involved, and the N-Bomb, which really doesn't lend to practice given the magnitude of its explosion.

There is a ramp leading down on the far side of the ground floor. At the bottom you'll see a jetbike parked on the pad. You can hop on by hitting B twice and practice riding around. You can't go far, but it's

good to familiarize yourself with this vehicle.

Heading through the complex corridors in the storage area, you'll eventually come to the main hangar. Behind the rather rude lab tech, you'll find a PC that will display vehicles and locations you've encountered so far.

Device Lab:

Data Uplink: Grab the Uplink on the table, go over to the PC near the wall, and push Z. It'll start working. As long as you don't move, it'll finish hacking and open the secret door.

ECM Mine: Enter the secret door you just opened and turn right. Go to the end of the hallway and you'll see an opening. Out of your reach on the other side is the "security hub". Toss your mine onto it. This tests your throwing of critical items, which will become important later.

CamSpy: Turn left as you enter the secret door. You'll come to a lower duct area. You can crawl through this, but you might as well practice and get used to the CamSpy. Activate it and send it through the ducts. Bear to the right so that you get to the correct vent door. You'll know you're at the right one when you see the Info Room on the other side. Use the Top C button to levitate yourself and press Z to snap your picture of the Info Room PC.

Night Vision: Bear to the left as you pass through the secret door. You'll see a darkened area. Enter and activate your Night Vision. The light switch will be to your right.

Door Decoder: Turn right and then left to get to the door and its activation console. Simply use the Decoder while looking at the console and it'll open in a few seconds.

R-Tracker: Go through the new door and activate the R-Tracker. The blip will be in front and to the left of you. Take the second left on this new hallway to get to the IR Scanner.

IR Scanner: Go through the new door and activate the Scanner. Take the first left and follow the passage until you see a highlighted wall. Activate the wall to open the door.

X-Ray Scanner: Go through the new secret door you just opened and continue until you see an expansion in the hallway. On your left and right are the consoles you need to hit, but you need to activate the Scanner to see them. It's a little disorienting.

Disguise: Put on the Disguise when you pick it up. Go into the duct system and head for the Info Room. Of course, Grimshaw won't be at all suspicious to see a well-dressed person walk out of the duct system. Yeah, right...

Cloaking Device: Head through the secret door to the laser grid area you shut off using the X-Ray Scanner. Activate the Cloak and continue to the end of the hallway. Walk up to Carrington and deactivate the device, or you can have a laugh and punch him, too...

Holographic Training Room:

Training 1 - Looking Around: The four panels you need to look at are to your right on the floor, to the left high on the wall, to your right on the ceiling, and in the back on the ceiling. Look at all of the panels and activate the ones on the wall.

Training 2 - Movement 1: Walk up to either the far left or far right panel and hit it, then quickly strafe to the next, slowing down a bit as you reach it. Activate all four in this way. You have about five seconds after the first one is hit.

Training 3 - Movement 2: You'll need to duck once to get under the lasers to reach the panel on your left, and you'll need to duck twice to get the one on the far wall.

Training 4 - Unarmed Combat 1: Your first enemy will stand and take the punch you give him like a man. Your second will try to evade you, and the third will try to punch you, too. Keep moving for the third one.

Training 5 - Unarmed Combat 2: Switch to Disarm. Hit the first one in the back of the head as he walks around. For the second one, he'll always be facing you, and can only be knocked out from the back. The solution is to hide behind the wall. Do this, and he'll start patrolling. Run up behind him as he's walking way and belt him. Immediately run behind the wall. The third guard will shoot back, and he's a very good shot. Disarming won't work. Switch back to punch and pop out of the wall just long enough for him to take some shots at you. After he stops run up and smack him.

Training 6 - Live Combat 1: There are four guards running around here, ready to punch your lights out. Keep moving and throwing punches. They usually can only get a hit on you when you stop moving.

Training 7 - Live Combat 2: There is one unarmed guard on either side of you, and threearmed and good shots on the far end. Strafe around the wall and attract the attention of the two unarmed. Then pop up from behind the wall, let them get a few shots off, and disarm one of them, and run back behind the wall. After that you can either punch or shoot them.

Firing Range:

Earning Gold Medals for certain guns in this place gives you access to some of the coolest classic weapons from Goldeneye.

You can only use guns here when you've handled them in the Solo Missions.

IMPORTANT: When I say targets "move in a circle". They don't actually go in a circle. They move in a counter-clockwise square manner around a specified area. It's just a lot easier to say "They circle" than the alternative.

Each Practice Trial has requirements. These may include:

Score - Hitting the yellow gets you 10 points. Hitting the red gets you 5. Hitting the blue gets you 2, and hitting the brown gets you 1 point. Destroying a target with explosives gets you 10 points. Only hits on the front side of a target will be registered as hits. Back hits will not count at all.

Time - All missions require you to be done in a certain amount of time. Standard Bronze time is 2 minutes. Many of the Silver and Gold are shorter.

Ammo - Some Trials start you with a limited amount of ammunition. If not listed, it provides you with unlimited ammo.

Targets - Most targets take a certain number of hits anywhere on the front before shattering. If not listed, assume that either the target doesn't explode, or you probably won't need to hit it enough times to make it explode.

In a few situations, you'll have both a score objective AND a target objective. Be sure to get the score first, as sometimes you'll have a limited number of targets.

Most times not all of your targets will be visible at once. Once you destroy one, the next will appear, and so on. In other words, if I say there are one, two, or three targets, that means that more may be invisible, but will become visible when one is destroyed.

Accuracy - A few Trials require you to be accurate to a certain degree. This counts by times you hit the front of a target over total shots.

Falcon 2 -

Bronze - Score 120 in 2 minutes. Your three targets are stationary, and each will stand up to 8 shots. Aim for the bulls-eye and fire away.

Silver - Score 80 in 15 seconds. The one target will move from side to side and each will stand up to 8 shots. Some say it's helpful to strafe as the target moves. I find it easier to wait for it to stop, then unloading your gun on it.

Gold - Score 170 in 10 seconds with 24 bullets. The five targets will move in an Lshaped pattern, starting at the back right, moving left all the way, moving forward halfway, moving right halfway, moving forward the other half, moving right the other half, and moving all the way back. Completing this one is a bit easier if you go on the right side and shoot as the target moves back. Bulls-eyes com easier this way. Each target handles 8 shots.

Falcon 2 (silenced) -

Bronze - Score 120 in 2 minutes. The one target will flip over every few seconds and takes 8 shots. Naturally, don't shoot when it's flipped.

Silver - Score 30 and destroy 9 targets in 2 minutes. There are nine targets lined up in rows of three, and they only take one shot. Just aim decent and you shouldn't have too much trouble.

Gold - Score 80 and destroy 3 targets in 30 seconds. The one target flips as it moves side to side and takes up to 12 shots. You're going

to want to concentrate on hitting the target as opposed to accuracy, here.

Falcon 2 (scope) -

Bronze - Score 120 in 2 minutes. The three targets will remain stationary and each take 8 shots. The only difference between this and the Bronze Falcon 2 is the targets are farther off, making you take advantage of the scope.

Silver - Score 120 in 2 minutes and have 80% accuracy. The one target circles around and takes 8 shots. Like the Falcon 2 Gold, only fire when it's moving forward or back.

Gold - Score 80 in 10 seconds with 8 shots. The one target moves side to side and takes 8 bullets, so wait until it stops, line up your sight, and fire into the bulls-eye. Gotta be perfect.

MagSec 4 -

Bronze - Score 135 in 2 minutes. The one target flips and each take 9 shots.

Silver - Score 135 in 2 minutes and 18 shots. There are six targets that flip and one back-facing target that moves side to side to block you. The targets take 3 shots each. You have time, so take careful aim.

Gold - Score 80 and destroy 4 targets in 12 seconds. There are only four targets that circle and flip as they stop. Each target takes 3 shots. Accuracy is key here.

Mauler -

Bronze - Score 200 in 2 minutes. The one target moves back and forth and takes 20 shots. Use Single Shot.

Silver - Destroy 8 targets in 20 seconds and with 50 bullets. The eight targets are circling. One Charge-Up shot will take out each of them.

Gold - Destroy 6 targets in 15 seconds and with 35 bullets. The six targets are lined up in two rows and flip. Use your ammo wisely. One Charge-Up will take care of a target, but you don't have enough in a clip for a full load of charged shots. With the remaining left over from the bottom of a clip, hit one, then come back and hit it later at the end.

Phoenix -

Bronze - Score 90 in 2 minutes. Two targets circle and flip. Each takes 8 shots. Use the Single Shot.

Silver - Destroy 8 targets in 2 minutes and with 18 shots. Three targets move side to side and flip as they stop. Use the Explosive Shells.

Gold - Destroy 6 targets in 20 seconds with 3 shots. The six targets move side to side in two target rows. Fire an Explosive Shell as the two targets come together. They move fast, so be quick about it.

DY357 Magnum -

Bronze - Score 90 in 2 minutes. One target flips over and can take 6 shots. You safely have one shot for each flip, but hitting the fire button a split second before the target turns may give you enough time for a second shot, but it's really not worth rushing.

Silver - Score 80 in 2 minutes and with 3 bullets. There are nine targets in three rows and each can only stand up to one shot. The trick here is to remember that Magnum bullets penetrate. Line up your shot as perfect as possible and bulls-eye all three in a line.

Gold - Score 50 in 12 seconds with 5 bullets. There are nine targets that flip and take one shot each. Bulls-eyes are all that'll count.

DY357-LX -

Bronze - Score 90 in 2 minutes. One target moves in a circle and each take 6 shots.

Silver - Score 200 in 30 seconds. Three targets move side to side and each take 6 shots. Doing this one in the time limit means hitting all three targets as they converge in the middle. It's not easy, especially with the delay of a magnum shot.

Gold - Score 100 in 50 seconds and 12 bullets. The one target moves side to side and flips. It won't be destroyed. Accuracy is your biggest problem here.

CMP150 -

Bronze - Score 240 in 2 minutes. Three targets flip and each take 32 shots.

Silver - Destroy 4 targets in 2 minutes and 80 bullets. Four targets circle and flip. Each take 12 shots. Lock-on may help, but isn't necessary.

Gold - Score 350 and destroy 6 targets in 20 seconds. Three targets circle and each take 12 shots. Just be fast and accurate. It's not that hard.

Cyclone -

Bronze - Score 750 in 2 minutes. Three stationary targets take 50 shots each. Use regular Burst Fire.

Silver - Destroy 5 targets in 20 seconds. Two targets move back and forth and take 25 shots each. It might be a good idea to use Magazine Discharge, but you'll miss more. It's up to you.

Gold - Score 400 and destroy 1 target in 18 seconds. There is one stationary and two side to side targets. Each takes 25 shots. Worry about accuracy here.

Callisto NTG -

Bronze - Score 480 in 2 minutes. There are six stationary targets arranged in two rows. Each takes 32 shots. Rapid Fire is faster, but

High-Impact Shells will effectively double your score. The choice is yours.

Silver - Destroy 1 target in 30 seconds. There's only one target available, and it's behind three back-facing targets. Use High-Impact Shells. The target takes 40 shots.

Gold - Score 250 and destroy 2 targets in 20 seconds. There are 9 flipping targets. Each target takes 20 shots.

RC-P120 -

Bronze - Score a whopping 1000 in 2 minutes. There is one stationary, indestructible target. Take aim and empty your magazine into the target.

Silver - Score 300 in 20 seconds. The thing about these three "peeking" targets is that, unless you're cloaked, they won't flip around for you to shoot. Activate Cloaking and shoot the targets as they come around. Each of the three takes 20 shots.

Gold - Destroy 9 targets in 20 seconds with 180 bullets. There are three peeking targets in front of six stationary targets. Cloaking will be risky since it chews up so much ammo. In this case, you'll want to activate it, then turn it off as soon as the targets start turning.

Laptop Gun -

Bronze - Score 750 in 30 seconds. There are three stationary targets. Each takes 50 shots. Even with the time limit, this should be no problem considering the Laptop's rate of fire and accuracy.

Silver - Score 90 and destroy 3 targets in 20 seconds. The problem here is that the three targets are back facing and won't turn around. Solution? Use the Sentry Gun. Toss it underneath the three targets. It'll open up on them and hopefully you'll take them all out.

Gold - Score 750 and destroy 2 targets in 15 seconds and with 250 bullets. Three targets circle around and each can handle 50 shots. Just be good is all I can say.

Dragon -

Bronze - Score 450 in 2 minutes. There are three targets that flip. Each takes 30 shots.

Silver - Destroy 1 target in 10 seconds and with 1 bullet. The target moves back and forth. Impossible? Not at all. Simply toss the Dragon using the secondary fire. When the target crosses the gun, it'll blow up.

Gold - Score 500 in 15 seconds and be 90% accurate. Two targets move side to side at different speeds and three targets lined up behind flip. All are indestructible. Accuracy counts a lot, plus the ability to move with the targets.

K7 Avenger -

Bronze - Score 375 in 2 minutes. There is one stationary target at a

time and it takes 25 shots.

Silver - Destroy 4 targets in 2 minutes and with 4 bullets. There are five targets arranged haphazardly around. The trick to it is to use your Threat Detector. There are a few mined targets. Shoot those with one burst (2 bullets) and you should take out a second one for each.

Gold - Destroy 3 targets in 15 seconds with 30 bullets. The three targets flip and are at fairly long range. Use only ten bullets for each one. This is definitely one of the more challenging ones...

AR34 -

Bronze - Score 450 in 2 minutes. Three targets move forward and back, and each one takes 30 shots.

Silver - Destroy 9 targets in 2 minutes and with 120 bullets. Three targets at a time circle and can be destroyed in 10 shots each.

Gold - Score 500 in 20 seconds and with 100% accuracy. There is but one indestructible target moving from side to side. This is easily the hardest one, especially due to the accuracy constraint. My advice is to crouch real low and only shoot a few shots while it's moving and empty your magazine when it stops.

SuperDragon -

Bronze - Score 450 in 2 minutes. There is only one target at a time that moves side to side. Each takes 30 shots.

Silver - Destroy 9 targets in 2 minutes with 9 bullets and 9 grenades. The nine targets flip. Obviously, you'll be using grenades for this one.

Gold - Destroy 5 targets in 30 seconds with 60 bullets and 4 grenades. One target is in the center and can take 15 shots, while the other four circle and flip and can take 25 shots. One grenade destroys any of them. Use the grenades on the moving ones and shots on the stationary one.

Shotgun -

Bronze - Score 240 in 2 minutes. There is one stationary target at a time and each takes 11 pellets or 2 blasts since shotguns fire 10 pellets.

Silver - Destroy 9 targets in 30 seconds. Three targets move side to side, but no more than two are in the same plane. Each target takes 10 pellets, or one full blast. An easy way to do this is to use the Double Blast, which will shatter two if well-aimed.

Gold - Score 170 in 20 seconds with 30 shells. One target moves side to side and two flip. All are indestructible. This one isn't too hard.

Reaper -

Bronze - Score 1000 in 2 minutes. The three targets flip and each takes 100 shots. This isn't hard, but it will take a bit due to the erratic nature of the Reaper.

Silver - Destroy 18 targets in 30 seconds. Three stationary targets are up at a time and each can take a mere 8 shots. Of course, with the lousy aim on the Reaper, you'll go through far more than the 144 required.

Gold - Score 750 and destroy 1 target in 30 seconds. There are three targets that circle. Due to the famous lousy aim, I couldn't get a solid number for target resistance. My best estimation is 150, though. Crouching helps a LOT with the Reaper.

Sniper Rifle -

Bronze - Score 120 in 2 minutes. There are three stationary targets at incredibly long range. Each falls in 8 shots. Take your time and crouch. Scope all the way down, and you should have no trouble at all.

Silver - Score 120 in 2 minutes with 90% accuracy. The three targets at extreme range now flip and take 8 shots. If you find yourself short on accuracy as you close in on the target score, just take some 1 point shots at the targets to increase it.

Gold - Score 150 in 12 seconds in 15 shots. There are three targets that move forward and back and each takes 5 shots. All bulls-eyes here, and you have to be quick about it. Crouching may not be the best idea here, since you have to stand in front of each target and strafe down to it. Keep your zoom about midrange of the targets. Good luck.

Farsight XR-20 -

Bronze - Destroy 3 targets in 2 minutes. Each of the three stationary targets takes three shots. Simply use the Target Locator and you should have no trouble at all.

Silver - Destroy 6 targets in 15 seconds. There are three blocking targets in front of you, hiding the six flippers in back. Use the Target Locator again. They all fall in one.

Gold - Score 40 and destroy 6 targets in 20 seconds and with 3 shots. Five of the six targets are stationary, and the sixth moves side to side. They all go down with one shot. Use the Rail Gun Effect and focus on the most distant target on the left to get three in one. Then shoot the middle one while the side to side crosses its path.

Devastator -

Bronze - Destroy 6 targets in 2 minutes. Three stationary targets at a time are here.

Silver - Destroy 6 targets in 50 seconds and with 10 grenades. Three of the targets move forward and back, and the other three are at very long range. Use the Wall Hugger on one of the movers in hopes of blowing up the back ones when it falls.

Gold - Destroy 6 targets in 30 seconds with 6 grenades. One target at a time flips. There are ones at long range that you need to be careful about gauging your shot. Fire at the pole on the top of the targets for the really long ones.

Rocket Launcher -

Bronze - Destroy 9 targets in 2 minutes. The nine targets are in three rows. Let the rockets fly.

Silver - Destroy 18 targets in 2 minutes with 18 rockets. Eight targets at a time move in a circle. Aim for the ones coming towards you to pick up some extras.

Gold - Score 40 and destroy 4 targets in 30 seconds with 4 rockets. The four targets circle and flip. Fire before they flip back. There's some timing to consider for the furthest two.

Slayer -

Bronze - Destroy 6 targets in 2 minutes. One target at a time flips. Fly-By-Wire probably isn't necessary.

Silver - Score 40 and destroy 4 targets in 2 minutes with 6 rockets. The four targets circle. Fly-By-Wire is a big help here.

Gold - Score 60 and destroy 6 targets in 40 seconds with 8 rockets. Three at a time move side to side and flip. Fly-By-Wire is a help here, too.

Combat Knife -

Bronze - Score 72 in 2 minutes. The one indestructible target remains stationary. Why 72?

Silver - Score 90 in 2 minutes with 18 knives. There are three targets that flip. Each target goes down in 6 hits.

Gold - Score 80 and destroy 8 targets in 30 seconds. The eight targets circle. All go down in one hit, so every throw has to count. Hit the ones nearest you for best results.

Crossbow -

Bronze - Score 72 in 2 minutes. The three indestructible targets remain stationary.

Silver - Score 90 in 2 minutes with 20 bolts. The three stationary targets are further back and are still indestructible.

Gold - Score 150 in 30 seconds. The solitary target moves side to side and flips. No tricks here. Just be accurate.

Tranquilizer -

Bronze - Score 120 in 2 minutes. The eight targets move in a circle and are destroyed with eight shots each.

Silver - Score 250 in 20 seconds. Three flipper targets can stand up to 8 shots each. Accuracy's a cruel mistress...

Gold - Destroy 18 targets in 15 seconds with 18 shots. One stationary target at a time goes down with one hit. You have to be really fast here. Less than a shot a second. The targets pop up all over the place, too. Definitely one of the harder ones.

Laser -

Bronze - Score 250 in 2 minutes. The three targets are stationary and indestructible.

Silver - Score 180 in 20 seconds with 80% accuracy. The indestructible target flips as it moves side to side.

Gold - Score 250 in 20 seconds with 100% accuracy. Three targets moving back and forth each take 12 shots. The fact that they're moving back and forth gives you some room to breathe, but don't relax too much.

Grenade -

Bronze - Destroy 3 targets in 2 minutes. There is one stationary at a time. Oddly enough, the harder ones to hit are the closer ones. The far ones can be hit with Prox. Pinball, while you have to drop the close ones.

Silver - Destroy 18 targets in 30 seconds. There are three stationary targets at a time. Same rules apply here.

Gold - Destroy 4 targets in 30 seconds and with 6 grenades. One target flips and moves in a circle at a time. Same game. Timing now has to be considered with the targets only stopping for a short time.

Timed Mine -

Bronze - Destroy 3 targets in 2 minutes. The three stationary targets flip, but since the explosion reaches to the other side, there are no worries. Just toss one on the middle one.

Silver - Destroy 6 targets in 2 minutes using 6 mines. Three are three targets moving back and forth in front of three stationary targets. It's possible to hit the targets in the back by throwing, but it's easier just to place a mine on one of the targets just as it's about to move back.

Gold - Score 60 and destroy 6 targets in 12 seconds with one mine. Once again, there are three targets moving back and forth in front of three stationary targets. Toss the mine towards the back row in the middle and you'll get them all.

Proximity Mine -

Bronze - Destroy 3 targets in two minutes. Just throw the mine onto the middle one and watch the fireworks.

Silver - Destroy 3 targets in two minutes with 6 mines. The three targets move forward and back. Just lay in their flight path and you should have no problem.

Gold - Destroy 5 targets in 30 seconds with 4 mines. Three move forward and back and the other two move side to side behind them and flip. Toss one in the back and watch the fireworks.

Remote Mine -

Bronze - Destroy 3 targets in two minutes. Like the other Bronze Mine Trials, just toss one in the middle. Slap the B & A buttons.

Silver - Destroy 4 targets in 2 minutes with 4 mines. The four targets circle and flip. Shouldn't be trouble, though. Just get the arc down.

Gold - Destroy 7 targets in 12 seconds with 2 mines. Six of the seven move side to side, and one remains stationary. Go for the back ones first.

Phew. Glad that's done. Aren't you?

Now for the fun part.

As I said, beating certain Trial unlocks the classic weapons you see in the glass cases. You can access these by opening the Cheat menu and going under Classic Weapons in Solo. Unfortunately, it's very confusing and not all of them can be determined by going straight through. I've posted as many as I can figure for sure...

Beat: Falcon 2, Falcon 2 (silenced), and Falcon 2 (scope)

Earn: PP9i, AKA PP7.

This gun was Bond's sidearm. Single Shot, 7 Pistol Bullets per Clip.
Fire Rate: Fast with Trigger Pull

Beat: MagSec 4, Mauler, Phoenix, DY357 Magnum, and DY357-LX.

Earn: CC13, AKA DD44 Dostovei.

This was a powerful officer's pistol. Single Shot, 8 Pistol Bullets per Clip. Fire Rate: Fast with Trigger Pull

Beat: CMP150, Cyclone, Callisto NTG, and RC-P120.

Earn: KLO1313, AKA Klobb.

Get it? B? 13? They kinda work. Anyway, this is a noisy and inaccurate machine pistol. Rapid Fire, 20 9mm Bullets per Clip. Fire Rate: Fast

Beat: Laptop Gun, Dragon, K7 Avenger, AR34, and SuperDragon.

Earn: KF7 Special, AKA KF7 Soviet.

Standard Russian guard's rifle. Burst Fire, 30 Rifle Bullets per Clip. Fire Rate: Fast

Beat: Shotgun, Reaper, Sniper Rifle, Farsight XR-20, Devastator, Rocket Launcher, and Slayer (?)

Earn: ZZT (9mm), AKA ZMG (9mm)

The good ol' Uzi. Rapid Fire, 32 9mm Bullets per Clip. Fire Rate: Very Fast

Beat: Timed Mine, Proximity Mine, and Remote Mine.

Earn: DMC, AKA D5K Deutsche

Standard 9mm Automatic for Russian guards. Rapid Fire, 30 9mm Bullets per Clip. Fire Rate: Fast

Beat: Grenade, Laser, and Combat Knife (?)

Earn: AR53, AKA AR33 Assault Rifle

The very-nice American made assault rifle. Burst Fire, 30 Rifle Bullets per Clip. Fire Rate: Very Fast

Beat: Crossbow and Tranquilizer (?)

Earn: RC-P45, AKA RC-P90

She's back! The absolute best gun from Goldeneye returns with a vengeance! Rapid Fire, 80 9mm Bullets per Clip. Fire Rate: Extremely Fast

Those ones with question marks are the ones I'm really not sure about. Does anyone have a definitive list of which does what?

Well, Ms. Dark. I think we can safely say you're training is now complete. Shall we go kick some bad guy butt?

8. Missions/Walkthroughs

Right! The meat of the game (and most of my witticisms) is in its Story Mode. Before we start, here are some abbreviations I'll constantly be using to simplify:

Jo: Joanna Dark
Dan: Daniel Carrington
Cass: Cassandra De Vries
Pres.: The President of the United States
Jon: Jonathan
Trent: Trent Easton
CI: Carrington Institute
DD: DataDyne
A: Agent Difficulty Level
SA: Special Agent Difficulty Level
PA: Perfect Agent Difficulty Level

That settled, here we go!

Mission 1.1 - DataDyne Central - Defection

A. Overview

Lucerne Tower. Not much of a tower really. Less than thirty stories tall... This, your first, mission is designed to introduce you to the real world combat slowly. Your objectives, especially at the Agent Level, will be fairly straightforward.

You've just received a distress call from Dr. Carroll at DataDyne. He knows that if he's not extracted tonight, he'll be put through mind conditioning. You have to go down from the roof to the lab basement elevator, as the ground entrance is sealed at this time of night.

B. Objectives

1. SA PA: Disable the Internal Security Hub
2. SA PA: Obtain the Keycode Necklace
3. PA: Download Project Files
4. SA PA: Disable the External Comms Hub
5. A SA PA: Gain Entrance to the Laboratory

C. Equipment

Starting Equipment:

A SA PA: Falcon 2 (silenced) - Going covert, Jo? Your silenced sidearm will get you around the building without alerting everyone in the vicinity. Starting ammo: 80

SA PA: ECM Mine - These mines are equipped with a high powered electromagnetic device. They'll override and disable electric systems they come in contact with. You start with 3 of them.

PA: Data Uplink - Downloads require this puppy. You'll need it for the files.

In Mission:

A SA PA: CMP150 - Almost all guards in the area carry this. You can also find a couple lying around.

PA: Laptop Gun - My favorite gun is hidden in this level, somewhere.

D. Opposition

DD Infantry: These guys are everywhere, carrying CMP150s.

DD Shock Troops: On the ground floor are these helmeted guys, also carrying CMPs.

Camera: Although not really a force to be reckoned with, Cameras may be present to activate the alarm should you be clumsy,

E. Walkthrough

All: You'll start the mission on the helipad. No other way to go but down from here. On your right will see a gantry ramp going down a few levels. Take that ramp down to the roof proper, where you'll find your first guard patrolling around. Give him the satisfaction of being your first hit. On your left as you exit the ramp will be a metal door you can use to enter the building.

SA PA: But, first, watch out for a camera positioned on the wall above and to the right of said door. Shoot it out.

PA: While you're at it, shoot out the one on the wall behind you. No sense alerting the place you're here. Is there?

All: Enter the door and the other one right behind it. The second guard will be standing just behind this door around the corner, if he wasn't alerted to your presence earlier. Head down the ramps to the floor.

SA PA: Now, hurry and turn to your left. Get out one of your ECM Mines. (You have three, but you'll only need two for the mission.) Before the cameras on the ceiling spot you, toss the mine on the TV

like device on the wall. You should have enough time not to sweat about it too much.

Objective 1 Completed!

All: Head for the door at the far end of the room that will take you downstairs and into the office complex. There are two guards on patrol in this stairwell and in the office area ahead. Chances are you'll see one of them before you hit the office area, but you never know. There's also a third guard standing in the office complex at one of the desks. I probably shouldn't have to tell you to eliminate them.

SA PA: What's that Dan? Cass's office is on this floor? Must be those big double doors to your left as you exit the stairwell.

PA: Hey! They're locked! Look over on the table where the standing guard was. You'll see a buzzer. Buzz yourself in, won't you?

SA PA: Stroll right through those doors like you own the place. Switch your Falcon over to Whip, or put up your dukes. Cass and her secretary are in here, and unarmed. Not very sporting to take down unarmed people, so be sure to knock them out. If you take your time, however, Cass will sound the alarm. Once Cass is out, she'll drop her necklace. It gets you downstairs, so grab it.

Objective 2 Completed!

All: The door at the opposite end of the first stairwell leads to another stairwell. The stairs allow you access both the 22nd and 21st floors, if you so desire, but it's not necessary on A or SA, you can access the 22nd floor and pick up some ammo from guards, and a shield on A and SA. The PA, however, should watch out as they tread here, for a camera scans the hallway past the left-hand elevator. The PA will come here eventually, so it's best to clear this place out now.

All: Here's the lowdown on the 22nd floor. You have a main hallway. There are a couple of guards patrolling this main hallway. On the left as you face away from the elevators is a small room. This contains a guard...

A SA: ...who's carrying a shield.

All: The room to the right as you exit the elevator has two guards. The room further down the hall, also accessible from the aforementioned room has a guard staring out the window. The next room, accessible either by the door in the hallway or by a sliding panel in the last room, has three guards sitting around. The last room is empty, except for a couple of PCs.

All: The 21st floor has a lot more things you'd want or need on this level. The closet on your left as you exit the stairwell is locked. Crud. The offices along the elevator hallway all contain guards. Whee. Keep a special lookout for a guard in a Shock Trooper Helmet. This guy carries double Silenced Falcons. Needless to say, big help. If he doesn't come after you, he's in an office off a hallway near the windows opposite the elevator side. The unlocked one.

PA: Another camera. This one's in a corner. It's on the opposite side of the elevators, on the right hand side. After you finish with it, head the aforementioned windowed hallway. You'll hear a phone

conversation in the second office on your left. Personality reprogramming? They must be talking about Dr. Carroll! This guy might be a bit of a help. Wait until the conversation is over, then confront him as he opens his door. He'll get all scaredy and run off. Keep him close to you and he'll lead you to the terminal where you'll download your files.

PA: It may be a good idea to let him go though for a bit, because if you do, he'll run into that closet you couldn't open. In here are two Falcons on the left and right walls (won't allow you to double, although that's already taken care of anyhow), and the Laptop Gun on the back wall. Sweet!

PA: Follow the guy as he leads you up a floor. Once he finally gets to his terminal, he'll log on. He'll soon afterward tell you he's "in". QUICKLY knock him out at this point! If you don't, he'll erase the files you worked so hard to get. Use your trusty Data Uplink on the terminal now to download the files.

Objective 3 Completed!

All: Take either elevator on any floor. Eventually, you'll go down many floors to the ground floor. There are quite about five guards down here, so be careful. If you have the Laptop, set up the sentry gun either on the short staircase behind you or on the wall at the bottom. Shoot the low glass on the balcony to get the guards' attention and they'll walk right into the Laptop, allowing you a much easier cleanup.

SA PA: As you go down the short flight of stairs, or come around from the front desk if you came down from dropping off the balcony. (There are two CMPs behind it, by the way) Enter the door on the right. There are several guards behind it, so step carefully. You may even want to setup the Laptop again outside this door if you have it. The External Comms Hub is on the left as you enter the room, near the floor. Toss an ECM Mine on that thing.

Objective 4 Completed!

All: Enter the door on the left as you come off the short flight of stairs. Shoot all the guards, and proceed to the next room. There's a wall that will open up when you get near. Behind that is the elevator to the labs.

All Objectives Completed!

F. Time Trial: Under 1:30 on Special Agent

Immediately jump off the roof in front of you. Don't worry about the camera. Basically, you're going to want to skip any enemies not directly in your way. Run to the Security Hub and toss your first mine on it quickly. Run downstairs and directly into Cass's office, switching to Whip before you get there. Whip her good! Take the necklace, dash down to the 21st floor by the stairwell and call the elevator on the right. Use the waiting time to deal with any guards and get their ammo. Once on the ground floor, run directly for the Comms room and deal with the guards. You have to, or else you'll be shot while trying to place the mine. Afterwards, sprint to the elevator and you're done.

G. Cheats

Completing this level will give you the cheat: Classic Sight. Basically, this gives you the old Goldeneye red crosshair. No light-up when you're targeting an enemy, no nothing.

Completing the Time Trial will get you the cheat: Marquis of Queensbury Rules. This cheat takes all weapons from the enemies, leaving them bare-handed, but still not defenseless. You still have your guns, by the way.

Now, the Marquis of Queensbury, I'm told, was a British nobleman who set the rules for modern boxing, making it more "gentlemanly". So, this makes sense considering the lack of weapons.

Follow me on this one. There is a hidden wedge of cheese for you to find. The Cheese Wedge can be found by using explosives to blow up the pipe immediately next to the external comms hub. Drop down the shaft and you'll see it in one of the grates nearby.

Mission 1.2 - DataDyne Research - Investigation

A. Overview

You're in deep, now. These are the labs where all the tip-top secret DataDyne stuff is produced. Dr. Carroll's down here somewhere, too, waiting for you to pick him up. While you're at it though, you might wanna see about investigating any other experiments around here.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 - I guess we decided to go without the silencer for this part. Whatever. Starting ammo: 100.

A SA PA: Data Uplink - You never know when you might have to hack your way in.

A SA PA: CamSpy - Gotta take a picture of that isotope somehow...

You also start with 50 rifle bullets.

In Mission:

A SA PA: CMP150 - When you got DD Infantry, you know they've got this.

A SA PA: Dragon - Certain DD Shock Troops carry this assault rifle.

A SA PA: K7 Avenger - Still in the experimental stages...

A SA PA: Night Vision - Part of Objective 4. You only need to get it on PA. It's useless in the other levels.

D. Opposition:

DD Troopers: These green guys are everywhere. Still toting the old CMPs.

DD Shock Troops: They may wear green like the troopers, but the helmets are a dead giveaway. There are only a few, but they carry more advanced weapons. Stay alert.

Scientists: Don't kill them. Knock 'em out if you have to.

Drone Guns: There are a few in the final room before Dr. Carroll's hiding place. I'll give strategies when we get there.

E. Walkthrough:

All: You'll be in the elevator, having just knocked out a particularly dense guard. Across from you is the main foyer to the labs. There's a hallway to the right, and a door to the left. There'll be a guard on patrol here. Show him how bad he is. The door on the right takes you to a control room and guards lounge. There is a guard at the terminals and two more around the corner in the lounge. If you hit the terminal with the red readout, you'll open a maintenance hatch that will lead you to a later area. I personally haven't found much use for the hatch, but I won't tell you what to do.

All: Continue to the hallway on the left from the foyer. Note there's a maintenance bot running around. You can do one of two things:

1: Forget the maintenance bot and proceed through the door. There you'll find a secretary's office. There will be two guards to kill, so stay sharp. Beyond the office you'll come to a large square room with two more guards, if your shots haven't already alerted them.

Or...

2: Follow the maintenance bot as he opens a SECRET door next to the first one. Enter the secret door. This way is recommended for SA and PA because it presents a much easier way to get to one of the objectives. I even recommend it for A, as it gives you a chance at more weapons.

All: As you move down a slope, you'll notice some low glass. Break it with your fist. Hop down and you'll find yourself in some kind of computer room. There are two guards down here, but neither should be close by. There's a way to get double CMPs down here, but it's tricky. It starts back in the beginning with you NOT getting seen by that first guard. You must also not be seen by, but eliminate, the two guards down here. After you do that, go to the terminal that's in a small alcove around a corner. Activate it, and it'll tell you it opened a secret weapon cache. Go to the lockers in the room, and you'll find two CMPs just itching for you to get your grubby mitts on them.

SA PA: Anyway, your mission down here is to activate first the terminal on the same wall as the lockers to reprogram the robot, then the one on the opposite wall to activate them.

Objective 2 Completed! (Yeah, out of order, I know, but this is the best way!)

All: After this, you can go out the same way you came in, the secret door, and continue from choice 1, or you can head up the sloping ramps, and tackle a few more guards. Fortunately, they were expecting you NOT

to come the secret way! You've got the drop on most of them and it'll be easier taking them out. Follow the hallway and exit through the door at the far end to take you to the other side of the square room mentioned at the end of Choice 1.

A: The door locks behind you. This was to prevent you from wandering off on the A level, but we kinda circumnavigated that, didn't we?

All: This area has three new exits for you (and a Shield on A). There's the grate in the middle of the room, and two vertically sliding metal doors. Start by taking the door on the right. Past a couple more guards, you'll find a room glowing green. Stepping into the room proper will damage your health, so fire up the CamSpy and roll it into the room. Get the glowing green rock in your lens sights and hit the fire button to snap a picture.

Objective 1 Completed!

All: If you're desperate, and I was once when I played PA, there's a Proximity Mine in the back of the glowing room, around the back wall. You can get it, get out, and live, but you will be hurt. I found this when I was in a suicidal mood.

All: Now, I say forget about the grate in the square room. It will take you further ahead, but you'll be at a disadvantage when you get where you wanna go. You'll end up having guards come at you from both sides.

All: Proceed through the metal door on the left and pass through a couple more, into the main lab area. There are quite a few guards throughout these corridors. Two are on patrol, and two more are guarding each of three doors. Be smart and methodically take care of them all before going into any of the rooms.

A: Most of these doors are locked. You probably should just do the first part of Objective 4 and continue on to the last door on the right.

SA PA: Go to the first room on the right as you enter the main area. Take out the two guards in the room, and point your gun at the scientist to make him shut down his experiment. He'll whine. Shut him up with a blow to the head, not a shot, mind you. You can shut down the experiment by yourself however, if you *snicker* mistakenly land a punch on him or something. One terminal is the deactivator. One activates the alarm, which you can quickly shut off, and the other two are inactive. Any way you slice it, hitting the correct terminal is all it takes, it's just easier to let the lackey do it.

Part 1 of Objective 3 Completed!

PA: Anyone should do this, but PA's have to. Enter the first door on the left as you enter the main lab. There's a lift behind the half-square bench with the computers on it. Ride down slowly and you'll see a scientist showing a Shock Trooper how to operate a K7 Avenger. Relieve the Trooper of the burden of duty and knock out the scientist. Add the Avenger to your arsenal. Note the target range. At the end of the range is a ladder leading to the old red grate. See how bad it would've been to come that way? You would've been that next target for that Avenger.

Part 1 of Objective 4 Completed!

PA: Go to the second door on the right. No one's here, thankfully. In a glass case in the middle of the room you'll see some funky specs. Break the glass. They're Night Vision Goggles! Too bad this place is so well lit...

Part 2 of Objective 4 Completed!

SA PA: Now, it's time for the last door on the left. Enter it. Take out the two guards. Threaten the scientist. Yadda yadda.

Part 2 of Objective 3 Completed!

SA PA: Now, in this room, there is another door on the right side. The last experiment is being performed here. Note this scientist is a little more gruff than the first two. Watch him go towards a terminal. Knock him out before he hits it. If he does hit it, it'll sound the alarm, which, again, you can deactivate. You'll have to kill this project on your own. Find the right terminal through trial and error.

Objective 3 Completed!

All: Proceeding through the last door on the right, and packing a few guards full of lead, you'll come to a hallway with three laser grids. Unless you want to give yourself some impromptu surgery, I'd avoid the beams. This is where the robot you set loose in SA and PA is roaming. In A, he'll already be here. As the robot gets close to a grid, it'll shut the grid down, allowing you to step past it. Do this for all three grids and continue on to what appears to be another lounge.

All: Two more guards to take care of here. Also available are a couple of extra guns on the table in the middle of the room, and a shield in an enclosed garden-type area in the near left corner. Take the door at the far end. There'll be another door behind the first. Careful. Two Dragon-toting Shock Troops are flanking the door, ready to cut you down if you pass through. Eliminate them, and you'll reach a locked door. This is where your Data Uplink comes in handy. Point it at the terminal and let it work.

SA PA: Immediately after turning on the Uplink, back away, and pull out a gun at the door you just came through. Two guards will try a little ambush on you, but, since you're ready, riddle them with bullets, and use the Uplink again on the terminal.

All: After the Uplink has finished, proceed down the stairs and through this room and the next. You'll enter a very blue room. Three Dragon Troops are here. Make quick work of them.

PA: Finally, you get to finish Objective 4. Take the door to your left when you enter. The hall has a guard hiding behind a metal thing and two more behind the door to the end. They shouldn't be a big problem though. Reach the last room and step in the small alcove at the very end. The alcove will retract and you'll see the last item, a shield tech item, on the pedestal. Sadly, this does not mean you have a shield, just technology...

Objective 4 Completed!

All: Open the last door in the blue room with care, as there are Drone Guns ready to pound you on the other side. Use the Avenger Scope and Threat Detector to put the two guns out of commission easily.

PA: Oh, and watch that last step, there's another one on the other side of the wall from the first one. Aim up as you get close and let 'em have it, unless you'd like a lead spine.

All: Go through the last door, and meet Dr. Carroll. Turns out he's not human at all! He's a hovering laptop with a conscious AI, and a moral code. Anyone see the Matrix? I've got a bad feeling about this...

All Objectives Completed!

F: Time Trial - Under 6:30 on Perfect Agent

The keys here are speed, head shots, and knowing when to be where. Make sure you're picking up most of the guns dropped here. You'll need all the ammo you can get.

Immediately stop the cutscene and run out to the left. Run past the cleaner robot and fire at the guard standing at the end. You should kill him before you reach him. Go through the door and kill as many of the four guards that will be on the other side as you can. Listen for the secret door to your left to open. Stop what you're shooting when you hear that and head for the door. Hopefully, you can kill all of them, but don't sweat too hard if you don't.

Run in the secret door and shoot the low glass railing on the fly. Jump down, run around the corner and shoot the guard at the far end. Activate both terminals for the robot cleaners. Run around and kill the guard, then make your way through the ambush corridor, where most of the guards will be facing the wrong way, killing all of them. If you left any behind from the first room, they'll be here. As you head to the door to the square room, after they're all dead, you shouldn't have much more than a minute on the clock.

Run to the isotope room, kill the two guards, use the CamSpy quickly and roll it to the isotope. Snap your picture, then press A and take off. Take out the first guard behind the door to the lab hallway, the two guards patrolling behind it, then the two guards ahead and to the left. Enter the K7 Room with about 1:50. The lift will be almost down. Hop down, peg the K7 guy, grab it, and head back to the elevator. Rush to the lab rooms. First to the one at the end of the long hallway on your right.

Kill the two guards, and try to find the terminal yourself, you don't have time to let wormy boy do it. Hit each terminal twice. There will be a slight delay as the game processes you accessing them, but eventually you'll turn the alarm on then off, and find the right one. A dull sound of electronics shutting down is your key noise here.

Next, go to the Night Vision room, dealing with the two guards outside. They'll notice you before you notice them, so crouch as you hear them shout and receive their attack instead of rushing into it. Go into the Night Vision room, shoot out one of the glass panels, and grab the goggles. Run outside and around to the far end of the hallway, killing the two guards on your left the same way. Kill the next two guards inside, and hit the terminals the same way as before. Go to the final

room, knock out the scientist immediately, and do the terminal thing here, too.

Run back out and head straight to the doors on the other side of the hallway. Deal with the four guards in the next two rooms. Your time should be no more than 4:20, but, since you're moving fast, you're probably way ahead. Just relax, and wait for the robot to do his thing. Follow him past the lasers, shoot the guard on the right as you pass through the next door, and take out the two guards in the lounge. Head for the next room, shooting the Dragon guards on either side of the door. Hit your Data Uplink, immediately step back and pull out a gun. Open the door you came through and shoot the guards trying to ambush you. Amateurs. Use the Data Uplink again. You shouldn't have much more than 5:00 on the clock when you activate it.

Once it's done, run down the ramp and into the final big room. Deal with the three Dragon guards quickly, then take the left door. Run straight into the next room, take out the guards hiding behind the metal thing, then shoot at the two guards that open the door in front of you. Run all the way to the end and grab the Shield technology. Run back to the Dr. Carroll hallway, switching to the K7 and its threat detector as you go. Locate the autoguns, then open the door and shoot the two you see. It may take more than one try. Afterwards, take out the last one on the other side of the first one, and head through the door. Finally!! *huff, puff*

G: Cheats

Beating this level gets you the Slo-Mo Single Player Cheat. Think of it as a perpetual Combat Boost, only the enemy's reaction time has NOT slowed. Of course, neither has yours...

Completing the Time Trial earns you the Pugilist Buddy Cheat. This buff guy dressed in a tuxedo is unarmed, but rather proficient in hand-to-hand combat. He can take a bit of punishment, too.

The Cheese Wedge is in the room with the scientist who triggers the alarm. Within the horseshoe formation of the laptops is a glass floor. It's easily spotted beneath the glass floor.

Mission 1.3 - DataDyne Central - Extraction

A. Overview

Good work. You now have the good Doctor tailing you as you make your escape. Cass isn't going to make it easy for you to get out though. She's turned the building into a war zone, and it'll take all your skill to get out to the roof and back to your jumpship.

One note about this level in general: Dr. Carroll has to remain alive, but he doesn't have to be with you the whole way. You can leave him behind while you take an elevator solo. He'll follow, so don't worry about him. Just don't shoot him or let him get shot.

B. Objectives

1. A SA PA: Access the Foyer Elevator
2. PA: Reactivate the Office Elevator

3. SA PA: Destroy the DataDyne Hovercopter
4. A SA PA: Defeat Cassandra's Bodyguards
5. A SA PA: Rendezvous at Helipad

C. Equipment

Starting:

A SA PA: Falcon 2 (Scope) - Since most enemies will have the drop on you this time around, use the added scope for this weapon to even out the odds a bit. Starting ammo: 50.

A SA PA: Night Vision - You may have "dropped" most of the stuff you liberated from the labs, but the Night Vision is still with you (even if you didn't get it ^_^)

You also start with 160 rifle bullets and 2 magnum bullets.

In Mission:

A SA PA: CMP150 - In the hands of DD Shock Troopers. Its rapid fire will come in handy later.

A SA PA: DY357 Magnum - Good luck getting this. Personally, I don't think it's worth the trouble, but if you can stay hidden long enough...

A SA PA: Shotgun - Cass' bodyguards hold these powerful weapons. The power will come in handy, too.

A SA PA: Rocket Launcher - Oh, yes. This lovely piece of equipment will give you a bit of an advantage against the aforementioned hovercopter.

A SA PA: Grenade - You'll find one of these around, but you'll want to use it for...

A SA PA: Dragon - Hiding somewhere around the building is one of these lovely assault rifles.

D. Opposition

DD Shock Troopers: The guards stunk, so now the Shock Troops have taken over the building. They are armed with CMPs.

Bodyguards: Cass has a contingent of female bodyguards. They're running amok in the office levels. Each carries a deadly shotgun.

Hovercopter: This machine gun firing machination will make life miserable on SA and PA.

E. Walkthrough

All: Hey, who turned out the lights?

SA PA: Note the counter on the bottom of the screen. That's how long you have before the lights go back on. Don't be wearing the Night Vision Goggles when this happens or you'll have severe eyestrain.

All: Activate Night Vision. Proceed through the ground floor. It's pretty obvious where you have to go, since there is only one way. There's one guard behind the table at the start, another behind the table in the next room. There are two more artfully placed behind blast shields as you exit into the lobby. Another is behind a couch as you make your way around. Two are behind the front desk. Another's behind a couch on the other side of the lobby, and two are behind blast shields at the top of the stairs. The easy way to deal with these guards who are already alerted to your presence is to lean out and quickly move back (Hold Aim and press Strafe in one direction or the

other). They'll squeeze off a few rounds and you can lean again and peg 'em while they ready another shot.

All: If you can somehow kill all the guards up to the first couch hiding guard without being seen, he'll drop a DY357 Magnum. I've never been able to do it on my own, only by cheating and having the Farsight.

Here's a way to do it, sent in by ChewyLS.

For some reason, if you're far enough away from the guards, they won't see you. They must be wearing X-ray scanners or something. This happens automatically with the first guard because you are far away enough. Now for the second one, you have to open it from the side so that you are on a diagonal, and the guard won't see you. Now you have to move back, and then shoot the guard in the head. Now for the two behind the blast shield, position yourself so that your back is against the wall against the wall opposite where they are. Now strafe until you can see one of them. Kill him, and then the second one using the same method. Now for the one with the magnum. Now face the blue flag and keep on strafing until you can see him. Kill him and get your reward of a Magnum.

All: After you finish in the lobby, head up the elevator on the left as you reach the top of the stairs. You'll reach the 21st floor. The stairwell is now locked, so you'll have to use the other elevator.

Objective 1 Completed!

SA PA: What's that noise? Open the nearest door. Criminy! You've got a bloody hovercopter on you! This machination can riddle you with bullets in a matter of seconds. Best to lay low and let it pass as it circles the building.

A: Right now, you probably just want to head to the next elevator, and the 22nd floor. Take out the guard just around the corner though, and grab Cass' Office Key, if you want.

SA PA: You CAN get this office key, but you have to be fast and you need to reach the elevator prior to the lights switching back on.

SA PA: You have a job to do, unfortunately. Cass' bodyguards need to be permanently retired, and there are three on this floor. There is another guard waiting just around the corner. Go past the windowed hallway and two will charge you. Take 'em out. Around the corner, in the office on the far end, is another. Keep an eye on the chopper at all times, too. Don't be around when it is.

PA: Also, since the elevator to the upstairs is locked, you'll need to hit that computer on the desk in the last room to open it.

Objective 2 Completed!

SA PA: Return to the elevator and head to the 22nd floor.

All: There are blast shields covering up the exit to your left. Looks like you're going right. Around the corner, there are two more Troopers behind tables. Waste 'em. Open the door to your left now. This room is empty, and there's no way out! Relax, go to the left side of the room and a sliding panel will open. You may remember this from your first trip. Proceed around the outside area, eliminating three

more bodyguards; one in the next room, and two more who jump out of a door in the last room on this floor.

SA PA: But, for God's sake, watch out for that chopper! Don't worry. You'll get your revenge soon enough.

All: Head up the stairwell. You can now reach the 23rd floor. Whoa! What's this? Two techies are arguing about setting up something. There's a guard blocking your view though. Unfortunately for him, he has his back turned. Poor guy. The techies won't hurt you, but shooting them does no penalty. Well, they were PLANNING on hurting you anyway! Pick up whatever's on that stand. It's a Rocket Launcher!

SA PA: Oh, YES!! Time for a little payback, eh? Blow out the furthest windows on either side with the CMP or Shotgun so you can hit the chopper when it comes around. Switch the launcher to Lock-On mode. Aim at the chopper, make sure nothing's in your way and fire. Don't worry about letting go of aim, or anything. The rocket's fate is destined now. Goodbye, pain in the butt!

SA PA: Alternatively, you CAN down the chopper through normal shots, but it takes a lot, and you're probably gonna get hit at least a few times. Either way...

Objective 3 Completed!

All: If you got that Office Key from the guard on the 21st floor, it's time to use it. Open up Cass' office. Oh, joy. A grenade. Hey, maybe you can use this. At the far right end of the office is a relief of a crouching man. Toss the grenade at the small wall that it meets at a corner with. It'll blow a hole in the small wall. Inside, you'll find the Dragon I had been so secretive about! Heh.

All: Head up the last stairwell towards the roof. As you reach the maintenance room at the top, you'll automatically walk through and turn to your right. Uh oh. And you thought the chopper was bad. Cass is here to taunt you and she leaves behind five of her bodyguards, shotguns loaded. One hits the light switch on the right and you are immersed in darkness and flashing muzzles. Don't panic, yet.

A: You still have that Rocket Launcher. Let a rocket go at the two at the far end to start.

All: You have to kill all five. Start by hitting the one on the very right, and then flicking the light switch behind her. The bodyguards are wearing night vision, so lights means...you guessed it. They'll be stunned for a short time, giving you some free shots. Use either the CMP or the Shotgun. The Falcon will take too long. Once you kill all those bodyguards, you're free to go.

SA PA: Oh, and don't forget to kill all the ones downstairs, too. If you did that...

Objective 4 Completed!

Note for SA: You can go to the 23rd floor to deal with the chopper first, and then come back later for the three bodyguards on the 21st floor and maybe save yourself some pain.

All: Head out to the rooftop. Head up to the helipad.

A: By the ramp, you'll notice a box. It contains rockets. Why you, the Agent, will need it, I'll never know. Maybe if you just rush past the bodyguard ambush and feel like running back in with rockets flying. You'll risk hitting Dr. Carroll, though...

All: Hit the helipad. Cass will appear from nowhere with two guards with guns leveled. Jo will calmly proclaim she's leaving and jumps into the jumpship, killing the guards. As she takes off, a mysterious blonde man accosts Cass for losing the sapient programming. Cass hurriedly tells the man that she knows how she can get it back...

All Objectives Completed!

F. Time Trial - Under 2:03 on Agent

You don't have time for much shooting here, but you should try to take out as many guards on the ground floor as you can, because you'll be leaving Dr. Carroll behind, and if they can't shoot you, they'll go for the sapient...

Kill as many as you can, then hit the left-hand lift. Take it up, then sprint for the other lift immediately. With only slowing down to stun guards with your shots, run around the outside of the office area towards the stairwell. Once you hit the 23rd floor, grab the launcher and kill the guard. Rush up to the ambush and fire the rocket into the two on the far wall. Switch to Night Vision and CMP. Don't bother with the light switch, you don't have time. Rush up close to the girls and drill 'em, then rush outside, up the ramps, and you're done!

G. Cheats and Other Fun Stuff

Finishing the level will earn you the Rocket Launcher Cheat. Pretty self-explanatory. You get a Rocket Launcher and three rockets at the start of a mission using this cheat.

Finishing the Time Trial will earn you a pretty cool cheat: Hurricane Fists! Punch at lightning speed, like one of those old school Karate movies. The hits do the same amount of damage, too, of course.

The Wedge of Cheese on this level is in the vent area with the Dragon. Turn left as you pick up the gun and it'll be between two grates. Quite visible. This is actually the same location as the one on the first level, showing that a Cheese Wedge does not change position within the same level structure.

Mission 2.1 - Carrington Villa - Hostage One

A. Overview

Okay. Cass got a little peeved when you nabbed Dr. Carroll. So, in retaliation, she sent a bunch of troops down to Mr. Carrington's private villa, and threatens to kill him unless the CI returns Dr. Carroll. Unfortunately, the good Doctor is actually hidden at the villa. Guess what you gotta do. Yep, get to Dan before it's too late, and eliminate any resistance that those buggers try to give ya.

Interesting thing about the mission, your starting conditions change

with different difficulty levels. In A and SA, you're cover for a phony negotiator. You're to save that negotiator, and use the element of surprise to rescue Dan. On PA, you ARE the negotiator, and are in the thick of it from the get-go.

That being said, this walkthrough will be split until close to the end. PA's should skip most of the first stuff, as all of it will be repeated in their section.

B. Objectives

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

C. Equipment

Starting:

A SA : Sniper Rifle - This high-powered stealth weapon is all you start with at the beginning. Use it carefully and wisely. Starting ammo: 100.

A SA PA: Radar Tracker - Although everyone has it, only the PA needs it to find the location of the DD Hackers when they appear.

PA: Laptop Gun - You need some means of defense if you're gonna take down the guys about to kill you, and you get more than enough in the form of the Laptop Gun. Sweet stuff. Starting ammo: 100.

Note: You start with 100 of both rifle bullets and 9mm bullets no matter what difficulty level you're on. Afterwards, the game "gives" you one of the two guns at the beginning, meaning you have extra bullets from the gun you just "picked up", meaning you start with 120 rifle bullets on A, 115 on SA, and 110 9mm bullets on PA.

You'll also start with 3 grenade rounds.

In Mission:

A SA PA: CMP150 - From guards...

A SA PA: Sniper Rifle - From snipers and in a special place on PA.

A SA PA: Devastator - The wacky grenade launcher is hiding around the villa.

D. Opposition

DD Infantry: Back for more it seems. These CMP-toting guys will keep you on your toes as you hunt through the villa.

DD Shock Troops: The helmeted bad guys are also holding CMPs, and to finish the level, you'll have to axe them all.

DD Troopers: Apparently, these green guys are multi-talented, as they'll be the ones doing the hacking. They also have CMPs.

DD Snipers: These purple-suited guys just stand around on the rooftops. They only require one hit to bring down, fortunately, but they are still very accurate with their rifles.

E. Walkthrough

A SA: Right. Here you are on the observatory lookout. Far below you on the dock is the negotiator being held up by two guards. Immediately dispatch the guards. One shot will do for each. You have about 10-20 seconds before they kill the girl.

Objective 1 Completed!

A SA: Now, turn around and walk around the back of the observatory. Make your way along the cavern path, shooting any guards that are around. They'll try to lie down to shrink your chances of hitting them, so be aware. The open part of the path is a good place to snipe from, too.

A SA: After taking care of the guys, you have the option of shooting the crates here for more ammo. Continue along the path. When it branches...

SA: Go right. As you reach the opening, there will be a sniper ahead of you. Nail him. Step out of the cavern path and turn right to take out a sniper waaaay out by the lighthouse. Turn around and make your way along this path, pausing to whack another sniper on the roof just to your right, and another waaaay up on the highest roof in the back of the villa. Now, walk forward into the clearing, taking out a sniper on the wall to your left. Step up on the stairs near the same wall. Turn around and you should be able to see three snipers in the distance. One should be quite visible straight ahead, the next one to his right should only have his head visible, and there's a third on the left. Take 'em all out.

Objective 2 Completed! (SA)

A: Go left. It may be a good idea to hit the sniper high on the wall to your right, even though you don't have to. You'll reach the a short flight of stairs going down, and another going up to the helipad.

A SA: Climb up the short flight of stairs. At the far end, you'll see three boxes. The one on the left has the Devastator inside! Nice...

A: The one on the right also has a Shield on top. Double nice!

A SA: Head into the clearing down the stairs. There are two ways to get in the villa. One is safer than the other is. Going left down into another small cavern gets you a couple of guards for your troubles, and the as you exit the cave, a sniper on your left if you didn't take him out. Much safer to go up the stairs and into the third floor of the villa. Either way you slice it...

A SA: You're on the third floor. This villa may seem a little tricky to get around. Just remember to keep your eyes peeled for the stairs. Your objective is to go down.

A: Besides, most of the doors to the outside are locked now, to prevent you from getting lost.

A SA: There are four guards on the third floor. Two will be in the big room you end up in, by the couches. The other two will be at the opposite end in another room. Ice them all. Now, go down the stairs nearby and to the second floor. There will be two guards in the room at the far end, and two more patrolling the second floor. Do the world's population count a favor.

A: There's a door on your left as you come off the stairs. This door leads to Dan's bed and bath. In the bathroom will be a Shield. Yay!

A SA: Head into the kitchen area on this floor. Behind the stove are the stairs down to the first floor. Take them. Down on the first floor, there are four guards running around. Nail 'em. (Now, skip ahead to the All part)

PA: Finally, we get to you thrill seekers... You're in a sticky predicament right now. You've got two guards pointing guns at you. There are two ways to do this. Both risk you losing health, but either can work successfully. One way is to immediately whip out your Laptop Gun and fill the guards with holes, and then the sniper on the roof nearby. Another way to do it is to disarm them, since your fists are already up. They have no second weapons, so you can easily whip out the CMPs and punch holes in them OR you can finish them with your fists and complete Objective 5. Oh, and remember to watch out for the sniper still if you're using your fists. After you end the stressful music, you can walk around the right side of the front of the villa, take out the guard hiding behind the wall on the far right, open the door in front of you, and punch out the guard with his back turned. Either way...

Objective 5 Completed!

PA: Note the sniper far out on by the lighthouse. He won't attack you, but you still have to rub him out. You CAN do this simply enough with the Laptop or CMP, you just have to be confident about your aim, so as not to waste a lot of shots. Enter the villa through either door and take out the four (or three if you knocked the guard behind the right door) guards on this floor. Take the stairs on the right and go up to the kitchen area. Eliminate the four guards on the second floor. Two of them will come from the hallway on your right.

PA: An interesting thing about this level is that about this time, the guards in the observatory area may become suspicious and will leave the caverns to come after you. Be wary of extra guards popping up.

PA: On this floor, you'll notice a room with two computers in it. Remember that as Computer Room #1. You'll also notice an enclosed garden. On the roof to the right of the garden entrance is another sniper. Plug him. You'll ALSO notice another door by the furthest stairs leading up. Inside is Dan's bed and bath. You'll notice a guard sprawled on the floor of the bathroom. (I'm not asking) At the guard's side is a sniper rifle. Just what you needed to take out these snipers!

PA: Head up to the third floor and carefully deal with the four guards in the area. There are two on the far side of the room, and two more on the room to your left. Note the computers in that room. We'll call that Computer Room #2. Exit the villa by the main double doors. There are two guards on your right and a sniper on the roof to your left. Take the guards out from inside, then head out and peg the sniper. Head around the left into a small cavern passage, and take out two more guards on your way. At the end will be a clearing. Another sniper is on the wall to your right. Waste him. Hurry over to the small set of stairs by the wall. Take a quick look around for any guards close by, then take aim at the snipers on the villa roof from that point. You'll see the head of one on the right, and another one further to the left.

Once they're dead, all that remains is to shoot the final sniper on the roof to the right of the clearing, and the one out by the lighthouse if you haven't pegged him...

Objective 2 Completed! (PA)

PA: Return to the wall and the short flight of stairs. Going up on the behind the wall will take you to the helipad. At the far end are three boxes. Shoot the one on the left and you'll find a Devastator!

Nice... You also have the option of exploring the cavern area. If the guards came after you on the second floor, this area will be empty. Shoot some boxes for ammo if you so desire. When you think you're ready, head back to the first floor.

All: Finally, we all converge! On the first floor, you'll see a door leading outside, and another door further to the right of it. Open that door. Head down the short flight of stairs to the basement. There is one guard under the balcony behind you, and three more in the pool room to your right. Be cautious and don't be afraid to retreat to peg them at your leisure.

All: When that's done, open the door under the balcony, hit the guard behind it, and proceed down the hallway to the right. You'll come upon an underground room suspended over a pool of water. Kill the three guards in this area, and activate the two consoles in on the two machines. These will give power to the wind generator. Exit this room and take the remaining hallway. Watch for guards at the area where the hallway splits. The wind generator is on the left path. Eliminate all guards and activate the console on the far right side of it.

Objective 3 Completed!

PA: Hey, Grimshaw? Oh yeah, that wormy guy. What? Hackers upstairs? Crud! You only have sixty seconds. Sprint towards the two Computer Rooms I told you to remember, one on the second floor and the other on the third. If you really forget, you can activate your R-Tracker and they'll show up on the radar. Enter the rooms and take out the Troopers at each terminal. Be careful not to damage the computers! Do it quick and you should make it with time to spare. Once your finished, return to the basement.

All: Take the other path from the wind generator. Open the door that was previously locked and you'll be in the wine cellar. No time for a couple of drinks here. Head over to the right and take out the Shock Troop on patrol and the other two standing guard. Locked? Crud! Head back the other way to the left and be prepared to do some sharp-eyed spotting. Shock Troops are hiding among the racks of bottles. Be careful and pick them off cleanly. There are two in the first room, two in the corridor behind it, and two hiding in the last room. Defeat ALL the shock troops and the last one will drop the key to the door at the end. Run in and the cutscene will start. Dan will explain that Dr. Carroll has been recaptured and will have his personality altered. He'll also say that he's learned that DD is setting up for their next operation in the G5 Building in Chicago. He'll also mention that he's going to put a call out to some friends of his...

All Objectives Completed!

F. Time Trial - Under 2:30 in Secret Agent

You have to be two things in this level: a good sniper and a good runner. Immediately take out the two guards on the dock, then sprint down the cavern path, eliminating Infantry as you go, or else they'll follow you while you snipe. Take the right path out of the cavern. Peg the first sniper across the way, then the one out by the lighthouse. Run along the side, and take out the one close to you on the right, and the one far away in the back. In the clearing, hit the one on the wall first, then quickly hop up on the landing to get a good view of the last three. Take 'em all out and boogie for the upstairs entry.

Ideally, you should have 1:20 on the clock at this point. Run past all the guards and make a beeline for the basement. Activate the two controls and the generator and head for the cellar. Go right and take out the three Shock Troops, and then make your way through the wine cellar eliminating everyone. It goes much quicker with a CMP, but you'll be taking the extra time to get one, so be careful. Once you hit the last guard, take his key, and open the door. STEP BACK, because it opens out, and run in.

I have a horror story that would have had me the cheat if I didn't stand in front of the door as I opened it, blocking its opening and running out of time.

G. Cheats

Beating the level gets you the Sniper Rifle Cheat. Good for covert operations. You begin with the rifle in hand and a full stock of rifle bullets.

Beating the Time Trial get you the Hit and Run Buddy. This buddy helps you out on Cooperative Mode. What makes him special is that he charges in without concern for his own safety, and nails the bad guys with his mean K7 Avenger while he runs.

The Cheese Wedge is in the wine cellar. Of the two shelves of wine pushed up against a wall, the cheese is on the top of the shelves to your right as you enter the passage. You can easily see it with an X-Ray Scanner, or you can back up against the wall and see the top part of it.

Mission 3.1 - Chicago - Stealth

A. Overview

You've been assigned to a section of Chicago blocked off to ground traffic. It's here that you'll enter the G5 building and try to find out what's going on. This place can be confusing, but it's actually very small.

Two VERY annoying parts about this mission are the FBI Agents and the Sentry Bot, which I will explain shortly.

B. Objectives

1. A SA PA: Retrieve the Drop Point Equipment
2. PA: Attach a Tracer to the Limousine
3. SA PA: Prepare an Escape Route

4. A SA PA: Create a Vehicular Diversion
5. A SA PA: Gain Entry to the G5 Building

C. Equipment

Starting:

A SA PA: Falcon 2 (scope) - Starting ammo: 60

PA: Tracer Bug - Thankfully, this little gem wasn't left with the drop point equipment. You may need to use it before you get that equipment.

In Mission:

A SA PA: CMP150 - Out of the hands of guards...

A SA PA: DY357 Magnum - FBI agents carry them as well as DD Enforcers.

A SA PA: Remote Mine - Part of your drop point equipment.

A SA PA: Reprogrammer - The other part of your drop point equipment.

A SA PA: BombSpy - Well hidden. May prove useful in more ways than one...

D. Opposition

G5 Guard: Although the outfits are different, we know, since G5 is just a cover op for DD, that they're just DD thugs. Apparently, these guys just can't enough of you. Take their CMPs with my blessing.

FBI Agents: These guys in brown trench coats are here to alert the base of your presence first, then shoot later. Hit these guys as soon as you see them. Don't worry about the fact that they don't have their Magnums drawn. They will soon.

G5 SWAT Guard: If you see these more armored versions of Guards, consider your mission scrubbed. This means that the FBI Agents succeeded in alerting the base. They carry Magnums, and there is an infinite number of them pouring out of side buildings. My advice: Abort...

Sentry Robot: A reeeal pain. This hunk of metal floats around the main street area. It cannot be killed. I've tried... It fires laser blasts that aren't very accurate, but very fast. Run when it spots you, but don't consider the mission over by any means. It'll quickly lose interest in you after you hide for a bit.

CIA Agents: Not an enemy, but not to be killed. For guys wearing beige trench coats and

CIA insignias, these guys are unarmed wimps. Knock 'em out so they can't alert any nearby FBI agents.

E. Walkthrough

All: You start, after listening to Dan's briefing, in an alleyway. Right around the corner are a guard and a CIA Agent. Knock out both to reduce noise. Go through the alleyway past the short flight of stairs.

All: All right. This situation can get really tricky really quick. I'll map out the area right now for you. As you exit the alley, you'll enter a street area. The street goes forward, then turns right, then turns left and ends at the way into the G5 building. There are three ways to go from where you stand. The closest to your right leads to another alley. The furthest to your right leads down the street and probably to the waiting sentry robot, and there's an exit to your left that leads into a storm drain and your equipment. The vehicular

diversion is sitting right next to you in the form of a taxi...

SA PA: The place where you have to secure the escape route is at the end of the street on the right after it turns right, and is also accessible by the alley to your right...

PA: ...and the limousine you have to bug is parked on the middle of the street after it turns right.

All: Also beware of the FBI here. There is an agent near the side of the G5 building, through the alleyway on your right.

SA PA: There is one standing directly to your left as you exit the alley...

PA: ...and there is a third behind the fence leading to the storm drain.

SA PA: Let's quickly start by taking out the one on our left at the moment, shall we? If you hear "Base, we have an intruder!" or something to that effect, hurry and take him out before he brings the heat on you.

All: Be very careful of the sentry robot. You may want to immediately duck into the alley on your right and continue on that way. Kill the guard in the small square area you emerge in, and knock out the two CIA agents. At the far end of the alley is a FBI Agent, ready to squawk. Take aim and silence him. You might also want to empty the area of enemies in the back area where he was standing. There are a few on the fire escape up there.

PA: At this point, sprint over to the limo and toss the bug on the back of it. You have only about a minute and a half until it takes off, so you need to hurry up to this point. Continue past and around the fence to the storm drain. Turn left and immediately silence the final FBI agent.

PA: Note: You can also attach the bug from one of the small tunnels off the main storm drain, but it takes a while to get there, and it's really not worth it with such a time constriction.

Objective 2 Completed!

A SA: Make your way back through the alley. No sense in being spotted by the Sentry Robot, is there? Enter the fenced area and hop into the storm drain.

All: Take out the three guards in this drain.

A: At the drainage end of the drain, there is a small tunnel on your left that will lead to a shield. Take advantage of it.

A SA: Speaking of shields, if you're desperate for one, go into the door next to the limo and down the ramps. There are three guards down here, and a Shield under the bottom ramp.

All: Head near the intake area and climb up to a large drainage chute. Crouch under the overhang, and, moving quickly so as to deal with the Robot as little as possible, grab your suitcase at the very end. It contains a Remote Mine and a Reprogrammer, which kinda looks

like the Data Uplink.

All: There IS another way to get all this stuff. Note the spot where you are. It's right below the small street area outside the car park lift. You can drop in from above and grab your equipment this way, but this may expose you to fire from the sentry robot, so be wary.

Objective 1 Completed!

All: Head back out the way you came in. Two guards will be flanking your exit from this drain. Once you finish them, leave and head outside the fence. You can also leave by climbing out the edge of the storm drain and up onto the street. Again, this can put you in the sentry robot's line of fire. If you trust your trigger finger more than you dodging skills, you should go back through the main drain.

SA PA: Head back towards the fire escape. There are two blocked-up doors on the fire escape. Place your mine on one of them. For safety's sake, I recommend the lower door, but, if you want to handle some serious explosives later, go for the upper door. I dare ya. Oh, don't blow up the mine yet, just place it.

Objective 3 Completed!

All: Head towards the taxi back near the beginning, watching for the robot at all times. Get your Reprogrammer out and tap into its systems. After a few seconds, it'll be reprogrammed. Wait in the alley and watch it take off. It'll fly off for a bit, and return some time later. It'll explode on impact on the street near the fire escape area and take out the Robot with it. Yay! Two fer one! The four guards will now come away from the G5 Building to investigate.

All: There IS another way to do this, however. Go to that small square area in the alley. Push the dumpster up against the three barrels. Shoot the barrel next to the dumpster. You'll take out the dumpster and inside will be the BombSpy. Activate it, run it towards the guys standing around the G5 Building, and blow it up. This will create an "alternate diversion". You'll still have to avoid the robot, but this is a lot faster, and either way...

Objective 4 Completed!

All: Finish what's left of those guards and enter the car park lift. If you go here any time before the diversion, the one that will be standing next to the lift operator button will lock it and you'll be stuck.

All Objectives Completed!

F. Time Trial - Under 2:00 on Perfect Agent

You'll be using the "alternate" methods mostly on this Time Trial. This Trial requires you mostly to be a crack shot. Once you deal with all the threatening guards, you shouldn't have trouble at all.

Wait on the cutscene until Dan says the word "DataDyne". Jump into the mission. Run around the corner and slug the guard who, at the moment, has his back turned. Don't worry about any CIA guys. You won't have time. Run out into the street area, pulling out your gun, and pop the FBI Agent. Get onto the street proper and deal with the two or three

guards here. The third one's patrolling the alley, but steps out into the street every so often. Now, as you shoot the guys here, you should alert the FBI Agent hiding behind the fence. Chances are he'll step out and see you. TAKE HIM OUT IMMEDIATELY! Consider everything else irrelevant until he drops.

Once you've taken care of it, finish any guards in the area, then proceed down the alley. Ignore the CIA, and look down the second part of the alley. Shoot the FBI first, then deal with ALL the guards in the area. You'll have time if you're a good enough shot.

Once the last one falls, you're technically home free. This all shouldn't have taken you much more than a minute, if that. All you have to worry about is the robot, and even then you should be too fast for it. Step onto the street, and toss the tracer on the limo. Head directly to the drain, using the alternate method, and drop down, get your stuff, and climb back out, making sure not to drunkenly stumble into the car park area.

Head back to the alley, run up the fire escape, place your mine on the lower door, go back to the BombSpy area. Push the dumpster, blow the drums, and get it. Run it into the car park area and blow everyone up. Run straight for the lift, avoiding the sentry bot, and you're done!

Personal Horror Story: I had everything going perfectly. Only got hit once. Just finished the BombSpy thing. Ran out onto the street...and straight into the Robot. He knocked me down to a bare sliver of health before I could get to the lift area. Needless to say, I was out of my seat and yelling at Jo to run before she croaked. Made it though. ^_^

G. Cheats and Other Fun Stuff

Completing the level will earn you the classic cheat, DK Mode. Yes, you too can have a huge head and arms and skinny legs, along with everyone else.

Completing the Time Trial will earn you the Psychosis Gun Cheat. Using this strange Tranquilizer-like gun developed by Trent Easton, you can fool enemies into thinking you're their friend. Pretty handy.

Note: Unlimited Ammo cheats do NOT work for the Psychosis Gun. You cannot have more than four injections, period. This will give you too many buddies and the game will lock up.

Here's an interesting part about this level. If you open the door next to the limo on the street (the building is named "Pond Punk"), you'll go down a set of ramps. There will be three guards. One at the foot of the ramps, and two will come out of the door here. The door behind those two guards is locked, but you can get in by disarming a certain one of the two guards that comes out of the door. Disarm and he'll go back in the way he came, open the locked door, and get his buddy who's inside. After dealing with all the guys, take a look around the area. Hmmm... What appears to be a long, narrow stage... There are chairs all along the stage, and a...ahem...pole...in the back... Looks like the Pond Punk runs a "different" kind of business.

If you're interested, there's another scoped Falcon on the bar.

Oh, and the Cheese Wedge is here, too. Like all good gentlemen's

clubs, there's a bathroom here. Cover your nose and take a look at the left-hand stall. Thank God, it's just the cheese floating in there...

Mission 3.2 - G5 Building - Reconnaissance

A. Overview

A good old-fashioned recon mission. This will require you to move through the building and find out just what the heck is going on around here. You'll have to be thorough about your work, though, as there are a few alarm systems set up here, and whoever's meeting in here will cancel it quickly if the alarm is activated. You'll also run into a new type of enemy here.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (silenced) - Be vewy, vewy quiet. I'm huntin' guards! Heheheheh... Starting ammo: 100.

A SA PA: CamSpy - Don't ever try to record anything without a recorder; it's a terrible strain on your eyes.

A SA PA: Door Decoder - They usually don't leave safes unlocked around here.

SA PA: Remote Mine - You won't have one, but you'll still have the detonator to blow open the door you set.

In Mission:

A SA PA: CMP150 - Glad you still like this gun, 'cause it's still around...

A SA PA: DY357 Magnum - SWATs hold this one...

A SA PA: Crossbow - Secret, but available early...

SA PA: N-Bomb - Yes, you read that right.

D. Opposition

G5 Guards: Yep, more... Still holding CMPs...

G5 SWAT Guards: Ready to pounce on the slightest alarm, the SWATs have their Magnums loaded.

E. Walkthrough

All: What? You thought I said a new type of enemy? Well, shyeah! I wouldn't lie! After Jo does her artful rolling cut scene in her low-cut leather vest; the two other guards will undoubtedly take notice of the guard's death. Eek! They vanished! Keep your cool. They, as you might have guessed, are using Cloaking Devices. They are invisible until they open fire, so keep moving. When they stop to shoot, they'll

be visible. Fire then. You can even predict their movements and hit them while they're invisible, too, so don't hesitate to let a few extra rounds go in their direction.

All: Of course, if you're a fan of secret weapons (and who isn't, really?), you might want to put away your gun after you peg the first guard. Taking out the second with just your fists causes him to drop a Crossbow. There are only seven darts, so make good use of them. One shot will drop anyone, primary or secondary.

All: The second guard to fall will drop a keycard. Open the door and proceed to the next room. Kill the guard at the bottom of the ramp and hit the switch on the wall, turning off the lights in the next room. Enter the next room and go towards the door to your immediate right.

All: As you cross the threshold of the glass panes, the lights will change status. Because you shut them off earlier, they are now on, and the four cloaked guards that will start running around will become that much easier to spot and nail.

All: Once again, the last guard will drop a keycard for the door. Go through said door and you'll spot a G5 rookie ready to bolt at the sight of you. Blast him before he can activate the alarm in the next room.

A: There is a shield in a small alcove in this room.

All: On the other side of this door, there will be a guard patrolling off to your right. Another one will be behind a corner near him, and a third is behind a corner behind you and to the left. Take the patrolling one first, as he'll be the first to go for the alarm. Next the one near him, and finally the third one.

All: I'll just say it now as you may have already guessed. Activating the alarm will result in mission failure as the meeting will be cancelled.

PA: Open the door next to the alarm. Head down the short flight of stairs. There are four guards in this area. One is patrolling and may be right in front of you, and three more are hiding in the next room behind pillars. Take them, being careful not to hit the consoles at the far end, and then hit the console on the far left. This will shut off the damping field generator preventing outside communications. Head back to the room with the alarm.

Objective 1 Completed!

SA PA: You're going to need to shut off that laser grid above you. There are four switches, all with a green light. Be careful not to mistake the alarm for one. Shut off all four.

Objective 2 Completed!

All: That other door is locked, and you need to get on the other side. Time to head up. Climb the stairs and start crawling along the cables. Don't worry they'll hold your weight. Pass over the door, but don't drop down yet. Keep following and Jo will tell you it's time to use the CamSpy. Do this. Roll it forward, along the cables, into the next room and watch the cut scene, and a very interesting conversation between Cass, that strange blonde man, and Director of the NSA, Trent

Easton. You'll hear them talking about the sapient (Dr. Carroll), the Pelagic II, whatever that is, and the President and something about needing a tissue sample...

Objective 3 Completed!

All: After all that's done, or after you hit the button to skip it, drop down and quickly take out the guard patrolling, and the other one by the locked door before they hit the alarm on this side. You can still complete the mission if the alarm is triggered, but it'll still be tough.

All: Head upstairs, dealing with another guard patrolling the stairwell. There are two more in the next room at the far end, near a door, and another patrolling the stairwell that will be off to your left, and a fourth upstairs from that. Eliminate them all to make life easier for you.

A SA: There's a Shield at the top of the last stairwell, too. This'll really help in the coming fracas.

SA PA: Remember I said there would be a treat if you placed the Mine on the upper door? It's upstairs in the form of a plain wooden crate. Grab it and you'll snag seven N-Bombs. These beauties will really come in handy shortly.

All: Now, enter the only door left. That's the vault. Place the Door Decoder on the console on your right and it'll start working. Uh oh. You tripped the alarm. You have a minute until the code is cracked, and a few more seconds still before the door opens all the way. Be patient and careful about the SWAT guards that'll come after you. If you have the N-Bombs, place a few on Prox mode prior to triggering the alarm for some explosive fun.

All: After the door is finally decoded, run inside the vault and grab the personality disk on the right side.

Objective 4 Completed!

A: Dan will radio in and tell you he's blowing open the door. Rush outside the vault, cleaning up any urgent messes, and the door will be opposite the stairwell leading up. Run out.

SA PA: Hit the detonation trigger on your Remote Mine. The lower door is opposite the stairwell leading up, and the upper door is up the stairwell near the area lit red. Exit the building.

All Objectives Completed!

F. Time Trial - Under 1:40 in Agent

Impossible, right? Nay...

The quicker you are at dispatching the cloaked guards, the better off you'll be. Dispose of the first two and use the CMP on the next four. Kills come quicker with that gun. Kill all the guards you meet. By the time you hit the cables crawling, you shouldn't be much higher than a minute, if that.

Now, I hear you whining, "I know I can skip the cut scene, but what

about the safe, that takes a whole minute!" Stop whining!

Here's the SUPER SECRET trick! Crawl across the cables. Set up your CamSpy, then roll it towards the meeting room, but do NOT send it all the way in. Jump down, dispose of the two alarm-happy guards. Run quickly upstairs and towards the vault, killing if you feel it's necessary. Slap the Door Decoder on the console, activate the CamSpy, and send her rolling in.

Yep. Time STOPS when you're in the cut scene. It'll sound weird with the alarms and funky music, but let the whole scene play out. Wait about ten or fifteen seconds after the timer is down (after Cass mentions Dan sending reinforcements) and run into the safe, grab the disk, run screaming for the blown door, and out.

G. Cheats and Other Fun Stuff

For completing the level, you will receive the Small Jo Cheat. In the cut scenes and in the game proper, Jo will be a wee person, about half her normal height. This makes her much harder to target, and is cause for some laughs during cut scenes.

For completing the Time Trial, you will receive the Cloaking Device Cheat. With 240 seconds of cloaking, you too can see what the guards do while they're waiting for you to show up. This isn't Invisibility, by the way. It's a normal Cloak that works in a normal way. Any shot will disrupt the field, making you visible.

Hey, I'll bet you noticed that mask-type thing in the vault. What is that you ask? That is the BAFTA award. BAFTA is an annual award ceremony held in England to celebrate accomplishments in video games. My guess is Rare is hoping for a few with this masterpiece...

Oh, and the Cheese Wedge is in the room with the Damping Field Generator. On the ducting on the right side will be a grate. Stand at the left side of that grate and look as far into the ducting as you can.

Mission 4.1 - Area 51 - Infiltration

A. Overview

As you leave the G5 Building, Dan brings up a problem with those friends he mentioned. As you enter this area, he shows you some footage of Area 51, where the survivor(s) are being kept. You, and Jo, will notice the survivor doesn't look all that human. This is the survivor that Dan wants you to get out of Area 51. There's an operative inside that got this info out to you, but he can't do the job himself. It's up to you to get in, get the being, and get out.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 - Starting ammo: 100.

SA PA: Comms Rider - This little doohickey will allow you to keep contact with the CI while inside Area 51. Pretty useful.

A SA PA: Explosives - You gotta shut down the radar. You got the switch...right HERE!!!

In Mission:

A SA PA: MagSec 4 - What's this? No CMPs? Aww... Personally, I prefer the Falcon to the MagSec's lousy aim. This'll be on just about all the guards.

A SA PA: Grenade - Some of the guards are packin' a little somethin' extra. Take the time to search for these little payloads of fun on bodies.

A SA PA: Rocket Launcher - I've got two words for ya. Gotta have it. - Yogi Berra

A SA PA: Dragon - Once you get inside, you're gonna be staring these beauties in the business end.

D. Opposition

A51 Trooper: Decked out in their finest beige shirts and pants, these guys point their MagSecs at you in a threatening manner. Some carry Grenades.

A51 Guard: You think the Troopers are fashionable? With their orange jumpsuits and white body armor, these guys are the veritable fashion plates of Area 51! There's only one here, and he carries dual MagSecs.

Overalls: Only one, and he's a technician in brown overalls. He can help you later if you don't eviscerate him.

Pilot: This IS a flight base. These guys in blue jumpsuits seem to be doing a lot more guarding than flying, but they know how to use their Dragons, so I suggest not getting too picky...

Drone Gun: There are a few sitting around the base, ready to poke you full of holes. Some you can get behind. Others you'll have to nail from around a corner where they can't see you.

Robot Interceptor: This starts the mission inactive. If you toss the Comms Rider on the Dish without shooting it, it'll be airborne and firing.

E. Walkthrough

All: Before you start, it might be a good idea to let Dan get to the whole "deserted helipad" sentence before starting. If you don't, the guard won't have wandered past your starting point. As you hit the ground, take out the two dense guards in front of you quick. If you let one get away, he'll go for the automatic gun off to the right and activate it. Not a position you want to be in this early.

All: There are two more guards in this small canyon area. The one you just let walk away during the intro, and another around the corner. Eliminate both of them. Three of the four should drop grenades. Be careful. Around said corner, you'll see a drone gun. Position yourself so you can see the brown base, but not the barrel. Pump bullets into it until it goes boom. Continue around the next corner. You are close to the main crater area. Off to your left, you'll see

another drone gun in the main area. This one's trickier to hit, as it's further away. After you finish it. Head out into the main gate area. Watch out, as there'll be two guards in the control tower of to your right. Despite the lack of accuracy in MagSecs, they're actually pretty good shots. Two possible suggestions: The safe, but hard way is to stay behind the wall and desperately try to snipe them with your Falcon. Good luck is all I gotta say. The easier, but more risky way is to run zigzagging up to the foot of the tower and lob one of your grenades into inside from the front. Boom. No more guards.

SA PA: Look down the tunneled road off behind the tower. You'll see a guard on patrol. Nail him with the Falcon, or he'll rush to the far mouth of the tunnel and come back with two extra guards. (These guards come out of nowhere literally to follow the first one.) No need to do this on A because there won't be a need to go back this way.

All: Well, you COULD scale the tower and hit the button to open the main gate, but you'll be at the mercy of three drone guns on the structure to your right. My suggestion is to head for the chain link fence off to the right and make your way through a hole cut in it. Be very careful here, though, for the place's mined. Pull out a grenade and lob it in the middle of the dirt area in between the fence and the helipad. You'll take out three mines in the front, or at least the important one right up the middle and won't really have to worry about the others. Walk straight up the middle and collect your prize for going in the back way, a Rocket Launcher. There's no one place you have to use this, but there are a few welcome prospects.

All: Hug the left wall in this area and you'll reach a crawl space. Crouch down and through it.

A SA: At the end will be a shield.

All: As you emerge from the crawl space, you'll be behind a square structure. There are two guards walking around this structure for you to take out. Do as such. One or both may drop grenades. There are also three drone guns, but they'll be facing away from you. Two are on the left side from where you enter and one is on the right side around the front of the structure. Once all those threats are terminated, move forward to the Overalls working on the Interceptor. Disarm him to steal his gun and knock him out. You can kill him, but I suggest leaving him alive. Why? I'll tell you in the next level... Oh, pick up the keycard for the lift that he drops.

SA PA: Blow up the Interceptor he's working on, too. If you don't, it'll be active after you return from the Comms Dish. Much easier to peg it while on the ground.

SA PA: Leave the area by the same way you came in, avoiding mines in the helipad area by retracing your path. Head down the tunneled ramp and watch out. Two guards flank the exit and a drone gun is set up in a lousy position off to the left. Alert the guards and back up to take them out, then deal with two more guards that come runnin' when they hear your scuffling. This drone gun's a pain to take out, as the exit to the tunnel is angled so you don't have much of a view of the gun before it can fire back. A grenade won't help much either, as it'll bounce into the trenches in front of the gun.

SA PA: Once you take care of the gun, there may be a couple more guards in the dish area off to the left past the trenches and barricades.

You'll see an alternate entrance to the complex off to your left, where ANOTHER drone gun will be blasting away. Silencing it will be tough because of its small size. This is normally where I use my rocket, but it's up to you how you wanna take it out. If you have a grenade or two left try to get as close as possible and drop it there.

PA: You already destroyed one interceptor. The other two are right here, along with a jetbike off to the left. Destroy the other two interceptors with nine bullets each.

Objective 3 Completed!

SA PA: Once the threats are eliminated, hit the button on the side of the dish structure to lower the dish. Throw the Comms Rider up onto it.

Objective 2 Completed!

SA PA: Now hurry, either to run or to prepare for combat, because the small door where the gun was will open now, releasing three Troopers and one Area 51 Guard. The orange Guard has two MagSecs if you desire to relieve him of them. That door also opens if you get too close to it. A well Pinballed grenade will take care of the majority of these guys as they come out, if you so desire. Run back out of the dish area. I know you may be tempted to use the jetbike, but don't bother as you won't get far at all with it. As you exit the tunnel, you'll have Troopers coming at you from all sides out of nowhere, it seems. Take out the two directly in front of you and sprint for the minefield. Enter the crawl space and back inside before anyone can chase you further.

All: Now, it's time to take out that Air Intercept Radar so that no one else gets shot down. Head down the ladder on the side of the square structure. Open the door that you see at the bottom.

SA PA: There are some tiny little blocks on the low wall in this room. These blocks generate lasers once the explosives are placed. You can use a well-placed grenade to take them all out or several shots from your Falcon to each one. The generating blocks are on the inside wall, by the way.

PA: It's a good idea to destroy these blocks, but doing so alerts security. They'll be alerted soon anyway, so better you're dealing with them now than when you're running out of this room like a madman.

All: Run around the corner, place the explosives and get out of the room as fast as you can. You only need to get out of the room to avoid the explosion. Deal with any security that has been alerted.

Objective 1 Completed!

All: You should have the lift card by this point. You have a choice of two lifts to take, and it's really not all that simple. The one on the left is empty, but the one on the right has two Pilots, and that gives you a chance to snag a Dragon for the coming shootout in the hangars. Take whatever you think you'll need more.

Objective 4 Completed!

All: As I just mentioned, this place has several Pilots, both on the

ground and in the catwalks above. You could hold your ground in the elevator, but you may be rewarded for this with a flying grenade. I say run to the right side, taking out the two guards in the immediate area, letting others come to you, and taking out the rest from long-range. Once you tame the area, quickly run up the ramp at the far right end and around the catwalks to the far left end, where an elevator awaits. Once you get off the elevator, you'll be in a hangar area much like the first one. There are guards here, too. It would probably be smartest of you to methodically take them out, then drop to the ground floor and head for the doors under the ramp to find your contact. Why, it's Jonathan! Childish bickering ensues...

All Objectives Completed!

F. Time Trial - Under 5:00 on Special Agent

Wait in the cut scene for the patrolling guard to move away, then jump in and shoot the two guards facing away and the two around the corner. Take out the two drone guns as normal, and run to the guard tower, firing all the way. If you don't get them both, shimmy up the ladder and dispatch them. Toss a grenade onto the minefield, then run down the tunnel eliminating anyone in the way. Take out the next drone gun from a hiding position, then run straight for the button to drop the antenna. Toss the bug on the dish and run straight back up. Shoot the two guards who come rushing to the mouth of the tunnel on the fly, then duck into the minefield area, running like heck and not worrying about the Interceptor. Duck into the crawl space and directly into the radar room. Knock out the Overalls standing in front of the PC to get his lift card. Place the Explosives and get out of there, being careful not to hit the lasers. Give some parting shots to any guards on your butt, then climb out and run for the left-hand lift button, where you'll have some cover from the Interceptor and the Drone Guns. Push the button and hop in as soon as you hear the door open. Close it behind you immediately. Once you're below, just run to the end, firing passing shots at the Pilots trying to shoot you.

G. Cheats

Completing the level will earn you the Small Characters Cheat. You'll shrink your enemies down to the size of mice, but they'll be no less ferocious, and now they'll be harder to hit.

Completing the Time Trial will earn you the Hotshot Cheat. This Buddy for Co-Op mode is armed with two magnums, and one's gold. He'll be a big help.

There is technically no Cheese Wedge in this area. Like I said under the Datadyne: Extraction Cheese Wedge, Cheeses are the same every time you're in a location. Area 51 is considered one big location, due to connecting parts. You won't be able to get to where the Cheese is on this level.

Mission 4.2 - Area 51 - Rescue

A. Overview

Now, that your inside, you'll need to get to the research area to rescue the little guy. You'll do a bit of disguising, a bit of

subterfuge, and a lot of shooting. Would you honestly have it any other way? Throw in a crate full of unstable explosives and you got yourself a full dance goin'...

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (silenced) - Starting ammo: 100.

A SA PA: X-Ray Scanner - This will be helpful in locating a weak wall and some friends of the survivor.

A SA PA: Data Uplink - A virus is on this in case you need to disrupt anything internally.

In Mission:

A SA PA: Dragon - The big bad assault rifle is carried around here.

A SA PA: Grenade - Also carried, but only available if it's about to be used...

A SA PA: SuperDragon - The big bad assault rifle's bigger, badder brother has arrived. Use the grenade launcher to your advantage.

A SA PA: Phoenix - Hidden in this level is this awesome alien pistol.

A SA PA: Tranquilizer - Good for making you haaappppyyyy.....

D. Opposition

Pilots: There are still more of these guys around and they still carry Dragons. Some carry Grenades as well.

Overalls: If you left your techie friend alive in the last stage, he'll show up to accidentally lend you a hand, in a way. He won't attack.

Area 51 Guard: You'll find plenty of these boys roaming the research facility's hallways. They pack SuperDragons.

Lab Technician: Most are unarmed, but some have other means of defending themselves. You can't rip the clothes off one, either.

You'll have to find a spare uniform. You don't get any penalties for killing them, so don't have too many qualms. If you do leave them standing, sometimes they'll run and try to warn the complex. Get them before then.

Biotechnician: These guys are swathed in blue-green scrubs and masks. They carry Tranquilizers that'll make your head spin.

E. Walkthrough

All: Jon will explain to you that there's no way to sneak into the research area. You'll have to use a crate of explosives to blast open a wall he's marked. You can carry the crate in front of you by activating it with B, and drop it by pressing B again. For now, we'll just forget about it and concentrate on clearing the place out.

All: You'll have several Pilots up ahead of you in this large storage facility. Four will be on the upper floor, but largely, they'll be on the ground floor. Work your way through methodically and dispose of

them one by one, dropping back if need be.

All: There is one nice thing down here. Directly to your right as you enter the storage room, you'll notice stacks of crates. Go around the nearest stack and you'll see a small oil drum. Step back and shoot it. When it explodes, collect your prize of Double Silenced Falcons.

A: Also, at the far left end of the room will be a guard holding onto a Shield for you. Thank him with a bullet to the head.

All: Once you clear out the storage area, take the freight elevator up to the catwalk level. Once you exit, turn right to take out the guard at the end of the hallway near a door. If you left the Overalls alive last mission, try to open the door and Overalls will open it from the other side, and be mildly surprised to see you. Do what you want with him, run up the ramp to the left and head across the catwalk to the elevator. Take it, then move through the doors. The last door will lead you to a large room. Go in the back and around the back of the farthest pillar and on a small table will be a Phoenix. Oh, yes. Time for some explosive fun. Return to the storage area and go through the larger door on the upper catwalk area.

All: You'll run into some more guards in this area. Most are upstairs waiting to get on the freight elevator to your left and go down to meet you. Deny them the pleasure by Phoenixing them as they move along the catwalks. There are four guards in this area. Those ones you killed are the first three. The fourth is right above you. He'll either try to get on the elevator, or he'll let you ride it and shoot you when you get up. Either way, you now know about it and can deal with it, right?

All: Once you're on the upper catwalk, you may think you hit a dead end. Oh, wait. Put on the X-Ray specs. See that highlighted wall? Take them off and you'll notice an X etched on the metal. This is Jon's wall. You COULD walk all the way back to the crate, drag it here, shoot it and blow open the wall. Or, you could just blow it open with one of the Phoenix's shells. If you don't have that, you can set your Dragon for Secondary, drop it there, and shoot it with the Falcon. Your choice. ^_^

All: Watch for orange guards as you enter the metal hallway. Causing a big ruckus will attract them quickly.

A: What a stroke of genius! The collapsing wall knocked out a lab tech who dropped his spare uniform a few feet away. Grab it!

Objective 3 Completed! (A)

SA PA: You've got a little bit of work to do before heading for the survivor. Go down the hallway to your left and go through the doors until Jo senses that you're in the cryo lab area. This is where the conspiracy evidence is. Enter either of the two rooms and dispose of any Biotechs and guards around. Close the doors behind you and listen for them to hear if they open while you work here, so nobody gets the drop on you. Press the buttons lining the wall to raise the containment cell near it. You can't open them, so it's time to pull out your X-Ray specs again. Look at a cell after you've raised it. If you see any alien forms, look at them closely for a few seconds to get your scanner to register them as life forms.

Objective 2 Completed!

SA PA: Head out of the cryo labs and down the other end of the main hallway.

A SA: At the top and to your left is a room with a shield inside.

SA PA: Down the main hallway, after it turns right, you'll find two guards in alcoves on either side. Delete them.

PA: Time to deal with Objective 1. On your left now is a door with a lab tech behind it. Knock him out or whatever. Use your Uplink on the PC in the room and you'll disable automated defenses. Cross to the other room, knock out the two lab techs and use the Uplink on the farthest PC. It'll make the door go nuts, including the one at the top of the ramp on the right that was previously locked. Enter that door, kill the lab tech and the two guards and blow up the PC in this room.

Objective 1 Completed!

PA: Continue down to the bottom of the ramp. The showers on either side are locked, so you'll have to find another way. Go straight ahead into a large open room. There is a guard on the catwalk ahead and to the right, and another four on the floor far off to the left. A well-placed SuperDragon grenade should take care of the four clustered by the side. Climb the ramp to the catwalk and cross the narrow support so you can enter the duct system and drop into the showers. There will be a guard and a lab tech in here. Eliminate them both. Check the lockers along the showers for the spare uniform. It's in one of those.

Objective 3 Completed! (PA)

SA: Continue on to the end. Open either of the two side doors and enter the showers. There are two guards and one lab tech in here. Kill the guards and the lab tech to get his spare uniform he's holding.

Objective 3 Completed! (SA)

All: You won't have much time before the remaining folks around here discover trouble's afoot. A timer indicates as such. Quickly don the lab uniform and head for the lab area that is in a side door closest to the hole you blew in the wall. Enter the area and go forward to the autopsy lab. A guard will speak to you and let you inside. You'll be recognized as a fake quick, so immediately pull out a gun and start shooting. There'll be both guards and biotechs here, so watch yourself. Break the glass surrounding the lab area and grab the keycard on one of the biotechs inside. Leave this lab area, taking out the ambush they try to set for you on the way out, and proceed to the next one, which will be behind the door to your right as you exit.

All: This area has guards and biotechs all over. Eliminate them all and proceed to the final lab. Quickly defeat the biotechs close by and grab the keycard that'll let you into the inner lab. Run into the inner lab to grab the survivor.

All Objectives Completed!

F. Time Trial - Under 7:59 on Perfect Agent

As you can tell by the high time count, you should right away assume that this will be one of the toughest, and rightly it is. You have to be very good for an extended period of time. There are a couple of ways to do this level. One way is safer weapon-wise, but could force you to run and be a little reckless. The other way is faster, and allows you to be more precise with your shots, but you'll suffer in the weapons department later on.

I speak, of course, of the Phoenix.

Let's start.

If you're going to do it non-Phoenix, you're going to want to methodically make your way through the storage area. Not too slow, naturally, but be careful about placing your shots and who you engage. Take out all the guards and go to the room with the weak wall. Your way through the weak wall is to drop a Prox Mine Dragon and shoot it. You may want to leave a Dragon on the upper tier so you'll have another one to pick up.

If you do it the Phoenix way, you're going to have to be faster. Start picking guards off from the entryway to the storage area, then run into the cargo lift as soon as it opens. Odds are you won't have alerted too many guards to your presence and you'll only have to deal with a couple while you wait for the lift to get to the top. There probably won't be any guards at the top, so immediately turn right and head for the Phoenix area. Activate the door and wait for the Overalls to open it, then sprint for the elevator. Once you get to the top of the lift, activate the doors as you walk through. This will send the lift back down and you can grab the Phoenix. Once you come back the lift will almost be at the top again. Go back down. On your way to the damaged wall, and probably in the hangar itself, you'll run into some guards who were chasing you. The Phoenix can make quick work of them. Proceed forward, eliminating everyone who sees you, and blow the damaged wall and get into the lab.

The two ways converge here. You shouldn't have too much more than three minutes on the clock.

Eliminate any guards around as quietly as possible. Head left and down to the cryo chamber. Take the right door and eliminate the guard behind it, then the Biosuit behind the next one. Run to the left and hit the first red button. Turn around and shoot the guard who followed you in. Turn on the X-Ray Scanner and focus on the alien. After it's done, run out, up the ramp, down the other side, taking out all the guards and into the first door on your right with the automatic gun. Blow it up immediately. Don't worry too much about the lab techs. Use the Uplink on the computer in the back, and sprint back up the ramp and into the door on the right. Kill the guards and the lab tech and blow the computer. Run all the way back down the ramp and...

Big Time Saver!

Toss a SuperDragon grenade outside the left door. The guard will open the door and you can run through him while shooting. Go to the showers in the back, shoot the lab tech and hunt in the nearby cupboards for the uniform. Grab it, put it on, hide the gun and sprint like mad to the first autopsy lab.

At this point, you should have less than five minutes on the clock.

Don't kill anyone on the way. As you reach the security check door, the guard will let you in. Punch him, and then the lab tech by the greaseboard. Shoot through the glass to kill the lab tech inside and grab his keycard. Use either the Phoenix shells or grenades to deal with the guys who rush into the lab. As you get into the office, use shells or grenades to blow each of the cubicle walls. There's a guard behind each one.

Leave the area and head straight for the other lab, with no more than seven minutes on the clock. Kill the two guards hiding behind the second set of diagonal pillars, then the guard and Biosuit hiding behind the second set of cubicle walls. Run through the next door and open the door to the last lab. Stand there and launch grenades in all directions, not to yourself, of course, but saturate the area with them. Make sure all the guards are dead. Go to the last one killed and grab the final card, go through the last door, and you're done!

G. Cheats

Completing this level will earn you the X-Ray Scanner Cheat. Scanner is as Scanner does...

Completing the Time Trial will earn you the Play as Elvis Cheat. Now you can go through the levels (and cutscenes) as a short, wiry, big-headed Elvis! It's amusing to watch him act like Jo, but that's about the extent of fun on this cheat...

The Cheese Wedge is in the ducting above the showers. You can't get close to it, so if you really want a good look, use a scoped weapon.

Here's something found by Lex Sloet:

As you head to the showers on SA or PA, take the door on the right. After walking through the door, head about three-fourths of the way towards the wall. Turn left 90 degrees, put on your X-Ray Scanner and look up. You'll see part of the ventilation duct, and there will be something that looks like a visible keyhole on the duct. What does this do? Nobody knows...

Mission 4.3 - Area 51 - Escape

A. Overview

Now that you've got our little friend, a Maian, it's time to bug out of here. You'll have to drop off the alien somewhere, rendezvous with Jon, and get out somehow... You'll be at Jon's mercy a couple of times this level where he'll ask you to cover him, so be prepared.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (scope) - Starting ammo: 100.

SA : Alien Tech Medpack - This will already be used on the Maian in Agent, so you won't need to worry about using it.

In Mission:

A SA PA: Tranquilizers - Off the Biotechs.

A SA PA: SuperDragon - Off the Guards. You'll make good use of the Grenade Launcher in this level.

A SA PA: Remote Mine - Available if you're speedy...

PA: Alien Tech Medpack - You'll have to find the Medpack within the level now...

D. Opposition

Area 51 Guards - These guys are now alerted to your presence and will be out in serious force. Their SuperDragons will help you immensely.

Biotechnicians - There are a few of these guys left hangin around at the beginning. Don't let them drug you with their Tranqs...

E. Walkthrough

All: Oh great. You've liberated the Maian, only to find yourself in a lab full of nerve gas. You'll be safe once you hit the hallway, but you will take a small amount of damage. It's really unavoidable. You can carry around the Maian in the same way you carried the crate last mission. B to grab him, and B to let go.

Note: If you'd really like another scoped Falcon, you can turn around and head back into the lab. The two biosuits will have guns lying next to them. Pick up both scoped Falcons.

All: Turn right once you hit the main hallway. Behind the door are a couple of Biotechs. Hit them before they drug you and continue forward to a previously locked door. Holding the Maian off to the side can help quite a bit to open doors faster. Push the Maian into the room down the ramp and Jon will tell you to meet up with him. Go back up the ramp and turn right into the cryo lab. Kill the two Biotechs and move to the back and go down the ramp. If you deposited the Maian fast enough, you'll find a box with three Remote Mines inside at the bottom. Sweet.

All: On your right are three guards. You'll have partial obscurity by the wall, so use it when picking them off. After you finish, open the door at the other end of the room and head outside onto the catwalks, where you'll find a bunch more. About four guards will haunt this area. Defeat them and go to the door on the far end.

A: Inside you'll find Jon waiting patiently for you.

Objective 2 Completed! (A)

PA: The Alien Medpack is around here somewhere. Push the oil drum on the floor next to the glass and plug it from a safe distance. Activate the console inside, then run around the corner to the door. Open it, and grab the Medpack inside.

Objective 1 Completed!

SA PA: Continue through this room, around the wall, and to the left through multiple doors, finding solitary guards all along the way. Waste them all and head right. Deal with a couple more guards, cross a small catwalk and enter a small storage area where Jon will be hiding in a corner. Go up to him and go to the far door almost immediately to be ready to intercept three guards coming in. A grenade from your SuperDragon should do nicely.

Objective 2 Completed! (SA PA)

All: Stay close to Jon and eliminate any guards that happen upon you two as you head back. When you reach the multiple door area, four guards will jump out of one of the doors ready to nail you. Jon will stay behind and try to deal with them himself if you run ahead, and that'll get him killed quickly. Once you cross back along the catwalks and reach the room where you met the first three guards of the level, you'll find four standing in a bunch ready to receive your welcoming grenade launch. Don't keep them waiting.

All: Here, Jon will ask you cover him while he blows open an entrance to the secret hangar. The guards will come from the door you just went through, so stand back and be ready to launch grenades every time someone pops their head in. You should have plenty. Once Jonathan finishes, he'll back up from the wall he working on. Do the same as the wall will blow very shortly. Head through and rush down the ramp on the other side.

Objective 3 Completed!

All: This type of hangar should look a bit familiar to you. Turn around and head through the door closest to you. This is the room where you left the Maian.

SA PA: Run up to his hover bed and use the Medpack on him. It'll take a few moments, during which you'll be fending off attacks from the hangar, the hole you blew open, and the ramp you originally came down to drop the Maian off on. It'll be quite the mess, but stick it out and don't panic. In about thirty seconds, the Medpack will finish.

Objective 4 Completed!

All: The Maian will wake up, introduce himself as Elvis and suggest you all use his ship to leave. Deal with any guards close by and hightail it around the side of the hangar to the saucer. Make sure both Jon and Elvis get there. Elvis will explain that only two people can get out on the saucer. You have a choice here.

1. Let Jonathan do the opening of the hangar doors. All you need to do is cover him. He'll get out on a nearby hoverbike.

2. Look at Jonathan as he goes towards the consoles. You'll tell him to leave with Elvis. Activate the consoles yourself, then, grab the hoverbike, ride through the door to Elvis' room, then up the ramp to the main hallway. All the necessary doors will be unlocked and will open automatically. Ride all the past the showers and to the hangar. Go to the far left corner of the hangar and ride up to the main entrance area. Turn left as you enter the room with diagonal pillars.

Ride through the last couple of doors and you're out.

All Objectives Completed!

F. Time Trial - Under 3:50 on Agent

Rush Elvis immediately to his spot, pausing for a second or two to pop the two biotechs. Sprint like a madwoman to Jonathan's spot, making sure to kill the biotechs, but hitting guards on the fly. Make sure you have a SuperDragon when you meet Jon, because you'll need it to take out all the guards on the way back. Grenade the four-guard welcoming party in the room next to the Secret Hangar and let Jon do his thing. You should be close to two minutes after he finishes. Run through once the explosion clears and drop off the ramp and immediately rush to Elvis. Stop the cut scene right away. Clear any straggling guards, and then literally push Elvis so that he'll get to his spot by his ship faster. You should have not much more than three minutes on the clock at this point. As soon as Elvis starts talking, rush straight for the ramp and activate the two terminals yourself. This will still count as "you leave with Elvis, Jon gets out on the hover bike", so you're done!

G. Cheats

Completing the level earns you the SuperDragon Cheat. Carry something a little heavier than your Falcon into town...

Completing the Time Trial earns you the Invincibility Cheat. Yes, Goldeneye fans. The cheat that gave you so much trouble last time is only an Agent-level Time Trial away. Needless to say, nothing gets to you in this mode.

The Cheese Wedge is in the same place as it was in Area 51: Rescue. Head for the large hangar outside of the showers and cross the metal rafter. It's in the duct above the showers.

Mission 5.1 - Air Base - Espionage

A. Overview

Now, it's time to help the President, like you wanted to before this whole Elvis incident. There's no time to cancel his intended flight to Oslo from Alaska, so you'll have to tell him the bad news about Trent Easton on the flight. First, of course, you'll have to sneak aboard, which is no mean feat...

B. Objectives

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

C. Equipment

Starting:

A SA PA: Crossbow - The first mission without your Falcon in a while.
Of course, this mission is supposed to be an espionage type...
Starting ammo: 12.

A SA PA: DrugSpy - Even more sneaky than the Crossbow, this little bud
can take out the bad guys without being seen.

A SA PA: Horizon Scanner - You won't need it too much in this level,
since you'll be spending a lot of time inside.

You'll also start with 30 rifle bullets.

In Mission:

A SA PA: Dragon - Held by good guys...

A SA PA: DY357 Magnum - Held by bad guys...

A SA PA: K7 Avenger - Held by ugly guys...

A SA PA: Proximity Mine - Hidden near the beginning.

D. Opposition

Alaskan Guard: These white suits are actually good guys, guarding this
place diligently for the Pres. You can't just say, "I'm a CI agent,
can I see the Pres?" so you'll have to silence them without killing them.
They carry Dragons.

Head Stewardess: She's en route to the base and carrying her uniform in
a bag. You're to knock her out and assume her identity.

Office Suit: Stealing a suitcase from these guys is easy, as is
silencing them after you do so. Just don't kill them.

NSA Lackey: These guys standing around in dark blue uniforms know who
you are. You'll have to silence them as you come across them.

Sometimes they'll pull their Magnums.

NSA Bodyguard: Once you're made, and you will be, trust me, these
Avenger-wielding, black and white-striped suited baddies will be making
your life miserable.

E. Walkthrough

All: You'll start in hiding. No one will find you here, so you can
immediately deploy the DrugSpy and start knocking out the three Alaskan
guards standing around. You can also use your Crossbow, but if they
see you the guard on the far side of the door will go for the alarm,
ending your mission before it really started.

All: Proceed down the tunnel and you'll end up finding two more Alaskan
Guards and the Head Stewardess. Knock 'em all out, one way or the
other and pick up the bag with the uniform. Put it on and put your
weapon away. You can continue down to the end of the path near the
cable car exit and you'll see a box. This box contains a Proximity
Mine.

Objective 1 Completed!

All: Enter the base and the receptionist will greet you.

SA PA: Turn around and enter the elevator behind you. Go up, past the
two Office Suits and grab the case on the far corner. Knock out the
two guys and go back down.

All: Enter the area. Go down the escalator ahead of you.

SA PA: Off to your right is the conveyor belt where you'll drop your

suitcase. Switch to it and press B to drop it on the pad. You only have a limited time to do the next objective, so get moving.

Objective 2 Completed!

All: Run through the scanner to your right and to the next room. Knock out the NSA Lackey immediately. Bear right and run into the small hallway with flat pillars. Follow the hallway as it curves around to the right and go up the stairs at the end. First knock out the NSA Lackey with the Avenger, then the Alaskan Guard at the PC. Hit the button on the console.

Objective 3 Completed!

All: Now, you're in trouble. The NSA Bodyguards know you're here and you'll have to fight to get on the plane. All Alaskan Guards in the area will be promptly killed as the NSA takes over. This means there'll be a few extra Dragons lying around, although you may not have much time to grab 'em before being shot. Be very careful as you go downstairs. Many NSA's will come swarming around the corner, and some will appear from behind the pillar structures. It's tough, especially on PA, but you should kill them all to prevent shots in the back. Use the stairs as a shield when you reload. Once you killed them all, you need to board the plane. There are two ways to do it. There are a few ways to get to these two places, but I'll describe the most direct ways here.

A: You can't take Option 1. The door is locked.

PA: You'll want to take Option 1 regardless, as you have an objective in that area.

Option 1:

SA PA: Head back the way you came, around to where you met the first Lackey and open the door. Proceed through the office area.

PA: Go to the second door on your left. Continue onto the next room, shooting any guards, and then shooting the mine on the door to your left. It won't blow up the door, but it will blow up the glass next to it. Crouch through the glass, head to the far right corner, move the glass panel, then push the button under it. This will open the safe where you can get the flight plans. You'll wire these plans to Elvis during takeoff so that he'll be able to tail you in his craft. Grab them and leave the offices, shooting guards if they attack.

Objective 4 Completed!

SA PA: Go down the elevator at the end of the hallway. Once it stops, you'll be at ground level with the plane. Hit the elevator again and you'll ride up a floor. Exit. Turn left, and head to the shuttle to finish.

Option 2:

A SA: Go into the side hallway as you leave the pillared area. Kill the Lackey, and ride the freight elevator all the way down. Watch as you exit. There'll be two more guards as you round the bend, and a mess more on the platform ahead. Right now, you're at ground level. The plane's to your right. Behind you is a console. Shoot it and the

laser grid surrounding the plane will start to flicker. Carefully step through it and up to the cargo ladder to finish.

All Objectives Completed!

Final Note: A quick run around the side, and you're at the elevator that leads to the shuttle. This basically shows that either exit is available to all skill levels, but some are more convenient than others are.

F. Time Trial - Under 3:11 on Special Agent

Immediately, turn the corner and shoot the first guard. Shoot the other two in the front area as well. Run all the way through the cave and shoot the last two guards and the stewardess. Change and switch to Unarmed on the fly. Run inside, pass near the receptionist so she acknowledges you, and run into the elevator, which should be open after 40 seconds. Ride it up and take the case. Run back to the elevator. While waiting, the suits will walk right into your deadly fists. Take the elevator down, switching to the suitcase on the way, and run to the door.

Sprint straight for the baggage conveyor, drop off the case, then run through the scanner, around the hall and to the PC upstairs, punching out the NSA Lackey who identifies you. Disarm the NSA Lackey and hit the PC immediately. Hop downstairs, pulling out the Avenger, and run screaming to the elevator in the office area. The freight elevator is closer, but the office elevator is far faster. Lay down suppression fire whenever you need it, and hit the elevator. Odds are it'll take about 15 seconds, so be sure to turn around and dispose of anyone on your tail. Ride the elevator all the way down. Immediately hop out and run around to the left, up the series of stairs, shooting guards along the way, past the elevator, and into the shuttle.

I've been told that, once you reach the bottom, you can activate the elevator again and you'll ride back up to the shuttle area. I've never been able to get this to work, I've always had it ride all the way back up, but if you can get it to work, more power to you...

G. Cheats

Completing the level earns you the Team Heads Cheat. Now, whenever you fight Simulants in Multiplayer, you'll be facing off against members of the Perfect Dark team.

Completing the Time Trial earns you the Unlimited Ammo - No Reloads Cheat. This is what unlimited ammo's REALLY about! Just hold down the Z button and make some holes, won't you?

The Cheese Wedge is outside, on the other side of the tunnel. Go to the area where the Proximity Mines rest and you'll see mountains. Pitch down and you'll see water. Equip the Horizon Scanner and zoom down to a corner in the water and you'll see the cheese.

Mission 5.2 - Air Force One - Anti-Terrorism

A. Overview

You're on the plane now. The President is somewhere here. Unfortunately, neither he nor his Security force suspects a thing. Your disguise will hold up for a bit here, but some may become suspicious if you enter restricted areas. Your main goal is to get to the Pres and get him out of there. Of course, nothing ever goes as smoothly as planned.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Combat Boost - On this level, I don't find these particularly useful. If you feel like using them and getting several seconds of improved reaction time, go ahead and use them. You start with 2 of them.

A : Laptop Gun - This covert assault weapon will be perfect in the tense situation that is this mission. Starting ammo: 100.

A : Suitcase - This snappy Samsonite holds the evidence against Trent Easton, which you'll have to present to the Pres.

A : Timed Mine - You never know when some heavy explosive might come in handy on a plane.

Like in the Carrington Villa, you start with 100 9mm bullets, then are given a gun's worth of bullets for "picking up" the Laptop Gun.

In Mission:

SA PA: Suitcase - This, and all the items in it, will have to be found in the cargo bay.

SA PA: Laptop Gun

SA PA: Timed Mine

A SA PA: Cyclone - The ridiculously fast bodyguard weapon makes an appearance here.

A SA PA: K7 Avenger - This assault weapon is so nasty, especially when you're facing down the wrong end of it...

D. Opposition

Presidential Security: These gray-suited good guys will only regard you as a threat in the short window of time between you infiltrating the Presidential Suite, and when you find the President. They carry Cyclones. After you find the President, they become your buds.

Steward and Stewardess: They know who their staff is, and will get yelpy when you show up. Knock them out.

NSA Bodyguard: They're still here, and still carry K7 Avengers.

Mr. Blonde: Finally, you'll get a chance to tango with these strange white-suited men. They carry K7 Avengers, too.

Trent Easton: He's on board the plane, but he's a bit cowardly when facing up one on one against your kind.

E. Walkthrough

There are two places you can start this mission. Neither are too far apart. If you entered by the shuttle, you'll start out on the Main deck. In front of you will be a dumb waiter. This leads to the kitchen, and on the far end will be the cargo bay, where you'll start if you entered using the cargo ladder.

A: If you're not already there, head to the starting point on the Main Deck and open the rather ornate double doors.

SA PA: If you're not already there, head to the cargo bay. Go to the front of the plane, away from the kitchen. You'll see a guard standing next to a Cargo Bay lift. Knock him out and retrieve his key. Hit the button on near the lift and grab the Suitcase that comes up. Grab it and head to the Main Deck starting point via the dumb waiter and open the ornate double doors.

Optionally, you can lower the Jetbike in the next room into the cargo hold using the guard's key. This may come in handy on the next mission.

Objective 1 Completed!

All: Enter the Presidential Suite and immediately run upstairs, avoiding the Security that might fire on you. As you reach the top, turn left, and then left again. Enter the door straight ahead to meet the Big Cheese himself. You'll explain the situation, show him the evidence, and be jostled as an unknown craft attached an umbilical tube to yours. The NSA have arrived it seems.

Objective 2 Completed!

All: Time to leave, Mr. President. Head back down the way you came, eliminating the bodyguard at the foot of the stairs, and the other one just behind the exit doors. Forget the tube for now. Just worry about the Pres. Take the left door into the cabin, eliminating the two guards that are there. There's also a Security man who may be able to help, but don't count on it. Continue through to the next hallway, then to last cabin, where Trent will be flanked by two Mr. Blondes rooted to their spots. Off the Blondes, and watch out for more NSA coming through the left door. You should kill about five guards. As you pass through the final left door, turn right and drop down the hatch in the plane. Open the door right ahead of you and eliminate the guard on the other side. Run up to the small chamber ahead of you. If the Pres. is still alive, he'll track you here and run into the capsule in this chamber, so don't bother waiting for him.

Objective 3 Completed!

All: Continue on past the capsule room and you'll end up at the kitchen again, soon. Get in the dumb waiter in the kitchen and ride it up to the outside of the Pres. Suite. Throw the Timed Mine into the tube on your right, after plugging the guard.

Objective 5 Completed!

PA: Enter the Suite. Listen. Hear that engine sound? That means trouble. Run up the stairs and bear right. Enter the door on the far wall, shoot the guard, go through the next two doors and shoot the last guard. The pilots are dead. All you can do is jam your thumb on the flashing red button down between them to activate the autopilot.

After all this has happened, the mine will blow, but it won't be enough to detach the tube. Jo will ask Elvis for some help. His weapons will, unfortunately, malfunction. He'll be forced to crash into the tube. This can't end well...

All Objectives Completed!

F. Time Trial - Under 3:55 on Perfect Agent

You'll need to start in the cargo bay to get this time. Run immediately behind you into the cargo bay, punch the guard and raise the case. Jump down and grab it as it comes up to buy yourself an extra second. Run to the kitchen and punch out the two flight attendants. Hit the dumb waiter. Ride it up. Head immediately for the Pres. After your conversation is done, dash for the lower floor. Be sure to take out all the guards, as you don't want the Pres. to get winged. After you drop him off, toss the mine, and head for the cockpit. There really isn't a big trick to this level. If you're skilled enough to tackle the level normally, you shouldn't have too many troubles doing it a bit faster and more efficiently.

G. Cheats

Beating the level earns you the Laptop Gun Cheat. Handle my fave like a pro. It'll be even nicer once you earn the next cheat.

Beating the Time Trial earns you the Unlimited Ammo - Laptop Sentry Gun Cheat. Oh yes. Toss the baby on the floor in a crowded place and duck!

The Cheese Wedge is in the room that leads to the escape capsule. It's not hard to spot, but easy to miss as you're usually in a hurry when you're here. It's on a platform with gas tanks right in front of the capsule door.

Mission 5.3 - Crash Site - Confrontation

A. Overview

Air Force One is down, as is Elvis' Maian Saucer, and the strange ship that held you all captive. There's a jamming signal blocking your communications, and you're all alone in the snow. No one else is around, and you've been knocked out of your disguise and back into your Arctic garb. Time to find out where and in what condition everyone is...

This mission has two major areas: the open area, where it's easy to lose your sense of direction, and the caverns, where you'll have no idea where you're going. Stick to my directions and you should be fine... Hopefully...

B. Objectives

1. SA PA: Retrieve the Presidential Medical Scanner
2. A SA PA: Activate the Distress Beacon
3. PA: Shut Down the Enemy Jamming Device
4. A SA PA: Retire the Presidential Clone

5. A SA PA: Locate and Rescue the President

C. Equipment

Starting:

A SA PA: Falcon 2 (scope) - Did you miss it? Starting ammo: 50.

A SA PA: Remote Mine - Useful for clearing crowds, but PA's might want to save them for whatever's jamming the communications. You start with three.

A SA PA: Night Vision - There are some dark caverns around. Best to carry this, just in case you need to do some spelunking...

A SA PA: Horizon Scanner - The binocs will become a bit more useful here, with all the wide-open spaces.

A : PresScan - This is a lot like an R-Tracker. It'll sniff out the President's location in the same manner.

You also start with 100 rifle bullets.

In Mission:

A SA PA: K7 Avenger - Standard Guard Weapon for this mission

A SA PA: Sniper Rifle - Another guard weapon, but found a little less frequently.

A SA PA: Proximity Mine - A present from your Maian buddy if you find him early.

SA PA: PresScan - You'll have to find it.

A SA PA: DY357-LX - This powerful magnum is held by one person in particular. You'll become the Woman with the Golden Gun while you hold it...

D. Opposition

NSA Bodyguard: Still here. Still with Avengers. That's a big bodyguard force.

Mr. Blonde: The ones patrolling above ground have Sniper Rifles, while the ones inhabiting the cave carry Avengers.

Drone Guns: There are two of these buggers posted by the jamming device. Eliminate them from afar or from behind a wall.

Sentry Robot: There are four of these guarding the President. They don't have shields like the one in Chicago, and can be taken out with sustained gunfire. Their lasers still hurt, though...

Trent Easton: The Director of the NSA has the Pres. at gunpoint himself. With his DY357-LX, the mission can be over in one shot. You'll need to drive him off somehow.

E. Walkthrough

All: OK. Here you are in a snowfield. If you dropped the bike down the hatch in the last level, it'll be behind you on the snow. You can use it for a little extra speed if you so desire, but it kinda spoils your aiming as it bobs up and down. Your choice.

All: Behind you as you start is a small ravine with a patrol of two NSAs and a Blonde. Shoot all three and continue down the slope and follow the cliffside until you reach a log across the canyon. Cross it, then run straight ahead to find the glowing lights of Elvis' saucer. He'll give you a Proximity Mine for coming to visit. You have to do this before completing any objectives to get the mine, however.

A: There's also a Shield next to this ship.

All: Go back across the log and to your starting point. Follow the right wall as it corners to the right. There are two NSAs out here watching over the downed capsule. Fortunately, they're backs are turned. Sloppy... There's also a two NSA, one Blonde patrol coming around the bend to your left. Dispose of them all, and then hit the red glow on the capsule.

Objective 2 Completed!

SA PA: Head for a small passage on your right as you enter the capsule area. You'll see the majority of the downed Air Force One here. Go to the starboard side of the plane (left from where you're standing) and find the scanner (a suitcase) in the snow. It's on the far side of a small hill. Grab it and turn it on.

Objective 1 Completed!

All: What's this? Two blips on the scanner? They finally did it! They cloned the President! Apparently, the clone was on the alien ship waiting switching with the real Pres. and is now trapped down here with everyone else. You need to find him and make sure he makes no more executive decisions. Go back the way the second patrol came from and follow the slope down to a ravine area. There'll be two NSAs on patrol here. If you're noisy about it, two more may show up. Try not to be.

PA: Before dealing with the clone, let's do something about that jamming, OK? As you finish off the guards in the area, you'll see three ways out. Take the way on the far right. You'll come to a short drop to a ledge. Two guards will be patrolling this ledge and the cavern beyond. Take them out. Follow the cave all the way until it ends at a clearing. On your right will be the two drone guns. The far one won't see you, but the near one will. Take them out, shooting the near one with the Sniper Rifle as it's partially in sight.

PA: Look at the bottom of the hill. So, the jamming device IS the UFO. Exterminate the two NSAs near the ship, and toss two Remote Mines on the ship. Back up a considerable distance and slap the B and A buttons together to make one dandy fireball. After you're done, head back the same way you came. You'll be able to climb back up that short drop, so don't worry.

Objective 3 Completed!

All: Note the three exits from the area. Take the center one. You'll know you're going the right way when you see a rock pile ahead of you and a large opening in the rock wall off to your left. Head for that opening, and you'll see a big hole in the ground. There are four NSAs surrounding this hole. This is a good place for the Prox Mine. Place it at the opening in the rock wall and shoot the furthest NSA, who should be visible. The remaining three will come over and get blown up by the mine, or will be shot by you, whatever.

All: Go over to the hole. Look down with your Sniper Rifle. You'll see a guy who looks like the Pres. but he'll not be wearing a jacket and his tie will be loose. That's your man. Take aim and send him to that big White House in the sky. Eliminate the Blondes guarding him if you can. Otherwise, wait patiently for them to come around to you where you can pick them off as they come down to this area.

You've just saved yourself a trip through the dark and dangerous caverns!

A SA: You could've gone down there if you wanted a Shield, which is lying right next to the clone.

Objective 4 Completed!

All: Climb the slope to your right. It'll enter a cave. This one's decently lit, so don't worry. You'll walk by a small opening to your right. Look down and drop your last remote mine on the robots down there. You should take out one. Two if you're good...

All: Follow the slope as it curves down and to the right. Eliminate the rest of the bots by hiding as you come upon them and emptying a magazine of Avenger fire. You'll eventually run into Trent and the Pres. You'll need to scare Trent off. You can either shoot him until his shield turns green, or you can Disarm him and steal his Magnum. You'll have to be fast for the latter, but you do get that lovely gun...

All: Make sure the Pres. is following you, then head back up the slope you came in on. Make a sharp right into a small tunnel and follow it up to the surface. You'll see three rock formations ahead. Head for the furthest one. Behind it is Elvis' saucer. Once you touch the saucer, you'll get verbal confirmation from Jo, and the Pres. will head straight for it, leaving you free to go waste guards without having to lead him around. Once he reaches it, the cut scene will start. Jo will console the Pres. on what a lousy day it's been, while Elvis fixes up his ship. He'll tell Jo about the Pelagic II, which Trent and DataDyne wanted to use to do some deep-sea investigation. She'll mention Trent isn't going to be a problem anymore. The scene cuts to Mr. Blonde informing Trent that he's a flawed device and no longer needed. Trent threatens Blonde, drawing his gun, and cautiously steps back as the "Scandinavian freak" advances on him. Suddenly, there is some distortion and Blonde's form fades, replaced with that of a vicious alien creature, a Skedar, mortal enemy of the Maians. The Skedar rakes his claws across the astonished Trent, lets him fall, then walks off, reverting to his disguised state.

All Objectives Completed!

F. Time Trial - Under 2:50 on Agent

Using the jetbike here would help a lot. Hop on and head straight for the distress beacon, capping the two guards in the area. Hit the beacon while still on the bike and ride to the passage to the caverns, taking out the patrol on the way, being sure to grab the Sniper Rifle that the Blonde has. As you reach the hole area, hop off the bike, eliminate all the guards surrounding the hole, and snipe the Clone from above. Immediately, head for the cavern on your right that will lead you down to the President. Eliminate the sentries, scare off Trent, make sure the Pres. is following you, and dash to Elvis. There'll be several guards on your back, so stay sharp.

G. Cheats

Completing the level earns you the Perfect Darkness Cheat. Any level becomes really dark and you get a pair of Night Vision Goggles for your

trouble. It's a cute cheat.

Completing the Time Trial earns you the Trent's Magnum, or DY357-LX Cheat. Will anyone mess with you now that you're packing the ultimate heat? Of course, but they won't live to regret it...

The Cheese Wedge is in the area where the majority of the crashed plane is. Find the Mr. Blonde standing in the area, and search the wall behind him. There's a crack in the wall. Look as far as you can into the crack and you'll see a yellow speck. Zoom in and you'll see your cheese.

Mission 6.1 - Pelagic II - Exploration

A. Overview

Well, DataDyne and the Skedar couldn't do it the normal way, so they just decided to hijack the Pelagic II without proper clearance. You and Elvis need to get in there, disable it, and just maybe find out what's going on below the depths...

This level can get VERY confusing. It was bad enough having lots of wide-open space, but it's even worse to have a whole bunch of connecting rooms that connect to each other in a billion different ways. Follow the directions to the letter so you don't get lost.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (silenced) - Starting ammo: 100.

A SA PA: Laptop Gun - A little heavy support for this mission. Sentry Gun can come in handy, although it's not all that necessary. Starting ammo: 100.

A SA PA: N-Bomb - A LOT of heavy support for this mission! These guys can be good room incapacitators... You start with three.

A SA PA: X-Ray Scanner - You'll need it to find out what to push when shutting down the power, and it's always handy if you wanna see if anyone's trying to hide from you.

In Mission:

A SA PA: CMP150 - Did you miss it? Standard guard weapon.

A SA PA: DY357 Magnum - One of the noncombatants is carrying this concealed.

D. Opposition

Pelagic II Guard: Yep. The only opposing force is these guys who look like they belong on a farm milkin' cows... Don't underestimate them,

for they're as skilled as the next guy is.

Pilot and Scientist: Noncombatants. These guys are carrying and are able to operate useful things. One will pull a Magnum.

Camera: There are four on this ship. Two are in the power plant area, another is in the research area and the other is in a room further on from the power plant.

E. Walkthrough

Two notes about this level:

One: There is an alarm system on board. There are activating terminals in almost every room on the first deck you start on. Watch for a guard that says something like "Activate the alarm!" or "Warn the others!" He'll then run for the nearest alarm panel. Kill him before he gets there. If the alarm is activated, it can be shut off, but the trip will be made much harder with an increased number of guards appearing throughout the ship.

Two: You CAN shoot through the windows on the doors in this area. The bad guys can't shoot back, fortunately. Use this to your advantage when proceeding, as it'll seriously come in handy.

Ready? Okay.

All: You and Elvis will enter the area. He'll take off to go "secure the perimeter" as he puts it. Yeah, right. Probably looking for a pub to knock back a few. Anyway, you'll be on your own for the majority of the mission. Open the first door and plug the unsuspecting guard with his back turned. Head down the ramp and take out the other guard around the bend before he can activate the alarm.

All: The next room is a bit tricky. There are four guards in the room, and they're not placed well enough for you to be able to pick them off one by one and not get the alarm activated in the process. Not without losing some health at least, a luxury you don't have much of on PA. This is a good place for one of your N-Bombs. Hide on the left side of the door, duck down, and lob the bomb as far back in the room as you can, since one of the guards is rather far back. As it blows, take out the guard standing right in front of you just in case the bomb doesn't. Odds will be that the guards will either be down or have no guns, making picking them off a snap as they will immediately try to retrieve their weapons. Unfortunately, there's a chance that a guard from a ways away will show up and try to ruin your day. Prove he can't do that.

All: Right. There are two other doors out of this area. Take the left one and you'll enter the main power area. First, shoot the camera on the left wall of this room. Then, put on your X-Ray Specs. The column will have eight terminals, four green and four red. Activate all four green terminals and run downstairs. Shoot the camera behind you as you hit the bottom, then activate the master switch on the big tube sticking out from the bottom. Run back upstairs and out the door you came in. Turn left and go through the door.

Objective 1 Completed!

SA PA: You'll have to eliminate all the guards in the next area ahead to prevent alarm trips and reach the Moon Pool operation room. Start by pegging the first one from behind the window (he has Double Falcons

if you haven't tripped the alarm), then the next that comes to investigate. Pull out your Laptop Gun, turn left, and go around the adjoining rooms in a clockwise circle, systematically eliminating the guards in the rooms ahead before they can get to the alarms. Once you're done, (it's not easy) enter the hallway with a door that goes off to the side. This is the Moon Pool operation room. There are four guards in here if the alarm was tripped. Eliminate if need be, then go to the right side of the room and activate the monitor on the wall. This'll raise the deep submersible for you. Return to the point from where this paragraph started.

A SA: There's a Shield on one of the crates in the Lift room.

Objective 4 Completed!

All: Go up the set of stairs to the yellow hallway.

PA: Turn left and open the door. Take out the prying camera on the right wall ahead. On either side of you is a door. Switch to Pistol Whip or Punch and go into each of the two rooms. There is one scientist on the right side and two on the left side. They'll all go down in one, and none will attack, but they will try to bug off. Follow them if they do, they usually head upstairs. Grab the disks they drop. Head back to the first yellow hallway.

Objective 2 Completed!

All: Take the stairs up and eliminate the two guards on the landing. Proceed further up and you'll happen upon the control room. Get all tough-looking, then walk up to the pilots and you'll tell one to shut off the autopilot. While he does that, another will try to shoot him. Punch the shooter before he gets too far. After you silence him, tell the pilot to shut off the GPS. He'll go over and do that. Now, the ship won't be too helpful to DataDyne anymore.

Objective 3 Completed!

A: If you desire a Shield, head out the door on the far side of the control room. Eliminate the two guards, go straight ahead, and pick it up on the deck outside.

All: Head back downstairs and take the door on your left as get to the yellow hallway. Prepare for a bunch of rooms of death ahead. You'll reach a series of yellow rooms that will have guards placed behind boxes. You'll have to proceed right and around, eliminating the guards in the rooms ahead. There'll be half as many if you haven't activated the alarm. In the first room, head right to the next room, then proceed through eight more rooms. Use the windows to pick off guards to make it far easier. The eighth room has two means of exit. Take the one that will be on the left, which will lead you to the Moon Pool Room.

A: Elvis, bless him, is already here prepping the place for your descent into the depths. Follow him to the ladder to finish the level.

SA PA: Time to go find Elvis. Retrace your steps all the way back to the main power room. Take the lower door out. Go into the next room and through the door with the drawn shade over the window. You'll have the lion's share of guards as you proceed, so stay alert. The first

room, in addition to a guard right in front, has a camera on the left wall, and another guard around the last corner. The next room has a guard visible through the window, and the third has two visible through the window. Descending the stairs will get you into even more trouble. You'll have four guards on you in short order. A good strategy is to retreat to the last door after scaring them up and hiding behind it, shooting through the window.

SA PA: Down the stairs, and around the square-shaped hall, you'll find two more guards guarding the top of another set of stairs, two more at the bottom, and a fifth behind the door at the bottom. After all that's done, proceed through to find Elvis in one of the worst rendezvous points in gaming history, at the bottom of the ship. He'll ask you where you've been. Resist the urge to blast him... Follow him out and, through the yellow corridors, and back to the Moon Pool room to complete the level.

All Objectives Completed!

SUPER GREAT ULTRA TRICK!

In the Moon Pool lift activation room, you CAN open the door to the Moon Pool. Simply put on your X-Ray Scanner and find the console on the other side of the wall. Activate it and the door will open. To actually get the "Objective complete", you have go towards the door on the right, the way you normally come in.

F. Time Trial - Under 7:07 on Special Agent

With the trick of opening the Moon Pool door from the other side, this Time Trial isn't that hard at all.

You'll want to use the Laptop for most of your work here. Refills are readily available. It's fast, accurate, and has a bigger magazine than a CMP. What more could a girl ask for?

Be sure to shoot all the guards near the alarms. Tripping alarms at this point is seriously bad for your health and your time. Use the N-Bomb in the usual place. It seriously helps and is less detrimental to your health than just blasting. Go to the Power Room after your done. Shoot the upstairs camera and the guard, and go to work, using the Pause Menu to switch on and off the Scanner. Go out the way you came in, and head for the system of rooms with alarms. Go counter-clockwise, methodically killing all the guards. Once you're done. Enter the Lift Room and hit the console. Run back up to the GPS and Autopilot room using the two sets of stairs, deleting the guards in your way. Get the pilots to do their thing and head back down.

Take the stairs in the alarm complex down one level, exterminate the two guards, then make your way to Elvis, killing everyone. Once you find him, run back up to the Moon Pool room, put on your X-Ray specs, activate the door from the other side and you're done!

G. Cheats and Other Stuff

Completing the level earns you the classic Enemy Rockets Cheat. The bad guys will now be heavily armed with Rocket Launchers. Be sure to duck and cover...

Completing the Time Trial earns you the classic Unlimited Ammo Cheat.

The same one from Goldeneye. You have unlimited bullets, but you still have to reload.

The Cheese Wedge is in the third room, the one you start in being the first. This is the room where there are several guards and you should use an N-Bomb. Stand in front of the door to the Power Room and look down. It'll be under the grating.

Mission 6.2 - Deep Sea - Nullify Threat

A. Overview

You've found what the Skedar and their puppets, DataDyne have been looking for, a living weapon on the bed of the Pacific Ocean. This monstrosity is capable of separating the weak nuclear forces of molecules and dissipating them. DataDyne would be all for having a weapon of such power, except they don't know that, before the Maian home planet is targeted, the device will be tested on Earth...

It's up to you and your little buddy, now. This is big. Really big. This ship isn't all that confusing, but it is a bit intimidating. There are alien methods of getting around the ship, but don't sweat too hard, it's not all that hard to figure out. Elvis will do most of the grunt work anyway. Get Dr. Carroll out too, while you're at it.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (Scope) - Starting ammo: 50.

A SA PA: Shotgun - Expect heavy resistance in this area. A big gun might be just what you need to even the odds. Starting ammo: 100.

A SA PA: IR Scanner - Word leaked out that some soldiers are using Cloaking Technology here. Use this Scanner to spot them easily.

PA: Backup Disk - You need to actually use the disk to restore Dr. Carroll.

You'll also start with 50 Farsight Orbs.

In Mission:

A SA PA: CMP150 - One of the guard weapons.

A SA PA: Proximity Mine - Available for speedy killers.

A SA PA: Farsight XR-20 - Elvis gives you one of the best gifts imaginable. What a guy.

A SA PA: K7 Avenger - Only a couple of these are around.

D. Opposition

Pelagic II Guard: DataDyne has the remainder of their troops stationed

throughout this ancient ship. They still have CMPs.

DataDyne Stealth: They'll have purple sniper garb, but that won't mean much since they're carrying Cloaking Devices and either Shotguns or CMPs.

Mr. Blonde: He's really not fooling anyone anymore, but I guess they decided human form would help with human weapons. One carries a CMP. Two later carry K7 Avengers.

Skedar Workers: Your first brush with the real Skedars comes in the form of these little guys. They're not very resilient, but they are quick and their jump attack hurts. These are actually what Skedar look like. Bio-armor and cybernetic enhancements are attached to the Warriors to give them a much more fearsome look.

Automatic Guns: It may be a million years old, but the automatic guns on this ship are still quite active and can pack a punch.

E. Walkthrough

All: You and Elvis will come down here using the deep submersible and will find the place deserted. Head forward while Elvis tails you, Farsight loaded. Put on your IR Scanner as you pass through the second door. You'll hear the unmistakable sound of cloaking devices being activated. There are three Stealths with Shotguns in this area, while there are two more further ahead in this large room. The Scanner should make them easy to spot, but it won't make their guns hurt any less. Elvis will provide considerable backup with his gun, but don't be afraid to rush right in and Double Blast the bad guys, either. This is a place where a lot of health can be lost.

All: After dealing with the crowd here, continue onto the next green hallway, eliminating two Stealth Shotgunners at the entrance and two more rushing from either side. Get the left one if you can, because if you shoot him before Elvis does, he'll drop a Prox Mine. Proceed down the hallway to the right, where you'll encounter three basic guards, finally. The door ahead of you is locked, so head down the slope to your right. Keep an eye open for guards crawling all over this compact area. Let Elvis shoot a few so you can conserve ammo. The guards usually go for you first anyway.

SA PA: As you proceed, you'll see darkened lantern like objects. Shoot them to light them up and to open doors leading ahead.

All: When you reach the large room, you'll find a Mr. Blonde and two guards. Waste them, and let Elvis reactivate the teleportals so you can get around the ship.

Objective 1 Completed!

All: Return to the locked door area. Watch out for two Stealth with CMPs. They appear as soon as you get the message that Objective 1 is complete. Proceed through the door.

A SA: Head left and pick up the Shield at the end.

All: Head right and through the door. Proceed straight and into the teleportal. Once you reach the other side, Elvis will hand you his Farsight (sweet!) and ask you to keep the Skedar off his back.

A: You're now in the auxiliary control room area. Proceed through, eliminating the little Skedar along the way, or allowing Elvis to do it with his Phoenix. The Farsight really won't help you that much. Pass

the around the circular pit, avoiding Skedar that jump out of holes, and take the right door when you have a choice of two. Elvis will go up to the controls to sabotage the ship. Watch the vents on the walls for Skeds, and wait patiently for him to finish. When he does, proceed outside, take the last door and jump in the teleportal.

Objective 2 Completed! (A)

SA PA: You're in the engineering section of the ship. There are three guards in the next room patrolling the S-like catwalks. Take them out in the normal fashion or with the Farsight and proceed to the next room, eliminating the three guards there as well...

SA: Elvis has to do the sabotage work, so you probably won't be able to use the Farsight. Use his shorter legs to your advantage and run ahead of him, bearing right as you enter the second three-guard room. Take out the guards as you go down the spiraling ramps and you'll enter the main reactor room. Elvis will get to work from there. Watch the vents on the sides of the room for Skedar. Use the IR Scanner to make them easier to see. When Elvis finishes, run back up the ramps and exit via the teleportal on the far side of the big room.

Objective 2 Completed! (SA)

PA: Turn left after eliminating the second three-guard room. Run through the teleportal. You're now in the main weapon power chambers. The Farsight really shines here. Use it immediately to blow the five pods surrounding the very next room. This'll open the door on its far side, relieving you of dealing with the Skeds that will attack once you enter.

PA: Enter the hallway and stop once you reach the next door. Behind it is an automatic gun that'll really hurt you and Elvis. Pick it off with the Farsight. Stop at the next door. There are Skedar surrounding the power generator in this next room. Deal with them first, then blow the large generator with the Farsight. You probably should even take the opportunity to blow the next two generators almost straight ahead but further back. Deal with any stragglng Skeds, then proceed all the way to the third generator room.

PA: Go to the door and look through it. Take out the Gun on the ceiling ahead, then pan right and take out the gun at the top of the larger room. Switch your Farsight to Target Locator and it'll focus on one of two cylinders that are concealed behind walls. This'll destroy the main weapon, but you won't be finished in this area.

Objective 2 Completed! (PA)

PA: Go to the door outside the room with the cylinders you just blew. It's locked. Focus your Farsight down the hallway and you'll find the last two power generators. Blow them from a distance and head for the exit as it opens. Blowing up the last generator triggers the release of infinite Skeds, and you don't want to be around for that party. Enter the teleportal.

All: You're back on the first part of the ship, on the other side of this door is the primary control room, and beyond that is the hall where you entered the first teleportal, just to get you in a sense of where you are.

SA PA: Two Mr. Blondes are guarding Dr. Carroll are in the control room. Use either the Farsight or more conventional weapons to eliminate them.

Objective 3 Completed!

All: Enter the control room and approach Dr. Carroll.

PA: Pull out the Backup Disk.

Objective 4 Completed!

All: After a brief struggle, Dr. Carroll's original personality will take over and he'll be back to his normal self. He'll explain to you that he can't stop the program that will bring the ship back online. Even with the weapon temporarily disabled, the Skedar know enough of the ship's design now to be able to repair it should they get it off this planet. Dr. Carroll can't allow this, so he's decided to destroy the ship, along with himself. Jo doesn't want to allow this, but with the Dr.'s words and Elvis pulling her along, she realizes she has no choice.

All: You have only a minute to get out of here. Turn right and run back along the hallway. Open the door that will be on your left. Behind it will be three suicidal guards. Give them their trip to the Great Beyond sooner than they expected and run like a demon to the entrance. You only need to make it as far as the first room with the Stealth Shotgunners and that'll be far enough to avoid the blast of the ship.

All Objectives Completed!

What's this? Another cut scene without a mission briefing in between? Well, you did end the threat to earth by destroying the Cetan ship, and it looks like you'll finally make formal contact with the Maian delegation at the White House with the President. Everything's happy now... ^_^

OR IS IT???

With a crash and a boom, Jo will realize that the CI is under attack. Despite the possible harm that'll come to that fetching dragon-print dress, she'll have to defend the Institute from attack. She grabs one of the guard's guns, runs upstairs and witnesses a Skedar Warrior bursting through the main entrance to the CI. You'll immediately jump into the next mission at this point.

F. Time Trial - Under 7:27 on Perfect Agent

Speed isn't that much of a factor in this Time Trial. You do have to be a fast mover, of course, but you won't often be called to rush through battles to get this Time Trial complete, which is a big help.

Immediately pull out the Shotgun, set in on Double Blast, turn on the IR Scanner, and run into the first battle room. Take out the three guards by making sure your sights are on them before you blast. Take out the two on the far end in the same way. Proceed through the doors, catch the two guards on the other side with a double blast, and dispose of the other two. This first part is probably where you'll lose a good portion of your health, so don't be too frightened if you lose more

than half your life. The rest of the level is easier on your health. You should have about 1:00 on the clock.

Head down the ramp and take out the three guards wandering around with Falcon shots. Make sure Elvis is following you, and proceed to the corridors, blasting guards and lanterns with the Shotgun. Don't be too reckless. Just be methodical and be sure to drop them all. In the teleportal control room, run around inside to spoil the guards' aim and shotgun them to kingdom come. As soon as Elvis mentions the teleportals, run like the dickens to the first one. You should have between 2:30 and 3:00 on the clock.

Elvis will already be on the other side and will give you the FarSight. Keep the Shotgun for now and double blast the three guards in the next room as you get near to them. Run into the next teleportal room, blasting guards on the fly. It's not necessary to kill the guards in this room. Just reach the teleportal and you won't have to deal with them.

Switch to the Farsight. From this side, blast the five pods in the next room. Once that's done, run to each of the next three generator rooms, blowing them by looking through the door first and shooting. Don't worry about the Skedar Workers running around yet, although you might want to take a passing shot at the solitary ones in the hallways. Once you reach the next gun room, blow it from the other side with the Farsight, then take a defensive position in this corridor to receive oncoming Worker attacks. Wait until Elvis arrives, then blow all the rest of the stuff from here (the last gun, the two pods to blow the weapon, and the last two power generators), and take off for the last teleportal.

Use the Farsight to kill one of the Mr. Blondes guarding Dr. Carroll through the door, then wait for the door to open and hit the other as it walks through without aiming. Immediately switch to the Backup Disk, and use it. Stop the cutscene. Switch back to the Farsight and put on the IR goggles. This way, you'll be able to see the two cloaked enemies that will be waiting for you on the other side of the last door. Shoot them through the door, then open and close the door to "spawn" the last three guards. Shoot them with the Farsight if you can. If not, you can just run past them and to the exit. Either way, run like mad to the exit before the timer goes down.

G. Cheats

Completing this level earns you the Jo Shield Cheat. What's to say? You start with a normal shield at the outset of the level.

Completing the Time Trial earns you the Farsight Cheat. Amaze your friends! Fool your enemies! Enjoy being able to blast the entire level up without having to move your feet one bit!

The Cheese Wedge is almost right at the beginning. You'll probably need to activate the Sniper Rifle Cheat for this. On your left and right of the tube you start in, you'll see water through the glass. Focus on the left side and look at the far wall near the corner. The Cheese will be half-buried in the ocean floor.

A. Overview

Aw, great... Just when you thought things would quiet down for a bit. It looks like the Skedar and DataDyne are a little sore about your success in thwarting them. You'll need to get everyone out and help out in whatever way Dan needs you to during the course of this mission.

It would be very helpful for you to memorize the CI in the training manner. Particularly, get a feel for the lower basements, the position of auto guns and their terminals, the location of people in the building and generally how to get around.

Also of note is that there are several fully armed CI agents dotting the area. Don't kill them, please. It may be tough as both CI and DD wear blue. CI agents wear blue and gray, while DD Infantry wear blue and black.

B. Objectives

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

C. Equipment

Starting:

A SA PA: AR34 - This CI rifle you grabbed from a guard will be your major weapon as you run through the Institute. Starting ammo: 200

A SA PA: Laser - Never let it be said that Jo goes places without a weapon. This can also be used as a cutting tool.

A SA PA: Combat Boost - She must have been expecting trouble. Jo carries a couple of boosts to help her as she moves through this tense situation.

A SA PA: Data Uplink - She thinks of everything, doesn't she? The virus on this little friend may come in handy.

You'll also start with 300 pistol rounds and 400 9mm rounds.

In Mission:

A SA PA: K7 Avenger - The DD Assault Rifle will put some serious holes in you if you're not careful.

A SA PA: Devastator - Be thorough about your hostage saving, and you might just get a little gift.

A SA PA: RC-P120 - You'll mostly be using this beauty for its cloaking abilities. Better to avoid fights than take it on the chin all the time...

A SA PA: Mauler - The Skedar pistol is present in all its charge-up glory here.

D. Opposition

DD Infantry: Now your basic DD grunt is wearing shiny new armor. Be honest. You missed these guys. You'll miss 'em a lot less after you're through with the mission. In addition to carrying painful K7

Avengers, most of them will be sporting shields, too...

Mr. Blonde: Again, I don't know why they bother staying in disguise, but it's none of my concern. There are only a few that come out at a certain time in this mission, and they carry Maulers.

Skedar Warrior: Whoa. Creepy-looking, isn't he? There's only one undisguised Skedar in this mission, and you'll be taking him out in short order.

E. Walkthrough

Note on PA: Hope your adrenaline is well stocked, because from here on in, the missions get VERY HARD! Even if you can drop a guard, usually they'll get off a shot to wound you. Two guards or more? Forget it. Run or you're dead.

All: Slide yourself around the wall as your AR34 comes up and open fire on the Skedar Warrior. Watch the alien scum fall and gurgle his last.

SA PA: What? Get the guns online? You coulda told me that on my way up! Head back down the ramp and make a dash for the doorway as you reach the hangar area. Take the right doorway, then the right doorway in the next area. A gun should be directly to your right. The terminal to activate is right around the corner off to your left. Activate it, step back into the gun's hallway and enter the door at the far end. Odds are that guards will show up in this room. Never mind them. Just run to the left and into the door at the end. Bear left once more and turn right as you round the corner to find the second terminal for the second gun. Activate it, then head back the other way for the door at the right end of this hallway. Maneuver around the ledge area, eliminating the guard that will probably be here, or at least wounding him, and run through the door at the end. Immediately turn left to activate the final terminal. Run up the short flight of steps, through the door and you'll be in the evac area. Run around this upstairs area and go to the far end, opening the door near the ramp. This will put you outside the big ramp, where you can head back up to the main floor.

Objective 1 Completed!

From here to Objective 5, there is a special way to do this on PA. I'll explain it as normal until that point, where I'll supply an alternate method of completion.

All: Time to rescue some hostages. Take one of the elevators upstairs. Head for the Device Lab (furthest door on the right). Pop in a Combat Boost, bring up your gun and open the door. Each of the two CI scientists here has a guard on him, and each guard will fall with one hit. Take out the two guards, being a bit careful not to hit your buds, then leave the area and go around the corner to the Info Room (where Grimshaw hangs out). Take out the two guards here the same way. If you save both of the Info Room inhabitants, one will drop a Devastator. It's the first one to say "Thanks" after you clear the guards.

All: Head for an elevator to go downstairs. Enter the Holo Training Room (rightmost door with the black grid inside). Slide around the wall to see three guards staring down the Holo Room Tech. She'll try to confuse them by projecting two other "hers". Don't give them a chance to sort it out. Line them up, aim at the heads, and empty your magazine into the shielded guards. Once they all fall, leave and head

for the firing range.

All: There are two guards trying to take out the two techs here, but these guys will fight back at the DD scum. Usually by the time you arrive, they're softened up so that their shields are gone. Take out the two guards.

All: If you save four out of these seven hostages...

Objective 2 Completed!

All: <listens> A new weapon, eh? That wouldn't be the only one left in the glass cases would it? Activate the computer to break the glass and grab the RC-P120.

Objective 3 Completed!

PA: <listens> Oh, NOW you remember about the files in your office, Dan... Head back into the nearest elevator and ride on up to the office level. Head for Dan's office (furthest door on the left).

Special Note: If you took the Jetbike way out in Area 51 - Escape, your buddy Jonathan will be here with his Magnum fully loaded ready to cover you.

PA: Run inside the office and either fire up the Laser's Short Stream, or toss a Devastator grenade at the safe. You should destroy both the door to the safe and the odd little device that seems to store the files inside. Leave and head back downstairs.

Objective 4 Completed!

All: Activate the Cloaking Device on the RC-P120. Dan will mention a bomb that the Skedar have planted. Run down the ramp to the basement hangars. The Skedar ship will be sitting here as the clock ticks down from 2 minutes. If you have the cloaking device active, then the Skedar running up the ramp shouldn't spot you. Stand on the far side of the ship, face the door, point the Data Uplink at it, and fire it up. In a few seconds, the bomb will be deactivated. Head for the doorway behind you, then take the leftmost doorway, then the other leftmost doorway. Turn left and run through the doors. Keep bearing left, running through doors and avoiding guards until you hit the hangar.

The cut scene will start with Jo getting pinned down by a Skedar warrior shooting at her. She tells the last jumpship to take off while she holds them off. As she fires away, a Warrior jumps onto the boxes and knocks a few down onto Jo, rendering her unconscious.

All Objectives Completed!

Alternate PA method:

Thanks to my bud, ArmorKing for this help.

Starting from your getting up the ramp to rescue the hostages, head for the Holo Training Room and save the tech, or let her get killed. It doesn't matter as the four you'll save for your requirement are the upstairs folks. You should kill all the guards, though. It saves on them following you later.

Head up an elevator and take care of the offices, using the Combat Boost and getting the Devastator. Immediately head for Dan's office, and launch a grenade from the Devastator to destroy the files. Head down the elevator and make a break for the Firing Range. Eliminate the two guards there, then slam your hand on the comp and get your hands around the RC-P. Activate Cloaking as you leave the room and book it downstairs. Deactivate the bomb, head for the hangar, and you're done!

F. Time Trial - Under 1:45 on Agent

Waste the Sked, then immediately head for the furthest elevator, that's the FURTHEST. Ride it up once it comes down and take care of the offices, using Combat Boosts and forgetting about the Devastator or any other dropped guns, just kill and go. Head to the near elevator, which SHOULD be up, and ride it down. Clean out the Holo Training Room and then the Firing Range. Grab the RCP and sprint downstairs, activating Cloaking on the way. Use the Uplink on the ship, and race for the hangar to end the mission.

G. Cheats

Completing the level earns you the Enemy Shields Cheat. This is really more of a handicap than anything, but it's fun to see how far you can get.

Completing the Time Trial earns you the Super Shield Cheat. Gentlemen! We can make her stronger! GREENER! You'll take a lot more hits from this Shield.

The Cheese Wedge is in one of the rooms off the hangar area, where the Skedar spawn from. Specifically, the one on the right next to the elevators. It's hidden on the right side of the contraption in the middle of the room.

Mission 8 - Skedar Attack Ship - Covert Assault

A. Overview

Well, this is lovely. You have all your weapons taken from you. You're lying face down on a cold metal floor. The Skedar are coming soon to do unspeakable things to you. Your cellmate is the recently captured Cassandra de Vries. And, to top it all off, your dress is ripped. What a lousy day. Perhaps you can turn this situation to your advantage, though. Cass is willing to sacrifice herself to beat the Skedar, as she knows you have the best chance of getting out of here alive.

B. Objectives

1. A SA PA: Disable the Shield System
2. PA: Open the Hangar Doors
3. A SA PA: Access the Navigational Systems
4. SA PA: Sabotage the Engine Systems
5. A SA PA: Gain Control of the Bridge

C. Equipment

Starting:

A SA PA: Combat Knife - All you have to put between yourself and the hordes of Skedar is one wimpy little knife. Good luck. You'll probably be able to find something better later, of course.

You'll also start with 400 rifle bullets, 10 pistol bullets and three rockets.

In Mission:

A SA PA: Mauler - Skedar Standard Issue. Make good use of its charge-up against the resilient aliens. One full Charge-Up can take them down.

A SA PA: AR34 - You'll get this once the cavalry arrives.

A SA PA: Slayer - It's a big hassle, but you can get one of these nice Skedar rocket launchers for your collection here. It's usually more trouble than it's worth, though.

D. Opposition

Skedar Warrior: Nothing but these guys on the Attack Ship. They carry Maulers and are also vicious close-combatants.

E. Walkthrough

Note for PA: Like the CI, this one is INCREDIBLY hard! You don't wanna take more than one or two hits before Elvis shows up or you might as well start over.

All: Exit your cell. Strafe-run around the outside and slash the Skedar looking away in the back. If you don't kill him in one, you can keep circling him and slashing, but it's dangerous. Take the Skedar's Mauler, switch to Charge-Up and pump the other Sked full of energy. Switch back to Single Shot and shoot the three "terminals" in the sunken area. You only have three guns worth of ammo. (You start with one gun worth.) Make every shot count. Four shots will put paid to each terminal. Once those three are down, switch back to Charge-Up and head for the elevator and down.

Objective 1 Completed!

PA: You still need to open the hangar bay doors. Hope you have enough shots left for one more Sked. As you exit the lift, turn left and go straight across to the ramp on the other side, dodging Mauler fire. If you took too long upstairs, there will be two Skedar right next to as you go up the ramp. If they don't kill you, they'll at least wound you. Consider resetting.

PA: Ride up the elevator. Round the back of it to the right. You'll notice a Skedar on the far right side of the hangar control room. Belt him. Grab his Mauler, hop down to the sunken floor, and activate the terminal on the left to open the doors. Ride back down the elevator, and watch for the two Skedar that noticed you before. Shoot them if you have any ammo left.

Objective 2 Completed!

All: As you get off the elevator, you'll see Elvis and he'll run up to

you. For this mission, he's armed with two Phoenixes. He'll hand you an AR34 (and 400 rifle bullets) and take off for the hangar area, where he and two of his friends (both armed with Callisto NTGs) will open fire on the Skeds that approach from each of the four doors in the area. Help them out using your AR34 and grab as many Maulers as you can. When Elvis tells you it's time to head up, go to the back wall of the hangar and enter the open lift. Ride up.

PA: For the rest of the mission, you'll have to be really quick on the draw. The Skedar will shoot at you on sight and WON'T miss on the first shot. Use your Mauler well...

All: Use the Mauler for the rest of this. Open the first door and eliminate the Skedar on the left. Then swivel around the side and take out the one on the right. There are three ways to go from here:

Center way: This is optional. The first real room will have four green stasis containers on the walls. Pass through this room and onto the next, where you'll find a bunch of roaming Skedar. Go around the back of the room to get the Slayer. Watch out, though, as the stasis containers are now open and the four Skeds in there are after you and Elvis. Good luck. See how I said this would be more trouble than it was worth?

Left way: My preferred way. The first room is empty, the next has one Sked at the far end, and the hallway beyond is empty. Turn right at the hallway.

Right way: The first room has a Skedar. The second has one at the far end. The hallway beyond is empty. Turn left.

A SA: There's also a Shield on the table in the first room. It's a good idea to grab this even if you plan on going the other way.

All: You're now in the Astro-Navigation room. You'll want to be here because Elvis wants to know where you're going. Snipe at the first Sked you see from the doorway, then go around the corner and pop the second one. Let Elvis work on the star maps. It won't take too long.

Objective 3 Completed!

All: Leave the Astro-Navigation room and take the other door. Either way you go, you'll face one Skedar as you open the door, another as turn towards the ramp, and a third after you get to the top of the ramp. You'll pass a ramp going further upstairs and you'll see a door where the two paths converge.

SA PA: Go through the door, and be ready to Maul the Skedar behind it. Shoot another one off to your left, and pass through the door, shooting Skeds as you see them. Once you enter the Engine Room, shoot all the Skedar in the area, and then shoot the two brown clamps holding the core in place. The core will drop and will explode in about ten seconds, so run like mad to the first room in this area, where you'll be out of range. Exit.

Objective 4 Completed!

All: Head up the next set of ramps. Kill the Sked at the top and open the door, and then the one behind it. You'll be in an area with two ramps going up along the walls on either side, and two Skedar will be

running down those ramps to give you a big hug, or a Mauler to the face. Eliminate them. Head up the ramps and to the elevator. Elvis will separate from you at this point, saying he'll secure the perimeter. Once you reach the top of the first one, there'll be another one ahead that will lead up to the bridge. Enter it.

All: The bridge has three Skedar on it. The Commander's the one in the middle and he'll be armed with two Maulers. Derail him first, then take care of the two off to the sides. Grab all the Maulers lying around, especially the doubles, and take a position on the platform. Elvis will run in saying we've made them mad. What's this "we" stuff? Four Skedar will be tailing him, coming in two at a time. Maul them all and you'll enter the cut scene, where Jo will remark on seeing another planet for the first time, and Elvis will notice something that he just doesn't believe. He heads to the Skedar shuttle parked in the hangar and tells you to follow him.

All Objectives Completed!

F. Time Trial - Under 5:17 on Special Agent

There really are very few tricks to this level. Just move fast and shoot straight with the Mauler. Only use the AR34 on the Skedar in the hangar bay. Stay next to Elvis during that firefight, as he'll need to be close to you to tell you to leave the area. Upstairs, ignore the Shield and go left, making sure all the Skedar are dead as you pass them. As Elvis approaches the star maps, leave and head upstairs.

Once in the Engine area, kill all Skedar leading up to the core, then forget about the ones inside as you destroy the clamps. Make a beeline for the bridge, still killing all Skedar. Once you clean the place up, you'll have a chance to relax while you merrily blow away the Skedar that rush in. That's about it. If you follow normal Time Trial speed procedures, you shouldn't have much of a problem.

G. Cheats and Other Stuff

Completing the level earns you the Phoenix Cheat. This fine Maian sidearm will be yours for the asking.

Completing the Time Trial will earn you the Alien Cheat. Another Perfect Buddy on Co-Op, this Maian Soldier is small and armed with an RC-Pl20 for some reason. He's a bit slower than a normal human, but he's good in a firefight.

The Cheese is found in the hangar area. There are four doors in the hangar that dump Skedar on you. Go in the door that's to the right of the two elevators. On the ground, you'll see a weird looking puddle that shows you a part with lights... Look around under there and the cheese will be down there.

Mission 9 - Skedar Ruins - Battle Shrine

This level can only be accessed by beating all other missions on the same difficulty level.

A. Overview

This is it. You and Elvis are taking the Skedar shuttle down to the surface of the Battle Shrine. Apparently, the Skedar revere this place as their Holy of Holies. They view war and battle as a sacred tradition. Their high priest and leader resides at the center of the ruined temple. Although Joanna can go through and mark targets for Elvis to eliminate the shield surrounding the shrine from the Skedar shuttle, a direct assault on the shrine from the ship will not be possible in such a light craft. Also, there's no time to alert the Maian fleet before the Skedar realize something is wrong and abandon the planet, or launch a counterattack.

It's up to Jo, of course, to enter the shrine alone and eliminate the Skedar High Priest. A decisive strike here will demoralize and confuse the entire Skedar race, and the Maians can quickly launch an attack that will end the threat to the universe forever and end the centuries of war.

Fortunately, Elvis brought Jo's CI uniform with him, as well as some heavy weaponry. She'll be armed to the gills when facing these bad boys.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (Scope) - You'll probably want to lay off using this as much as possible. It takes several bullets to drop a Skedar, and you'll want to save them for another weapon. Starting ammo: 200.

A SA PA: Callisto NTG - This should be your primary weapon for stalking the Shrine. Use its High-Impact Shells on the Skedar uglies to down them in short order. Startingammo: 300.

A SA PA: Devastator - You will need to do some explosive work here, so avoid wasting grenades in this gun. Starting ammo: 5.

A SA PA: IR Scanner - You'll need to breach the wall to the Shrine proper. There is a weak wall somewhere that is highlighted under IR vision.

A SA PA: R-Tracker - This will show you which targets you need to mark so Elvis can bring them down.

A SA PA: Target Amplifier - These mark said targets. Don't waste them, or mark the wrong target, or it's all over.

In Mission:

A SA PA: Reaper - Oh yeah. This Skedar Machine O' Death is ready to fill you with a bazillion bullets. Fortunately for you, the Skeds don't use this to its full fire-rate. Unfortunately for you, the gun won't be very useful as the Skedar are usually too fast for you to get this up to speed in time.

A SA PA: Phoenix - This is the gun you should save Pistol Bullets for. Once you find it, the Skedar will go down like wheat before the scythe.

A SA PA: Slayer - Some Skeds have these powerful weapons. Using

Fly-By-Wire in this level is not a good idea, as the Skeds will be on you too fast.

A SA PA: Mauler - Kinda outshined by the other guns, particularly the Phoenix, this Skedar pistol is available only if you bother trying to take out the secret army.

D. Opposition

Note: All big Skedar look the same. It's just the weapons that set them apart.

Skedar Worker: The bugs are back. They inhabit the inner shrine and can make life irritable with their tiny jumping abilities.

Skedar Berserker: These guys begin cloaked, then rush you with lightning speed as you enter a certain area. They are unarmed, but that doesn't seem to bother them.

Skedar Guard: Stationed at certain spots throughout the ruins, these guys carry Reapers.

Skedar Shrine Guard: Armed with a Slayer. Stay sharp when these guys are around.

Skedar Warrior: A member of the Secret Army. They carry Maulers.

Skedar High Priest/Leader: All will be explained... Let's just start by saying that he's bigger than the average Skedar...

E. Walkthrough

All: Can you hear the Skedar roaring? Good. Scared? Good. Pull out the Callisto and set it to High-Impact Shells. Head into the next room and immediately back out once you hear the decloaking sound. Your first Berserker will be off to one side of you, and it's random which one. Back up and peg him. Proceed into the next open room. There'll be another Berserker that will decloak and a Guard at the far end itching to Reap you. Shoot the Guard from afar, and enter the room to deal with the Berserker. On your right is one of the special pillars. Activate your R-Tracker to see if it's one of the ones you should mark. If it is, toss a marker on it.

All: Continue and you'll reach a semi-circular path. About a third of the way around the semi-circle, a Berserker will decloak behind you. About two-thirds of the way around, another will pop up in front of you. Deal with them separately. At the end there'll be a passage off to your right. As soon as you get in line with the passage, another Berserker will decloak. It could be either behind you or in front of you, so stay awake. Continue on to the end of the passage and immediately back up, as two Berserkers will show up on either side of you.

All: Once those two are finished, you can go right. Around the wall will be another pillar. Mark it if it's a blip. If you step into the general area with the pillar, a Berserker will decloak. If you stay back and toss, he won't show up. Head back the way you came and go take the left path this time. There is a passage leading right that you should take, as opposed to going straight towards the canyon. At the far end will be a Skedar Guard. Show him who's boss. At the very end will be another special pillar.

All: There are two openings that will lead to the next room on the right, where two Guards are firing at you from behind a fallen pillar. The problem, for them, is that they're based so low that if you take the near entrance then they're shots will splatter harmlessly on the

pillar they're behind. Reward them for their stupidity and continue.

All: In the next area, a large target pillar will be off to your right. It's one of the special targets. Go around to the left side.

A: There'll be a Shield on the ground.

All: In the last area here is the final pillar. Two Berserkers will decloak as you get close. Once all three pillars are marked, Elvis will blow them up from high atmosphere. Go all the way back to the canyon area.

Objective 1 Completed!

REALLY Special Note: Now that you've marked three pillars out of the five previously mentioned special pillars, you'll have two left over. Use your Devastator to blow up the remaining two pillars. If you have to blow the big one it's kinda tricky. You need to stick a grenade high up on it for it to blow up. Once you do that, Elvis will drop his guns for you at the beginning of the canyon. Those Double Phoenixes will be a HUGE help in this place. Immediately set them to Explosive Shells and leave them there. Switch to them after you run out of bullets for your Callisto. This walkthrough assumes that you will get the Phoenixes.

All: In the canyon, there will be a Guard below and to the right of you, and another far to the left. Kill them both.

SA PA: There's a large rock blocking your access to the other side off to your left. Either toss a grenade (if you have more than one) or use a Phoenix shell to remove it.

All: Be very careful as you move along the canyon. Drop carefully onto lower ledges. There's a spot where the gap is small enough for you to run across. Climb up the other side and into the next area.

All: This is the spot where the wall you need to blow is. As you enter the area, a Berserker will decloak off to your right. Nail him.

A SA: Around the right side, you'll find two Guards, one right in front of you, and another on a lower ledge further off, slamming his Reaper bullets into the ledge blocking him (^_^). Kill them both and grab the Shield on the lower ledge. Head back.

All: Activate the IR Scanner. The wall you are to blow is in the back left corner. It'll be highlighted. Blow it with the Devastator and enter. If you're out of grenades, use the Phoenix shells. Inside, you'll find quite a few Workers running around. Use the IR Scanner to make it easier to see them, and blow them away. Activate the door that you'll see on your right after a while. Eliminate the Worker here. This is the room that will activate the bridge to allow you inside. Push the piece of pillar on the ground onto the recessed button behind the small pillar. The bridge will extend. Go back out and cross it.

Objective 2 Completed!

All: There will be more Workers in this area. Keep your IR Scanner on. Once you clear the whole hallway out, deactivate IR and take the door that will be on your left in a corner. Round the corner to the right, but be careful. There's a Shrine Guard at the end ready to fill

with a Slayer rocket. Kill him and the other Shrine Guard around the corner to the right. Grab their Slayers.

SA PA: Note the spinning pillar. Behind it is a small shrine emblazoned with the Skedar insignia. It kinda looks like a Fleur de Lis. You'll get a message telling you to make a sacrifice to the God of War. What it's asking you is to put your weapon in hand onto the altar. Any of your starting weapons will work. I suggest using the Devastator, as you're probably out of grenades right now. The message never said that sacrifice had to be loaded! ^_^ Use the B button to drop the weapon.

Objective 3 Completed!

All: Go back through the door you just came from and head up the ramp ahead of you to the top door. Cross the bridge and enter the door to breach the inner sanctum. Proceed to the next room.

All: What's this? Stasis tubes lining the walls? Ack! It's the secret Skedar army!

A SA: Quick! Run through the room and open the door on the far side before they can catch you.

PA: Try to crash your party, will they? You'll show 'em. Fortunately, they only come out one at a time, so you can kill them one by one. The seven Skedar (Wow, big army) come out in this order: Third from the front on the right side, second on the left side, first on the right side, last on the right side, third on the right side, last on the left side, and first on the left side. You can hit them with Phoenix shells, Mauler shots, or even use Devastator grenades or Slayer rockets if you have any and blow them before they come out. Once they're all squashed, go through the door on the far end.

Objective 4 Completed!

All: Gather your courage, and your Double Phoenixes set to Explosive Shells, and open the final door.

All: Right. There he is. He's not that much bigger than the average Sked. About twice the size. Here's the lowdown. He has two direct attacks. He'll fire Slayer rockets at you, or he'll teleport near you and slash you with his glowing spear. Keep moving to avoid both. He's also able to summon Skedar Workers and Berserkers to make your life miserable. Again, keep moving. He has a Shield on him, which starts at red, and goes down to green when you hit him enough times. Once it turns green, he'll run for the altar behind him and pray before the large Skedar insignia above him. This will recharge his shield to full.

Helpful note: If you hit him with secondary Phoenix blasts as he launches a rocket, it'll blow up in his face, knocking him down to green status posthaste.

So, how do you beat him? Simple. Once he starts praying, note that the insignia kinda lights up. You need to destroy that insignia. It needs to be destroyed in pieces. There are five pieces and only one can be destroyed per recharge of the High Priest's shield. You can destroy the bottom four (left base, right base, left spike, right spike) in any order. The middle spike is the last one to hit. Knock

it asunder and enjoy the final cutscene!

All Objectives Completed!

F. Time Trial - Under 5:31 on Perfect Agent

This cheat is deceptively easy to get. If you know how to get the Phoenixes, it's fairly easy. The only thing you have to do is be quick on your feet, and accurate with your shots. There are few special tricks, and no place where you're in serious danger.

Make your way through the ruins quickly, shooting all Skedar with your High-Impact Shells. Pause to switch to your Target Amplifiers and Devastator to save time. Once you mark and blow up all the targets, shoot a Devastator grenade onto the rock and pick up your Phoenixes. Run straight across the canyon and up the ladder, not shooting the two on the canyon. Use the Explosive Shells on the Phoenixes the rest of the way, blowing up Skedar and wall alike. Drop the Devastator on the altar once you get there and run to the secret army room. Blow up the Skeds as they come out and head for the High Priest's Room.

Depending on how much time is left, you may have to be a bit lucky on the High Priest. Shooting Slayer rockets as they come out drop his shield in a second, leaving you free to nail the Skedar insignia. Shoot it all up and you'll be done!

G. Cheats and Other Stuff

Completing the level will earn you the R-Tracker/Weapons Cache Locations Cheat. Using this, you'll be given an R-Tracker and be able to see on the Radar the locations of secret weapons. They'll appear as blue dots on the Radar.

Completing the level will also earn you a new title screen. You'll get a Perfect Dark logo scrolling across a funky background, instead of the intro to Mission 1.1.

Completing the Time Trial will earn you the coveted All Guns in Solo Cheat. Congratulations, Joanna. You've proven your skills and are now permitted to carry EVERY gun in the Solo Missions. You have access to all normal guns, all CLASSIC guns, and even the Psychosis Gun. Unfortunately, you are given no AMMO for any of these guns. This is where Unlimited Ammo comes in. ^_^ Again, the Psychosis Gun cannot have unlimited ammo...

Also, beating the final level will open up one of the Special Assignments. Which one is opened depends on which level you beat the mission at.

The Cheese Wedge is found near the second shield, out in the weak wall area. In the second shield area, you should see a crack on the back wall. Position yourself a little to the right of that crack and look on the floor on the opposite side. There's your cheese.

Lastly, beating Battle Shrine on Perfect Agent opens up the Perfect Dark mode. This is very similar to Goldeneye's 007 mode. There will be three sliders that you can use to adjust enemy health, damage, and accuracy. Default is 100%. You can adjust each of these between 10% and 100%, and you'll play the mission just like a normal Perfect Agent mission.

Agent Level Special Assignment - Mr. Blonde's Revenge

This level will open after you beat Battle Shrine on Agent level.

A. Overview

Cassandra de Vries has been judged a failure and an obsolete device by the Command for allowing the Cetan ship to be destroyed. She is to be captured at Lucerne Tower and taken to the Skedar shuttle on the roof, for later transport to the Attack Ship. There she will meet her punishment for failure.

Yes, you are a Skedar disguised as Mr. Blonde for this mission. You're to be sent into DataDyne solo and will be responsible with Cassandra's capture and the building's destruction. Don't think that just because you're an alien that you'll have an easier time than any CI agent will...

B. Objectives

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

C. Equipment

Starting:

A SA PA: Mauler - Your Skedar Standard Issue will be the only gun you'll possess for the beginning. Starting ammo: 100.

A SA PA: BombSpy - Just in case you need to derail some of your adversaries in a bunch, use this guy for help.

A SA PA: Cloaking Device - This will help you through the lower levels of the building without being spotted.

A SA PA: Skedar Bomb - This directional bomb, when placed in the elevator will send a fusion blast into the lab area below. The resulting shock wave will destroy the labs and cause the building to collapse in on itself.

In Mission:

A SA PA: CMP150 - There are a couple of these secreted behind the main desk.

A SA PA: Shotgun - The staple of Cass' bodyguards...

A SA PA: DY357 Magnum - Also a weapon possessed by guards.

A SA PA: N-Bomb - You may, unfortunately, have the opportunity of being at the wrong end of one of these.

D. Opposition

Bodyguards: Cass isn't taking any chances. Her entire contingency of bodyguards is stationed around the building. They're Shotguns are built to hurt. The ones on the ground floor carry CMPs...

DD Shock Troops: There are a few of these guys in the area. They carry Magnums and N-Bombs. Kill them first if you have the option.

Cameras: Only a couple of cameras should cause you worry. You may even be able to bypass all of them if you know where you're going.

Cassandra de Vries: She will resist if you try to capture her. She is carrying a Magnum. You must not kill her, though.

E. Walkthrough

Note: This mission takes place in the same Lucerne Tower we're all used to. Little has changed, so I'll just give you general destinations...

All: You start the mission on the ground floor. Immediately activate the cloaking device. You do NOT want to be seen down here. Run behind the main desk and grab the two CMPs.

SA PA: Take off like a shot down to the lab lift, enter, and you'll place your Skedar Bomb inside. You now have only four minutes to complete the mission, so you better make it fast...

Objective 1 Completed!

All: Run up to the elevators and take one. Deactivate Cloaking as you hop in.

PA: You can only take the one that will be on your right. About halfway up, the elevator will stop and the DD Captain will ride up to challenge you. She's not much more armored than any normal guard, but she will have the drop on you with you pinned down in one space and her armed with twin CMPs. Even up the odds by cloaking as she comes up (you should still have a few seconds) and let her have it with a Charged-Up Mauler followed by a few non-charged shots...

Objective 2 Completed!

All: Ride up to the 21st floor. Immediately head for the stairwell, there's nothing here that you won't pay for later on. Watch out for the Shock Troop here. Run up ONE floor, the top one is locked, and head out. Call the nearest elevator and set up camp here, dealing with guards that decide to get all huffy about the dashing intruder. Once the lift arrives, deal with the one or two guards on it, and ride it up to the 23rd floor. Enter Cass' office. Immediately switch to Disarm and take her gun. She'll hit the alarm, but it won't do her any good with the two of you so high up. Pull a weapon back out. You'll tell Cass to go upstairs, but you'll have to stay close for her to follow you. Go up the final stairwell to the Security Hub room. Deal with the guard on the ramp. There's another one just outside the door on the roof. Kill him, making sure Cass follows you the whole way, and lead her up to the helipad and your waiting ship. Easy, eh?

All Objectives Completed!

Special Agent Special Assignment - Maian SOS

This level will open after you beat Battle Shrine on Special Agent level.

A. Overview

You're in trouble, Protector One. You've been captured by humans and have been taken to the facility known as Area 51. If you want to see the light of day again, you'll have to get a distress signal out to

your friends at the CI.

So, you're Elvis now. You're a little shorter and a little slower as the Maian, and in this particular mission you have a little less than half health, so be prepared for a challenge in that respect. This level takes place in good ol' Area 51, in areas you should be familiar with. Of course, there's all new stuff to do.

B. Objectives

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

C. Equipment

Starting: None

D'oh. They did a rather thorough search of you, didn't they?

In Mission:

A SA PA: Falcon 2 - Your first weapon.

A SA PA: Psychosis Gun - Now here's an interesting item. It's basically a Tranquilizer in shape, but in reality, it shoots a rather nasty psychosis serum developed by Trent Easton. One shot to an enemy will turn him into a friend. He'll open doors and defeat enemies for you.

A SA PA: Dragon - Standard Guard Weapon.

A SA PA: DY357-LX - We don't know how the non-descript guard got a hold of these, but they could prove useful to you in more ways than one.

D. Opposition

A51 Lab Tech: The two in the beginning have Falcons. The rest have Tranquilizers. Those with Tranquilizers also have an extra dose of psychosis serum for you.

A51 Guard: These guys carry Dragons, except for one who carries two Golden Magnums.

E. Walkthrough

All: You'll hop off your examination bed. The one scientist here will have his back turned. You can alert him and Disarm him to take his Falcon, but you run the risk of alerting the scientist in the next room.

All: You have two options. On the table in the next room is a Psychosis Gun that you can use on either of these two lab techs. Once you shoot one, he'll leave the lab by the door. It's locked from this side, but he has clearance. You cannot exit through the door without his help. Your other option, and my favored one, is to save the one shot of psychosis serum, kill the two lab techs for their Falcons, push your bed up to the glass wall and shoot it until it blows the wall. You can then use your serum on any other guard here, but preferably, you'd want guards that are all alone, as hitting them with the psychosis gun will immediately switch their alliances. You will recognize it as a friend, and all the nearby enemies will recognize it as a foe, and will almost immediately open fire on him.

All: Behind the first door is a guard and there's another one right behind him behind the next door. There are two more further on in the big room, seated at desks. Do what you will with them and exit the lab area.

SA PA: If you have a buddy, he'll go left to your first mission objective. It's in the other lab. Watch for guards in the big hallway. There are four guards in the next lab office area. There are two close to you on the left, and two at the far end of the room, all seated at desks. Kill them all and go into the lab. If you still have a buddy, you may want to kill him now, because he won't follow you into the lab, and may kill someone you won't want killed. I'll explain that later. Anyway, once you're in the lab, you'll see two scientists hovering over your dead boss. Kill the two scientists, who won't see you until you fire on them through the glass, and shoot the bed to destroy it.

Objective 1 Completed!

All: Go towards the cryo labs (right as you exit the lab) and you'll find two guards standing by either door. Kill them both, but don't make too much noise. Pull out your Psychosis gun, if you have charges in it, and go through the left door. Shoot the guard on the left with it. Why? Because this guard carries two Golden Magnums! Why? I don't know! He's on third! ^_^

All: Anyway, watch as the guard makes short work of all the nearby enemies and tail him as he goes on a killing spree. If you killed him, don't worry about the guards in the area. In either case, you'll head for the far end of the large hallway. Stop by the room with the automatic gun in it (first on the right). Be sure to take out the automatic gun because Golden Boy won't. Grab the lab tech's psychosis ammo, kill him and the guard, and head down to the hangar area. Clean out this room. There'll be a guard above and to the right, one above and to the left and two off to your left. At this point, don't bother trying to clean out the place because the unlimited guards will start to show up at this point. Head up the ramp and go for the door on the right. Kill the Golden Magnum guard if you haven't already and pick up his guns. Only one bullet. Poo. See why you left him alive? Go forward three doors, and you'll find a vent off to your right. Crawl through and drop down into the storage area. There'll be several Pilots wandering the area now. Off them if you wish, or simply run for the freight elevator and take it up. As you exit the elevator, head right and to the hangar there. This place is crawling with Pilots. Eliminate the first one, then head up the ramp on your left. Go across the catwalks, eliminating the two Pilots up here.

PA: Your craft will be down in the far corner. You can't miss it. You COULD push the oil drums into the craft, shoot them and try to use those to blow it up, or you could just raise your Golden Magnum and let fly your one bullet. It'll blow up nicely. Thanks to ArmorKing for this one.

Objective 2 Completed!

All: Go to the elevator at the end of the catwalk. Ride it up. In the next set of rooms, you'll find two guards and two lab techs. Kill them all. You'll reach the last room and will see lots of paneling along the wall. Shoot down one of the panels, eliminate the two techs on the other side, run up to the computer and activate the distress signal.

You'll get captured after this. Time to wait for Jo!

All Objectives Completed!

Perfect Agent Special Assignment - WAR!

This mission will be available to you after you finish Battle Shrine on Perfect Agent level.

A. Overview

The hail of fire has stopped upon the Battle Shrine. The Skedar are all but defeated. There are still problems, though. Word has reached Maian Command that the Skedar Leader had clones of himself made if anything happened to the original. Your job, Protector One, is to take your team to the surface and eliminate any clones of the Skedar King that exist.

This level can get very hectic. The biggest problem you face is that there are an infinite number of Skedar Warriors running around. These guys can really ruin your day while you're trying to focus your shots on the clones.

B. Objectives

1. A SA PA: Kill Skedar King 1
2. SA PA: Kill Skedar King 2
3. PA: Kill Skedar King 3

C. Equipment

Starting:

A SA PA: Phoenix - Your standard piece will be all that stands between you and the bugs...Starting ammo: 300

You'll also start with 100 9mm rounds and 3 rockets.

In Mission:

A SA PA: Mauler - Not as useful as your Phoenix. You CANNOT drop a Skedar Warrior in one shot on this level.

A SA PA: Callisto NTG - Your buddies are a little more well-armed than you. If one falls, you can grab his gun and carry on the fight with it.

A SA PA: Reaper - The Skedar machine gun won't be all that useful to you here.

SA PA: Slayer - The Skedar heavy artillery could be useful if you find it.

D. Opposition

Skedar Warrior - As aforementioned, there is an infinite number of Warriors here. The Skedar Kings continually spawn more...

Skedar Kings - They are armed with different weapons. The first has a Reaper, and the second and third have Slayers. They can take punishment and dish it out as well... Thanks to Kildread2 for being the first to tell me that one charged-up Mauler shot to the head can

dethrone a King. Very helpful...

E. Walkthrough

You have three buddies for this mission. All have Callistos and none can put up a very good fight for long. There will be one Maian that will stay back in the beginning. He's your leader. Don't let him fall or the mission's over. It's not too much to worry about, though, as the Skedar rarely decide to go that far.

All: You'll start out in the Battle Shrine, on the ridge beyond the canyon where a Shield was in the original mission. Switch your gun over to Explosive Shells, and make tracks for the opening that was blown open. It's the same one Jo blew before. Head inside and race down to the bridge area. As you cross the bridge, the retaliation should be coming right around the corner. Blow open the Skeds as they come around. Wait as they come for your buddies. Once they catch up, push forward to the generator room, all the while shooting all Skeds in your way. Enter the door leading around the ground floor of the generator room. The Skedar King will be holed up behind the spinning pillar. After dealing with all the Skeds (there will be plenty), nail him with a charged-up Mauler shot to the head. You need to hurry, or he'll summon more Skedar to Maul you...

Objective 1 Completed!

SA PA: Run back into the hallway and up the ramp. Proceed across the bridge and into the secret army stasis chamber room, blasting Skedar all the way. This Slayer-toting bug may be foolish enough to kill himself. If he shoots a rocket into a pillar right next to him, he'll go down in no time. Don't wait for him to do this, though. Try your hardest to nail him with a charged shot, too.

Objective 2 Completed!

PA: Make your way to the final chamber. The last Skedar King will be chomping at the bit waiting for you. He's got a big ol' Slayer and knows how to use it. Fortunately, if you remember from fighting the original Skedar Leader, Phoenix shells have the possibility of blowing rockets as they leave the launcher. Keep shooting him and he'll blow a rocket off in his own face and fall like a sack of meat. The galaxy is saved! Do the Maian Shuffle!

All Objectives Completed!

Tips for PA: The mission is quite hard on Perfect Agent. Some tips will be to stay with your buds, regardless of how slow they are. Their suppression fire can be a BIG help to you. Kill every Skedar you see at all times, but keep moving, especially when you get near the Kings who have infinite spawn capacity.

Most of all, watch when you shoot an explosive Phoenix shot. If one of your buds runs into it, he's dogmeat...

Here's a trick (somewhat of a glitch) sent in by Tool23x.

This is a trick that can be used on any difficulty level of the War Mission, Although it is almost entirely pointless to do it on Agent. The trick actually lets you bypass a lot of the Skedar Warriors you pass. It makes Perfect Agent possible, but please note that pulling it

off isn't easy. In fact, at times it seems just as hard as the mission itself. You need good timing, speed, and some luck. Most importantly, you need patience.

When you arrive near the first Skedar King, there will be the overhead bridge that leads to the second and third king. The door to get there is locked, but becomes unlocked when the first king is killed. On occasion there are a couple Skedar that run across the bridge (This usually happens when the king is shot once or twice). When you see this, speed strafe back to the last door and open it (if your lucky, one of your buddies will have just come through and it will be open). Race up to the top of the steps. The whole key to the trick is getting the Skedar on the bridge to open the door for you. You have now bypassed the first, and arguably, the toughest of the kings.

But the cool part about this trick is that since the first king is still alive, Skedar will not start respawning from Skedar King II. You now have two options.

1. The second king will have his back to you. Drop him with a fully charged Mauler shot to the head. Grab his Slayer. Since Skedar King II is dead, The game tells Skedar King three to start sending Skedar Warriors to come at you. On Perfect Agent, you should fight your way to the third king (have fun) and kill him, and then go back and kill the first king. Since you killed a king ahead of the first one, there will be no Skedar respawning near the first king. Wait for your buddies and take him out. If you are playing on Special Agent, You can still kill the third king like on Perfect Agent, but you also have another option. After you kill Skedar King two and grab his slayer, run back to the first king and take him out. Mission Accomplished. Well, it's not that easy. If you take this option, Skedar from the third king will be in pursuit all the way until you kill the first king. Again, on perfect you might as well kill the third king since you must fight your way back there anyway.

2. This is my preferred method, even on Special Agent. When you get to the second king, run past him and open the doors behind him. Note that with the damn Skedar doors, you will have to hit the B Button two or three times to get it open far enough. The king will see you as soon as you pass him, so you might have to circle him a few times. Sure, he is firing a slayer at you, but to be hit, you'll have to be either too slow or very unlucky. The king can't follow you, and you can go around the pillar to avoid all his fire. Open the final door and kill Skedar King III without any resistance from Skedar Warriors. It's really a cakewalk to do so. You can kill the first two kings without resistance now. Just don't blow yourself up with the Slayer.

The Maian King has never been killed when I have done this trick, but I suppose it is possible. Just very Rare.

Final Combat Training: The Duel

This "mission" will be available to you after you earn all Bronzes on the Firing Range.

A. Overview

This is your last combat training exercise. You will be pitted against a hologram opponent of increasing skill in the Holo Training Room. It's pistols at three paces. Once the three paces are up, you are free to do whatever you want, though.

B. Objectives

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

C. Equipment

Starting:

A SA PA: Falcon 2 (scope) - Your sidearm will be your only friend here... Starting ammo: 8.

In Mission:

SA PA: DY357 Magnum - Jon's weapon. Don't bother using it even if you do pick it up. It's far too slow.

PA: DY357-LX - Trent's weapon. Not worth bothering about since beating him ends the mission.

D. Opposition

DD Infantry: Moderately good.
Jonathan Dark: Pretty darn good.
Trent Easton: Unbelievably good.

E. Walkthrough

All: Against the DD Infantry, strafe around him, and squeeze off a shot while he stalls. He won't move much and his aim's not that great. He shouldn't be too much trouble unless he gets lucky.

Objective 1 Completed!

SA PA: Jonathan will immediately run behind the wall when you start. Follow him behind the wall to beat him at his own game. Because he has the slow Magnum, he'll have a tough time hitting you if you're close. Cap him.

Objective 2 Completed!

PA: Immediately head behind the wall. Trent's aim is so good that if he gets you out in the open for even a second, you're down. Hide behind the wall, then lean out and pop him.

All Objectives Completed!

Thus endeth the Solo Missions! Good job!

9. Multiplayer

This is where your skill as a killing machine really shine through.

It's you against your friends in an all-out deathmatch, or any of the other games that those boys and girls at Rare came up with...

I won't go over ALL the characters, settings, and what not for Multiplayer. I will get in as much rhetoric as I can, though...

You can use Challenges to unlock just about anything imaginable, including other Challenges, of course, and you only need a certain number of challenges beaten, not any particular challenge. Really, there's no scheme to it. When you open a challenge with certain new weapons, scenarios, or arenas, those new things will be available for selection as normal in Multiplayer.

I recently saw a list of unlockables for characters, and got the author's permission to use it, so here goes, the character unlock list.

Available By Default

(Joanna Combat, Daniel Carrington, Cassandra De Vries, CI Male Lab Technician, CI Female Lab Technician, CI Soldier, DataDyne Shock Trooper, DataDyne Security, DataDyne Infantry, DataDyne Trooper, Secretary)

OPEN CHALLENGE 5

(DataDyne Female Guard)

OPEN CHALLENGE 6

(Office Suit, Office Casual)

OPEN CHALLENGE 8

(Joanna Negotiator, Negotiator)

OPEN CHALLENGE 9

(Trent Easton, NSA Lackey)

OPEN CHALLENGE 10

(Joanna Leather, G5 Guard, G5 Swat Guard)

OPEN CHALLENGE 11

(Mr. Blonde, Dinner Jacket 1, Dinner Jacket 2, Dinner Jacket 3, Dinner Jacket 4)

OPEN CHALLENGE 12

(Joanna Trenchcoat)

OPEN CHALLENGE 13

(CIA Agent, FBI Agent)

OPEN CHALLENGE 14

(Joanna Lab Technician, Area 51 guard, Area 51 Trooper, Pilot, Overalls)

OPEN CHALLENGE 15

(Male Lab Technician, Female Lab Technician, DataDyne Lab Technician)

OPEN CHALLENGE 16

(BioTechnician)

OPEN CHALLENGE 18

(Elvis, Maian, Elvis (Waistcoat), Maian Soldier)

OPEN CHALLENGE 20

(Joanna Stewardess, Air Force One Pilot, Steward, Stewardess, Head Stewardess)

OPEN CHALLENGE 21

(Joanna Artic, Alaskan Guard)

OPEN CHALLENGE 22

(Joanna Party Frock, Joanna Frock (Ripped), Carrington Evening Wear, The President, Presidential Security)

OPEN CHALLENGE 23

(NSA Bodyguard, Presidential Clone)

OPEN CHALLENGE 28

(Joanna Wetsuit, Joanna Aqualung, Pelagic II Guard)

Thank you Chaos Sonic!

A. Arenas:

Perfect Dark Arenas:

Skedar:

This arena is decorated in sandy rock walls and archaic architecture. Classic Skedar Temple motif. The arena loops around itself in a few places, and there are a couple of dead ends. It's not big, but there are a few places that offer cover for you. There are also some uneven floors that'll ruin your aim, and two floors for your sniping pleasure. Not really one of my favorites, primarily due to the size, or lack thereof.

Pipes:

This level is compact, with its small hallways and no spaces. I've never been a big fan of compact. There are three floors to it, and the bottom floor's not easy to get off of. There are a couple of pipes over a chasm on the bottom floor, and a system of ramps and catwalks combining the second and third floors.

Area 52:

This one's okay. It's basically one floor, and has a good combination of open spaces and hallways. There are a couple of good camping locations, but, as we all know, no camper is invincible.

Warehouse: Complete 3 Challenges

Another great combination of open and tight, the Warehouse has four major rooms interconnected by small hallways or crawlspaces. There are huge stacks of crates for hiding behind and climbing on top of, and catwalks for those of you who like the higher ground.

Ravine: Complete 5 Challenges

This one's wide-open, and it has high walls that are real good for bouncing explosives off of. Not my favorite, but not to be discounted, either.

G5 Building: Complete 9 Challenges

One I've gotten to know quite well. This one can be confusing. It's quite compact and has multiple levels. It's basically two building sections separated by several catwalks running over a pit. It's not fun to fall...

Grid: Complete 11 Challenges

Apparently part of the G5 Building, as evidence of the big G5 logo on the walls. This place is nice. There are a couple of open spaces, a glass floor that can be shattered, and several ways to get around. Check out the area with pillars flanking the elevator. The Matrix, anyone?

Villa: Complete 14 Challenges

Designed to look like part of the Carrington Villa, this place is not my fave as there aren't many ways of getting around. The arena's pretty one-pathed in several places.

Sewers: Complete 16 Challenges

I have likes and dislikes about this arena. My likes are that there are many ways to get around, and that the bottom floor is so easy to move around in. My dislikes are its compact-size, it's confusing nature, and its multiple levels...

Car Park: Complete 17 Challenges

Now, THIS is my kind of Arena. It has three levels of wide-open space, and tight stairwells connecting those levels. Sweet stuff.

Base: Complete 18 Challenges

The Base has a lot of interconnecting areas, and the spaces are pretty open. There are a couple of places where the action tends to happen most, and that would be in the area with ladders...

Fortress: Complete 20 Challenges

A Capture the Case level if I ever saw one. This is basically four identical areas set up around a central hub. It's three levels of mayhem!

Ruins: Complete 22 Challenges

Based on the Skedar Ruins Battle Shrine. Not my favorite, as there are some areas that are completely sealed off from a certain direction unless you take the LOOOONG way around. It has a partial mountain desert motif and the Skedar Inner Shrine metal motif.

Classic Arenas:

Complex: Complete 1 Challenge

Yes, this level is indeed complex. Very little has changed about it. You can fall off the area with the two small walkways over the lower floor. There is also a new walkway connecting the circling ramp in one area to a point that was previously a dead end.

Temple: Complete 6 Challenges

This was one of my old favorites, and it still is. It's got nice, big, open rooms. You can now fall down the center pit, of course, and the ground floor open area, where it used to have a big square wall in one end, now has several small pillars for cover.

Felicity: Complete 12 Challenges

Yes, this is a renamed Facility. Despite the fact that there are dead ends in this arena, it's still a fun place to play. The bathroom vents are now accessible from below, and actually LEAD somewhere, so all is not lost if you spawn there. The chemical tanks in the side rooms have now been tipped over to offer you some cover.

B. Scenarios:

There are several different ways to play the game.

Combat:

Standard Deathmatch. Pick your weapons. Pick your place. Pick your Sims. Pick your partners if you wanna, and start shooting.

King of the Hill:

This is actually something I've not seen before. A random location on the Arena is designated the Hill, and the first person or team captures it and has to remain there for thirty seconds. Doing so will earn them a point. The Hill is lost if the person standing on it is killed or that person leaves the Hill.

Hold the Briefcase: Complete 2 Challenges

This is similar to the Living Daylights mode in Goldeneye. There's a briefcase lying around. Grabbing it will tag you on the map. Every thirty seconds you hold it will give you a point. Being killed, naturally, will mean you drop the case.

Capture the Case: Complete 4 Challenges

Just like a Capture the Flag scenario, and only available for teams. You need to capture an opposing team's case and get it back to your base. You need to have your own case to get the points, however.

Hacker Central: Complete 6 Challenges

There is one Data Uplink and one Laptop PC somewhere in the arena. You need to grab the Uplink and head for the PC. Activate it to start the download. Don't switch off the Uplink or move too far from the PC. Once you complete the rather lengthy download, you'll get a point. If you're killed while holding the Uplink, a new one will appear somewhere else in the Arena.

Pop a Cap: Complete 12 Challenges

In this scenario, one person is designated "It". Killing anyone will earn you a point. Killing "It" will earn you two points. Surviving as "It" will get you points, as well. The person designated "It" changes throughout the game, as he or she is killed.

C. Presets for Multiplayer and Submitted Game Setups:

There are several quick start scenarios for you in case you really don't feel like making huge setups. They'll set you up with weapons, the arena, and a few other special things, but nothing you can't do yourself, of course.

No Shields:

Arena: Skedar
Limits: 10 minutes, 10 points
Weapons: Cyclone, CMP150, MagSec 4, AR34, Falcon 2

Automatics:

Arena: Pipes
Limits: 10 minutes, 10 points
Weapons: AR34, Dragon, Cyclone, CMP150, Shield

Rocket Launchers:

Arena: Area 52
Limits: 10 minutes, 10 points
Weapons: Dragon, DY357 Magnum, Sniper Rifle, Rocket Launcher, Shield

Simulants:

Arena: Skedar
Limits: 10 minutes
Weapons: Falcon 2, CMP150, AR34, Rocket Launcher, Shield
Opposition: Two NormalSims, and two MeatSims.

King of the Hill:

Arena: Skedar
Limits: 10 minutes, 10 points
Weapons: MagSec 4, DY357 Magnum, K7 Avenger, AR34, Shield

Complex Farsight: Complete 1 Challenge

Arena: Complex
Limits: 10 minutes, 20 points
Weapons: MagSec 4, Cyclone, K7 Avenger, Farsight XR-20, Shield

Hold the Briefcase: Complete 2 Challenges

Arena: Skedar
Limits: 10 minutes
Weapons: MagSec 4, K7 Avenger, Shotgun, Rocket Launcher, Shield

Pistol One-Hit Kills: Complete 3 Challenges.

Arena: Area 52
Limits: 10 points
Weapons: Falcon 2, Falcon 2 (silenced), MagSec 4, DY357 Magnum, Shield
Special: One-Hit Kills

Capture the Case: Complete 4 Challenges

Arena: Area 52
Limits: 10 minutes
Weapons: Falcon 2, Cyclone, Sniper Rifle, Shotgun, Shield

Tranquilizer: Complete 7 Challenges

Arena: Skedar
Limits: 10 minutes, 10 points
Weapons: Falcon 2, CMP150, Dragon, Tranquilizer, Shield

Slow Motion: Complete 8 Challenges

Arena: Skedar

Limits: 5 minutes, 10 points

Weapons: MagSec 4, K7 Avenger, SuperDragon, Sniper Rifle, Shield

Special: Slow Motion

Temple Explosives: Complete 11 Challenges

Arena: Temple

Limits: 10 minutes

Weapons: SuperDragon, Devastator, Shield

Slayer: Complete 13 Challenges

Arena: Skedar

Limits: 10 minutes, 10 points

Weapons: MagSec 4, K7 Avenger, Shotgun, Slayer, Shield

Cloaking: Complete 16 Challenges

Arena: Skedar

Limits: 10 minutes 10 points

Weapons: Mauler, SuperDragon, Reaper, Grenade, Cloaking Device

D. Weapon Setups and Unlocking

There are weird things about unlocking weapons. Finding weapons in the Solo missions will put them in Multiplayer, but there's also the Challenge-related system if you don't want to do it that way...

Available from the start: Falcon 2, CMP150, Sniper Rifle, DY357 Magnum, Dragon, Combat Knife, Cyclone, Rocket Launcher, MagSec 4, Timed Mine, and AR34.

After 1 Challenge: Farsight XR-20, Grenade

After 2: Shotgun

After 3: Falcon 2 (silenced)

After 4: SuperDragon

After 5: Laptop Gun

After 6: Remote Mine

After 7: Tranquilizer

After 8: Falcon 2 (scope)

After 9: Reaper

After 10: Cloaking Device

After 11: Devastator

After 12: Proximity Mine

After 13: Slayer

After 14: Phoenix

After 15: Combat Boost

After 16: Mauler

After 17: Callisto NTG

After 18: Crossbow

After 19: RC-P120

After 20: DY357-LX

After 21: N-Bomb

Now, there are Weapon Presets if you don't want to have to customize

weapons all yourself. There are quite a few, actually, much more than Goldeneye. Basically, six slots are available to be filled with weapons of your choice, including nothing, shields, or duplicates. You can fill a whole arena with Shields, leave it empty, or have all one weapon!

Position number determines where in an arena a weapon will show up. This can be more than one individual spot. For instance, Position 2 in Complex puts the weapon in the dead-end area up the stairs in one corner, and also puts it on the overlook over the double walkway area. Position 6 puts a weapon in the small pillar room. Ammo, of course, is never too far off.

Here are the weapon presets and what they give you. The weapons are in order of position number. If there's only five, then Position 6 is disabled.

Note: These presets will be different, and some won't be available, if some weapons have not been unlocked yet. I've included the weapons that are available if all the weapons have been discovered.

Pistols: Falcon 2, MagSec 4, Phoenix, Mauler, Shield

Automatics: Falcon 2, CMP150, Laptop Gun, AR34, Shield

Power: MagSec, Magnum DY357, Shotgun, RC-P120, Shield

Farsight: Phoenix, Cyclone, Callisto NTG, Farsight XR-20, Shield

Tranquilizer: Falcon 2, CMP150, Dragon, Tranquilizer, Shield

Heavy: Mauler, K7 Avenger, Reaper, SuperDragon, Shield

Golden Magnum: Falcon 2, Grenade, CMP150, DY357-LX, Shield

Explosive: Devastator, Devastator, SuperDragon, SuperDragon, Shield

Grenade Launcher: MagSec 4, CMP150, AR34, Devastator, Shield

Rocket Launcher: Mauler, Cyclone, Dragon, Rocket Launcher, Shield

Proximity Mine: MagSec 4, Laptop Gun, K7 Avenger, Proximity Mine, Shield

Close Combat: Combat Knife, Combat Knife, Timed Mine, Crossbow, Shield

E. Simulants

This is really what makes Perfect Dark excellent. The options for AI in the game are just amazing. You can adjust number, difficulty, and special personality of the Simulants in the Multiplayer games. The number of Sims can be anywhere between 1 and 8.

Simulant Difficulties:

MeatSim: This guy's really, really bad. He's totally oblivious to your movements unless you walk right in front of him, and he doesn't look around too much. He doesn't have any idea how to use the radar, nor does he know where weapons are. If he sees you, odds are, he'll take a

second or two before getting off some poorly-aimed shots.

Real person equivalent: Your dog.

EasySim: He's got some basic combat skills. He knows how to move around an arena, and can get off some shots as he sees you, but the aim's still not very good, and he doesn't hunt very well at all.

Real person equivalent: Your rheumatic grandmother or three-year-old cousin.

NormalSim: He's pretty basic. He definitely knows his way around, and knows what weapons are where. Usually, though, he's obsessed with getting a good weapon, and doesn't use each weapon to its full potential. His aim's decent, and he'll sometimes go on hunts, but he'll mostly be defending himself. Nothing to toy with, though.

Real person equivalent: Average person off the street, or your younger sibling of a few years.

HardSim: Complete 4 Challenges. This guy knows what he's doing. He'll use weapons well, use the radar to sniff you out, and has great knowledge of the arena. Don't be caught with your guard down near this guy or you probably won't get back up.

Real person equivalent: Seasoned video game veteran, probably played Goldeneye more than once in his life.

PerfectSim: Complete 9 Challenges. Oh, he's good. Real good. He has complete knowledge of the arena and weapons, and knows how to use both against you with vicious effectiveness. He'll often open fire as soon as you get in his line of sight, and won't let up until you're dead.

Real person equivalent: Esteemed veteran of Perfect Dark.

DarkSim: Complete 21 Challenges. You're already dead. He'll head for powerful weapons without hesitation. Once he has what he needs, he'll home in on your exact position and open up as soon as he sees the whites of your eyes. There's no sneaking up on him, and little hope outsmarting him. You'll just have to rely on your luck and strategy to get you through. He can be beat.

Real person equivalent: There really is no one this consistently good...

Special Personalities:

Note: All of the following can be assigned the above mentioned difficulties as well. You can have a Perfect PeaceSim, or a Meat ShieldSim, for example...

PeaceSim: This wimp does not like violence one bit, and he'll try to express his non-violent tendencies on you by running around and grabbing all the guns. He usually won't defend himself, but he might try to Disarm you to remove your gun. Kinda annoying, really.

ShieldSim: He goes immediately for any Shields in the area. If he takes damage, he'll take off right away to get another one. Cowardly, eh?

RocketSim: Not one of the cowardly ones, this Sim's favorite song is

"Things That Make You Go Boom". He'll go for any weapons that are explosive, or can be explosive in some way. Watch out for his Dragon Bombs.

KazeSim: This one's not at all afraid to get hurt if it means he can hurt the other guy. He'll willingly walk through hails of bullets and drink in explosions if it means he can get a hit in. Has the potential to be very dangerous, or a very easy kill, if you're lucky.

FistSim: Like the PeaceSim, this guy will run around collecting guns, and will try to Disarm you. He won't back down from a punching match though, and will be quick to try to score a TKO on you.

PreySim: Definitely one of the more unscrupulous types, this Sim likes Cloaking Devices and will go for the opponents that are weak or have weak weapons first. Watch out for him if you're seriously hurt.

CowardSim: This guy also goes for easy targets, but completely shuns anything else. Unless he's sure he's gonna win, he won't go near a confrontation. Don't worry too much about him.

FeudSim: An interesting, and definitely annoying Sim, if you're on his bad side. This Sim has his sights set on one specific player in the game and will do whatever it takes to off him/her. He'll pursue that one person throughout the entire match, regardless of that person's standings.

SpeedSim: This guy's much faster than a normal human. He's agile and can easily outpace you. Don't try to run from him.

TurtleSim: He makes up for his lack of speed with a shield that's double the power of a normal one. He'll take what you can dish and ask for more.

VengeSim: This guy's mad about something. He'll always put everyone else second in an attempt to take down the last guy who killed him. Be on your guard, and only peg him if you're sure you have the ammo to peg him again.

JudgeSim: What? A Sim with a sense of decency? No way! It's true. To try to keep things even, the JudgeSim will always go for the guy who's in the lead. If you like playing your games by getting way ahead, stay sharp for this guy.

Simulant Orders:

When you have Simulants on your team, you can issue orders to them. To do this, hold A and tap Z twice once the menu comes up. You'll be able to issue orders to the first Sim on your team. Tapping Z again will allow you go to the next Sim on your team, and so on. Holding R will issue orders to all the Sims on your team. You'll have a variety of orders to choose from. Some will only be available on certain scenarios.

Normal: Simulant will act in a normal fashion. It'll hunt out weapons, and track any enemies it encounters to the best of its ability.

Attack: You have another choice after you choose this, because Attack will allow you to specify a target for your Sim. Pick the respective

enemy you want your Sim to attack and it'll make that enemy its first priority, dealing with others as its AI allows...

Follow: Simulant will stay with the person who issued the order, but will go off and attack an enemy that crosses its path.

Protect: Simulant will stay with the person who issued the order, no matter what.

Defend: Simulant won't attack unless directly threatened.

Hold: Simulant will move to where you issued the order and defend the spot with its life.

Get Case (HtB, CtC) - Simulant will head straight for the case. If the scenario is Capture the Case, Simulant will make a beeline for the base after it gets the case. If the scenario is Hold the Briefcase, Simulant will also attack the holder of the case, if that person's not on the Simulant's team.

Save Case (CtC) - Simulant will stand on the base and guard the case. If the case is held by an enemy, Simulant will aggressively attack it.

Download (HC) - All-purpose HC command. If the Data Uplink is open, Simulant will head for it, and then go for the PC. If the Data Uplink is held by an enemy, Simulant will aggressively attack it.

Pop Cap (PaC) - Simulant will attack player that is "It", if that person's not on the Simulant's team.

Def Hill (KotH) - Simulant will head to the hill, and will attack anyone that comes in range of the hill, even if it means leaving it.

Hold Hill (KotH) - Simulant will head and stand on the hill. It will defend the hill viciously, but will not chase enemies...

F. Multiplayer Ranking and Advancement

The multiplayer ranking system is number based. It would seem advancing in rank is incredibly complicated, but it's actually quite simple.

Here are the multiplayer ranks and their names.

Thanks to nourali for this one:

Beginner:21
Trainee:20
Amateur:19
Rookie:18
Novice:17
Trooper:16
Agent:15
Star Agent:14
Special Agent:13
Expert:12
Veteran:11
Professional:10
Dangerous:9
Deadly:8

Killer:7
Assassin:6 <-- That's me! ^_^
Lethal:5
Elite:4
Invincible:3
Near Perfect:2
Perfect:1

This ranking advancement formula is the result of long hours work by shadestreet, SubDragon, and Matt P, not to mention the rest of the rest of the GameFAQs Perfect Dark message board for submitting their stats.

The basic deal behind this is that hitting any of these milestones gives you a point. Everytime you get any five points, your rank increases.

Accuracy Medals

1 point - 6
2 points - 12
3 points - 24
4 points - 48
5 points - 84
6 points - 180
7 points - 300
8 points - 450
9 points - 630
10 points - 900

HeadShot Medals

1 point - 6
2 points - 12
3 points - 24
4 points - 48
5 points - 84
6 points - 180
7 points - 300
8 points - 450
9 points - 630
10 points - 900

KillMaster Medals

1 point - 6
2 points - 12
3 points - 24
4 points - 48
5 points - 84
6 points - 180
7 points - 300
8 points - 450
9 points - 630
10 points - 900

Survivor Medals

1 point - 6
2 points - 12
3 points - 24
4 points - 48
5 points - 84
6 points - 180

7 points - 300
8 points - 450
9 points - 630
10 points - 900

Games Won

1 point - 6
2 points - 12
3 points - 24
4 points - 48
5 points - 84
6 points - 180
7 points - 300
8 points - 450
9 points - 630
10 points - 900

Kills

1 point - 6
2 points - 120
3 points - 240
4 points - 480
5 points - 960
6 points - 1680
7 points - 3600
8 points - 6000
9 points - 9000
10 points - 18000

Damage Dealt

1 point - .6
2 points - 1.2
3 points - 2.4
4 points - 4.8
5 points - 8.4
6 points - 18.0
7 points - 30.0
8 points - 45.0
9 points - 63.0
10 points - 90.0

Distance

1 point - 60
2 points - 120
3 points - 240
4 points - 480
5 points - 840
6 points - 1800
7 points - 3000
8 points - 4500
9 points - 6300
10 points - 9000

Ammo Used

1 point - 3000
2 points - 6000
3 points - 12000
4 points - 24000
5 points - 42000
6 points - 90000

7 points - 150000
8 points - 225000
9 points - 315000
10 points - 450000

Time

1 points - 2-4 hrs
2 points - 4-8 hrs
3 points - 8-16 hrs
4 points - 16 hrs-1 day 4 hrs
5 points - 1 day 4 hrs-2 days 12 hrs
6 points - 2 days 12 hours-4 days 4 hrs
7 points - 4 days 4 hrs-6 days 6 hrs
8 points - 6 days 6 hrs-8 days 18 hrs
9 points - 8 days 18 hrs-12 days 12 hrs
10 points - 12 days 12 hrs and up

None of these stats can be increased by cheating, so you're going to have to do it the old-fashioned way.

Medals:

This is one you can't just let go and leave for a while. You're going to have to make a conscientious effort on this one. The best you can do is make the scenario as simple as possible. Fortunately, there is a way to do this.

Scenario - Combat
Options - Fast Movement
Arena - Villa (it has very little vertical movement)
Weapons - Farsight and all the rest Disabled
Limit - 1 Kill

Put yourself in Player 1's spot and another "human" in Player 2's spot. This "human's" your punching bag. Simply grab the Farsight, take aim, and hit your opponent in the head. You'll get all four medals. Repeat 900 times.

Kills:

Okay, I'll no longer be accepting submissions because I finally got the "Mine Trick" to work. In fact, it's going right now as I type this.

Scenario - Capture the Case
Options - Fast Movement, One Hit Kills
Arena - Felicity
Weapons - Remote Mine and all the rest Disabled
Limits - None
Simulants - 8 DarkSims
Teams - EVERYONE's on Red team, including you.

Okay, here's the deal. You want the case to be in the bathroom. Basically, your starting point is a tiny square room. Set all your Sims to Save Case (individually works best for me). Once they all get to the spot, throw a Remote Mine into the bathroom, back up a lot, and detonate it. What's happening is you're blowing up all the mines in the hands of the Sims, and as soon as they respawn, they go straight for another mine and immediately get it out. This basically creates an endless chain reaction of explosions that will continually destroy all the Sims, and you can sit back and watch your kill total fly

through the roof.

If anyone knows who, on the Perfect Dark board, originally came up with this, please let me know so I can give them credit.

Time and Distance:

Simple enough. All you need is a rubber band. Wrap it around the Control Stick on an angle and let the game run for 12 days. All you need to leave on is the N64. Just shut off the TV. You'll be hitting milestones in no time.

Ammo Used:

You'll have to do it the old-fashioned way. I suggest just grabbing Cyclones and picking up ammo wherever you can find it. Magazine Discharge the Cyclones and keep searching for more ammo.

10. Submitted Game Setups

I decided all these wonderful scenario authors needed their own space to exhibit their works of art. This is where ALL the submitted scenarios are now.

Let's begin!

Submitted by ChewyLS:

Scenario: Combat

Options: Default

Area: G5 building (or any that you choose, but this one is my fave)

Weapons: Grenade, CMP150, Falcon 2 (scope), RC-P120, Farsight XR-20, Shield

Limits: whatever you want, but I like unlimited everything

Simulants: whatever you choose, but it seems to be better with 8 simulants

Teams: none

Name: Fast as lightning

Scenario: Hold the briefcase

Options: Fast movement

Area: Villa

Weapons: Automatics preset with no shield

Limits: default

Simulants: Same number of Kazesims as humans

Teams: Humans vs. simulants

Notes: You've got a lot of power in this match, but with fast animation on, those Kazesims will keep on coming. You better change the Kazesims to a higher difficulty than meat or easy, because those aren't even a snack.

Name: Killer in the midst

Scenario: Combat

Options: Default

Area: Sewers

Weapons: Shotgun, CMP150, Cyclone, Dragon, Mauler, Shield

Limits: 10 team score

Simulants: 3 Easysims, 1 Darksim

Teams: Humans vs. Simulants

Notes: Facing 3 Easysims may seem like a breeze, but the Darksim will make this breeze into a hurricane. The good news is that there are good weapons such as the Cyclone and the Dragon. To make the match even harder, make all the sims the same characters.

Name: Solitary weapon

Options: Default

Area: G5 building

Weapons: Nothing, Nothing, Nothing, Shield, Shotgun

Limits: 3 score

Simulants: Your choice

Teams: None

Notes: There is only but one strategy in this scenario: get the shotgun as fast as you can, and wait for it to regenerate to get more ammo. If you don't have the shotgun, (due to the fact there's only one) then you'll have to disarm the lucky son-of-a-gun who has it.

Name: Alien Tech

Scenario: Hacker Central

Options: No radar

Area: Ruins

Weapons: Reaper, Slayer, Mauler, Phoenix, Callisto NTG, FarSight XR-20

Limits: Default

Simulants: 1 Hardsim, 1 Predatorsim

Teams: Humans vs. Simulants

Notes: This invasion from outer space will make this scenario very cool. The Predatorsim is good enough to give human fits, and the Hardsim is no pushover. The many walls in the ruins will give you the chance to spy on the other players, but they can see you, too.

A bunch by Oberon the Fairy King:

Meat:

Massacre:

Combat, limit: 5 minutes

One of my favorites. I'm sick, I know. 8 PeaceSims, all on Meat difficulty. For weapons, try Golden Guns, Crossbows, Laptop Guns, and explosives. Don't use too small an arena, or they may just gang up on you (They won't attack each other because they only attack people with guns out).

Diplomacy:

Capture The Case, limit: 9 Team Score

This is neat. It's listed here because, since people can think and Sims can't, you have the advantage. Take a Sim as a buddy (not Meat, but not Perfect or Dark either). Three other teams: One team is Dark/Meat, another Perfect/Easy, and a third Hard/Normal. This is great in a non-linear arena; linear ones create two separate one on one games.

Easy:

Duck 'n' Cover:

Combat, limit: 3 Score

This one is all about using cover, strafing, and aim. Toss a normal Falcon in slot one, and a Scoped one in slot six. Play this one in the grid, with one hit kills. Don't overdo the sims, Perfect and Dark will mow you down every time no matter what. They're too good with one hit kills on. This is a defense game: if you die, you just got someone 1/3 of the way to victory. The reason this is easy is the radar. Turn it

off and things get freaky.

Normal:

The Approach:

Combat, limit: 10 minutes

Play in the temple. Put in Crossbow for slot one, Farsight for six. Don't use any sims below normal, and use hard or better for best results. Bad sims don't use the farsight corectly. Basicly, half the people will stay back and farsight, the other half will try to get in the same room with the crossbow. Either way it's one hit and down, most of the time. The farsighters have to pick people off. The crossbowers have to speed-strafe and never stop moving. Use KazeSims for CrossBowers, and CowardSims for Farsighters.

Drugs:

Hold the case, limit: 10 score

This is great. Play it in ravine for best results. Toss in nothin' but tranqs 'n' N-bombs. If you DO kill the carrier, you probably can't see straight enough to find the durn case. This can be frustrating, and sims aren't effected enough by tranqs to make in fun. Go against your friends instead.

Hard:

The Hunt:

Combat, limit: 3 minutes

Toss in a bunch of automatics. Play with three buddies against a team of two DarkSims. If you think you can hunt more than that down, add more. Toss in eight Darksims against the four humans and turn the tables from hunters to hunted!

Paranoia:

King of the hill, limit: 10 minutes

This is a level that will have you jittering for weeks. Put in all three types of mines and the K7. Don't forget that every weapon here except remote mines have threat detectors, but only the K7 can shoot at the same time. Try it in a dark level with little open area. As for sims, use the upper levels. The stupid ones will just keep running into your proxies...

The Horde:

King of the hill, limit: 20 score

Turn off mobile hills. Put hill time on 10 seconds. Put in Falcon, Falcon w/ Scope, Mauler, Phoenix, Magnum, and golden gun. Basicly, a huge pile of great guns will appear on the hill as people get blown away there. By the end, if you can secure the hill, you're guaranteed dual golden guns and maulers. But you gotta beat someone else who has these to get here, first. Good with normal and hardsims. Perfect and above are to good with one hit killers, and easy and below can't aim straight.

Perfect:

The Guessing Game:

Combat, limit: 10 score

This revolves around the sims. One team of four CowardSims on Meat, on of four VengeSims on Dark. Basicly, kill the cowards. Killing a venge may be possible, but HIGHLY unrecommended. Make sure, btw, that all the guys look the same, and turn off player colors and radar. No cheating, now!

The Matrix:

Combat, limit: 10 minutes

Indeed hard. Put in falcons, CMPs, and Avengers. Toss in you and a friend, with four trenchcoated NormalSims. See if you can take down the Dark, Perfect, and Hard agents (all in suits of course).

Dark:

Paranoia II:

Pop a cap, limit: 5 minutes

Skedar arena with nothin' but slayers and snipers. Throw in two DarkSims and two Buddies along with your bad stuff and watch as you slowly degenerate. What's great is seeing yourself in SlayerView (tm) or at 30x on the sniper right before you hear a sudden BLAM! and...

See if these hold you for a bit. They're mainly concentrated on the sims, but some (like the paranoias) work better with humans. Oh, and if you want to see what 'hectic' truly means, toss in seven sims for capture the case and put you and all of them on seperate teams. Cases galore!

This one was submitted by Ashcraft:

! Assault !

Scenario: Combat

Options: Default

Simulants: 8

In this scenario you, Elvis, and 4 Maian Soldiers go up against Mr. Blonde and his two best bodyguards. Elvis is a Hard TurtleSim, his 4 Maian Soldiers are HardSims, and then it's you or you and your freinds. Mr. Blonde is a Dark TurtleSim and his bodygaurds are DarkSims.

This takes place in the Grid.

Weapons

1. Mauler
2. Combat Boost
3. Callisto NTG
4. Reaper
5. Shield
6. AR34

Elvis has on his flag shirt, and the Maian soldiers have their blue triangle helmets. Mr. Blonde's bodyguards have the white artic suits and the Shock Trooper helmet. Mr. Blonde has the standard white arctic suit and head.

Submitted by Darthhelmet85:

Rainbow Six:

Have a team of six Swat guards (including you) hunt down terrorists (up to three) With the terrorists on the Dark difficulty setting And your team of swat guard on the Normal Setting. For Weapons, Use Automatics, Pistols, And maybe a combat knife or two just for emergencies. I usually play this one in the G5 building.

A rather detailed one from ConfusedGuy:

While I may not be the best at Perfect Dark, I regard myself as at least adequate, and find that this scenario tests my skills quite well. I call it 'Entrapment', since some of the weapons allow you to lay an excellent trap for your unsuspecting enemies. Here are the settings (a few of them require completed Challenges, etc.), and explanations for them. Settings which have not been changed from their default are not shown.

Scenario: Capture the Case (Adds element to play besides all-out combat)

Arena: Complex (Good labyrinthian environment)

Options: Just make sure that the cases DO show up on radar, and that kills score as well

Weapons: Custom

Dragon	(Shoot or set prox. mines)
Laptop Gun	(Shoot or set extremely useful sentry guns)
Tranquilizer	(Discombobulate your opponents)
K7 Avenger	(Shoot and detect sentry guns or prox. mines)
CMP150	(Use the second function to lock on to enemies)
RC-P120	(Shoot or conceal yourself by cloaking)

Limits:

Time:	20 min.	(To ensure the match isn't too long)
Score:	No Limit	(Teamwork!)
Team Score:	50	(The match's length)

To change the length of the match, adjust the Team Score limit.

Teams and Sims:

Player1	Red	(YOU)
1: MeatSim1	Red	(For easy kills)
2: MeatSim2	Blue	(For easy kills)
3: NormSim1	Red	(Mediocre help)
4: NormSim2	Red	(Mediocre help)
5: NormSim3	Blue	(Mediocre competition)
6: NormSim4	Blue	(Mediocre competition)
7: EasySim	Blue	(To fill up the scenario)
8: HardSim	Blue	(Substantial competition)

For higher or lower difficulty, try altering the level of Sims 7-8; but be careful, as the balance of difficulty is delicate. For a 2 player match, add Player2 to the Red team, and change Sim7's difficulty to Hard; OR, alter the Sims and teams so that each of 2 teams (Red, Blue) has 1 human, 1 MeatSim, 2 NormSims, and 1 HardSim. For a 3 player match, put all humans on the Red team, change Sim7's difficulty to Hard, and switch Sim1 to the Blue team; OR, put a human and 2 NormSims on each of 3 teams (Red, Yellow, Blue); OR, do the preceding, plus 2 HardSims on the Magenta team. For a 4 player match, alter the Sims and teams so that each of 2 teams (Red and Blue) has 2 humans, 1 EasySim, 2 NormSims, and 1 HardSim; OR, put a human and 2 NormSims on each of 4 teams (Red, Yellow, Blue, Magenta).

Strategy:

A: Lay a Laptop Sentry Gun in your base for defense.

B: Or, lay a Laptop Sentry Gun in the enemy base to clear out the room.

C: Throw a Dragon Prox. Mine in an enemy-filled room to clear it out before entering.

D: Cloak yourself with the RC-P120 before entering enemy territory.

E: Order your Sim teammates to guard your case while you capture the

enemy's.

F: Or, order your Sim teammates to capture the enemy case, and guard your own yourself.

G: If you have the Infinite Laptop Sentry Ammo cheat unlocked, use it (at your own risk...).

Submitted by NeoBahamut:

Scenario: Combat

Weapons: Shotgun, Devastator, Laptop Gun, Callisto, Cyclone, Falcon.

Sims: VengeSim: Normal, KazeSim: Normal. MeatSim, EasySim, EasySim, NormalSim, NormalSim, JudgeSim: Normal.

Play this on a small level like the Felicity or something. Turn off Teams, turn on One-Hit Kills, and LET 'ER RIP!! This is just pure madness, the Shotgun and Devastator will give you huge kill counts, and the other Sims will all be trying to kill each other and you. You can get awards like Quad Kill with this Scenario. Try it with four friends and you'll be cleaning up the blood for weeks!

Paranoia(Hmmm, Popular name)

Scenario: Combat

Weapons: CMP, Dragon , RCP-120, Cloaking Device, Cyclone, SuperDragon, Reaper.

Sims: All Dark! Add at least 2 or 3. I like 4 or 5. Play with a friend on Humans vs Simulants or by yourself.

This is just scary. Fill it with weapons the enemy knows how to use, Cloaking Devices to keep you on your toes, and DarkSims at every turn, this would turn anybody into a shaking pile of jelly in just an hour. Turn off Radar, and turn off one hit kills (more frustrating). Play it in a big complex level (I prefer the G5 Building because I know the Complex too well, but try to play it in a level your are unfamiliar with.) Everywhere you turn, the team of DarkSims will be all over you. Turn a corner and BLAM! Reincarnate and BLAM! This will keep you up all night saying to yourself, "I want just one more kill, one more kill on these bastards! Please!!!"

Scenario: Combat

Weapons: ALL DISABLED!!!!!!

Sims: Same as above, except replace the JudgeSim with another VengeSim.

Play this on a small level too. It's pure madness. The small confines of the Felicity make getting kills easy and getting killed easier. No teams, no weapons, and One-Hit Kills. Just play with all the sims or friends. If you're doing this with friends especially, I have two words for you... HURRICANE FISTS!!!!!!!!!!!!!! When you get killed, you can just lie there and listen to the smacks and yells as everyone else wastes each other over your head.

Submitted by SpacemanSpiff:

My favorite multiplayer setup is King o' the hill with Falcon 2 (scope), Laptop gun, K7 avenger, RC-P120, N-Bomb, and either the rocket launcher or the slayer, depending on my mood. Any level will do although i prefer the villa. Add some sims, then friends if you have any (...have any around that is...). Enjoy.

A LOT of VERY nice ones sent in by bustamac:

The Terminator

Scenario: Combat

Arena: Villa

Weapons: Falcon 2, Shotgun, Shotgun, CMP150

Simulants: CowardSim, difficulty Normal (or easy if you want a challenge),

Blonde girl head and

Joanna Negotiator body

PreySim, difficulty Hard, Tough guy head & Mr. Blonde body

Teams: You and Sarah Connor CowardSim vs. Terminator PreySim (on the Brown/Blue team in order to change his white clothes) Notes: You're Kyle Reese and your job is to protect Sarah Connor from the Terminator (who has 200% health handicap). Other people could be added to this scenario representing fellow soldiers of the future. However, in this case the Terminator's health handicap should increase by 100% per player for balance.

X-Files

Scenario: Hold the Briefcase

Arena: Area 52

Weapons: Falcon 2, DV-357 Magnum, Phoenix, Mauler

Simulants: Hard, Perfect, or DarkSims (whose number equals the number of humans) with appearance set to any of the aliens. Notes: The players, as Mulder (FBI agent), Scully (Joanna Trenchcoat with Velvet Dark head), and other FBI agents must steal the evidence of a massive alien conspiracy straight from the horse's mouth: the aliens themselves. Or you could turn the tables and play as the aliens vs. FBI agent sims!

Bomb Squad

Scenario: King of the Hill

Arena: Any small to medium sized level will do

Weapons: K7 Avenger, Remote mines, Proximity mines, shields

Simulants: None recommended, because the sims would hit the explosives every time.

Teams: 1 Mad Bomber vs. 1-3 Bomb Squad Team Members

Notes: When the scenario begins, the Mad Bomber has 30-60 seconds (depending on level size) to lay as many mines as he can on the hill. During this time, the Bomb Squad players wait. Then the Squad takes off for the ready-to-blow hill. The madcap and explosive battle ensues and continues, until the hill is captured by the victor. At this point the process repeats (for every subsequent hill), with the Squad members waiting while the Bomber wires up the next hill, then taking off to defuse it. For realism, the Bomb Squad is restricted to using the K7, and the Bomber the mines. Of course, realism can be disregarded in the heat of battle. . .

Kill the Loony

Scenario: Combat

Arena: Felicity

Weapons: Falcon 2, MagSec 4, Dragon, Tranquilizer, Tranquilizer

Simulants: SpeedSim, difficulty anything but Meat, with head of that guy baring his teeth and body of Biotechnician

Teams: 1-4 Doctors vs. 1 Escaped Mental Patient

Notes: One of your mental patients has escaped. Is it that nice old lady on the third floor with a history of Alzheimer's? Nope. It's that psycho on floor five with a history of paranoia, hallucinatory insanity, and good old homicidal mania. He's whacked out on drugs, so he's got massive adrenaline in his system (SpeedSim) and he can't feel pain (Health Handicap: 500%). Hospital protocol demands that you sedate him and return him to his quarters, but you'd feel a lot better knowing he was dead.

T2

Scenario: Combat

Arena: Car Park

Weapons: Falcon 2, Shotgun, CMP150, Grenade, Shield

Simulants: ShieldSim T-1000 (Sniper Head and dataDyne security body),

difficulty: Hard/Perfect, handicap of 300% (or more)

HardSim Sarah Connor (blonde girl head and Joanna Combat body)

NormalSim John Connor (brown, short hair head with "guy wearing a short blue jacket" body)

Teams: The Terminator (you), Sarah Connor, & John Connor vs. T-1000

Limits: Score limit - 15, Team score limit - 10

Recommended Soundtrack: Dark Combat

Notes: Priority One: Protection of Sarah Connor and John Connor.

Priority Two: Destruction of T-1000 prototype. Priority Three:

Self-preservation. This should be a very difficult scenario because those Connors run into bullets as if they're thinking the 1000th person shot wins a sack of gold teeth!

Metal Gear Solid

Scenario: King of the Hill

Arena: Any large level

Weapons: Falcon 2 (silencer), Sniper Rifle, Dragon, Cloaking Device

Simulants: 8 EasySims (Datadyne Shock Trooper head & body)

Teams: All 8 of them vs. you.

Limits: Score: 5, Team Score: 15

Options: No Radar

Hill Options: Hill time of 35sec/point, Mobile Hill off.

Recommended Soundtrack: Datadyne Extraction

Recommended Active Cheat: Cloaking Device

Notes: This is Colonel Campbell. Come in, Solid Snake. We've cleared up that mess in Alaska, but now you've got to tie up one of Liquid Snake's loose ends. Seems that he's got another facility for storing Metal Gears. Head for that location with a transceiver for our weapons satellite so we can blast that thing to hell. It'll take a while for the transceiver to get a lock. You won't get bored because good old Liquid's left you some friends to keep you busy. We got you a cloaking device, so you can concentrate on shooting things instead of crawling around like a rat. Campbell out.

The quintessential SuicideBomberSim

This is an interesting tactic that I stumbled upon during a frantic game with remote mines. I call it the "SuicideBomberSim" (too bad KazeSim is already taken). This is very useful in games like King of the Hill where kill points don't matter. It doesn't work well against other hi-level sims, but it works just fine on people!

1. During Advanced Setup, put a FistSim on your team and set the option to display team colors on the radar. Your friends won't object to making the Sim's difficulty Dark/Perfect, right? He's only a little FistSim. . .

2. Select any level and include Remote Mines.

3. When the game starts, grab some Remote Mines and order the FistSim on your team to "Hold."

4. As soon as the FistSim arrives at your position, stick plenty of remote mines on his body.

5. Send an order for the FistSim to "Attack" someone you don't like.

6. As soon as you see your FistSim dot merge with the victim's dot, DETONATE!!! Or, if you aren't using team colors, listen for a punching sound and look for the victim's blurry screen, then. . . DETONATE!! If you want this tactic to cause you a net gain in points in Combat

scenarios, you'll have to blow up a group, but that's not hard to do in a small level (against sims, anyway - your friends will catch on pretty quickly and separate).

DragonBall Z: Protect Earth's DragonBalls from Freeza!

Scenario: Capture the Case

Arena: Any

Weapons: Lasers, Lasers, Shield, Shield, Cloaking Device, N-Bomb

People OR Simulants:

Goku PerfectSim (no-beard man with hair just like Bond's head, overalls body)

OR Goku Super Saiyan SpeedSim Difficulty Dark (Jonathan head, overalls body)

Krillan NormalSim (no-beard guy with hair almost same color as head, overalls body)

Gohan CowardSim difficulty Hard (no-beard guy & inverted bowl haircut head, Sniper body)

Yamcha NormalSim (no-beard guy with ponytail head, overalls body)

Piccolo HardSim (Elvis head, green DataDyne trooper body)

Vegeta VengeSim difficulty Hard (Trent Easton head, A51 guard body)

Freeza PerfectSim (Biotechnician Head, Alaskan guard body)

Score Limit: 7

Teams: Goku OR Goku Super Saiyan, Krillan, Gohan, & Yamcha (Yellow) vs. Piccolo, Vegeta, and Freeza (Blue)

Options: Fast Movement

Case Options: Show On Radar

Recommended Active Cheat: Hurricane Fists

Recommended Soundtrack: dD Central

Notes: In an alternate timeline, Freeza has come to Earth, and his new Mind-Control Beam has turned Vegeta and Piccolo into his cronies. Their purpose: Collect the DragonBalls to achieve immortality! The Earthlings have hidden them in innocuous briefcases (I know, it's a stretch) but Freeza is not fooled. All of Earth's remaining Special Forces must collect the DragonBalls first and wish this intergalactic menace out of existence. The laser beams represent the energy attacks the DBZ characters use to fight. Shields represent their energy defenses. The cloaking device represents those parts of the show where the characters move so fast you can't even see them. The N-Bomb is like the Spirit Bomb attack. Fast movement and Hurricane Fists reflect the characters' super reflexes.

DragonBall Z: Earth vs. Giant Saiyan Apes!

Scenario: Combat

Arena: Any small level

Weapons: Lasers, Lasers, Shield, Shield, Cloaking Device, N-Bomb

People: (at least two)

Goku (no-beard man with hair just like Bond's head, overalls body)

Krillan (no-beard guy with hair almost same color as head, overalls body)

Gohan (no-beard guy & inverted bowl haircut head, Sniper body)

Yamcha (no-beard guy with ponytail head, overalls body)

Simulants: 2-4 Giant Saiyan Ape TurtleSims, any difficulty (orange helmet head, A51 guard body)

Options: Fast Movement

Recommended Active Cheats: Hurricane Fists, Fast Movement, Small Jo

Recommended Soundtrack: Skedar Mystery

Notes: It appears that there were more Saiyan survivors from planet Vegeta's explosion than previously thought. They have arrived on Earth, creating artificial moonlight in order to attain Giant Saiyan Ape form and wreak havoc. Looks like Earth's Special Forces have to take care of

some monkey business. . .

The Small Jo cheat makes the human players small, while keeping the Saiyan Ape Sims appropriately huge. Spirit Bombs (N-Bombs) are really the only way to kill the Apes effectively, just like in DBZ.

A Knife in the [Perfect] Dark

OR

Crap That's Freaky!

Scenario: Combat

Arena: Any simple level (like the Temple)

Weapons: All Combat Knives

Simulants: 0-8 Meat/EasySims, because you're blind

Score Limit: None

Time Limit: 10 min

Teams: Any

Options: No Radar

Player Options: Player Highlights, Pick-up Highlights, and Team Color Highlights

Recommended Cheat: Perfect Darkness

Recommended Soundtrack: Skedar Ruins

Notes: No one is allowed to use Night Vision so everyone fights in the dark. The only way to navigate in the darkness is to use the highlighted guns, ammo, and people as ways to get your bearings. This game will give you the shakes. Seriously. And if you thought this scenario was freaky, just wait until you make everyone look the same (including the Sims) so NOBODY knows who's stabbing you! One-hit-kills can make it even scarier! Here's a navigation tip: try throwing knives into thin air. You can leave a trail of bread crumbs this way because knives highlight when they stick in the wall.

A FarSight in the [Perfect] Dark

OR

Crap That's Cheap!

Scenario: Combat

Arena: Any simple level

Weapons: All Farsights

Simulants: None because you're still blind

Teams: Any with 4 players

Options: No Radar again

Player Options: All the Highlights again

Recommended Active Cheat: Perfect Darkness again

Recommended Soundtrack: CI Operative

Notes: No Night Vision here, just FarSight Vision. Have you seen The ThunderCats? "Gun of Omens, give me Sight Beyond FarSight!"

The Matrix II

Scenario: Hold the Briefcase

Arena: Grid

Weapons: Falcon 2, Falcon 2, CMP150, CMP150, K7 Avenger

People/Simulants:

Neo SpeedSim Difficulty Dark (Keanu Reeves look-alike (with five o'clock shadow) head, FBI Agent body)

Trinity HardSim (Woman with black hair & long face head, Joanna Leather body)

Morpheus JudgeSim difficulty Perfect (black man with bald spot head, CIA Agent body)

3-4 Agent Hard/Perfect/DarkSims (Any ugly head, President body)

Time Limit: None

Score Limit: None

Team Score Limit: 10

Options: Slow Motion Smart, Fast Movement, No Radar, No Auto-Aim

Teams: Neo, Trinity, Morpheus, Switch, and Epoch (Blue) vs. the 3-4 Agents (Brown)

Recommended Active Cheat: Hurricane Fists

Recommended Soundtrack: dD Extraction X or Carrington Villa X

Notes: The access codes for Zion's mainframe are loose in the Matrix! If the agents retrieve them then the free world is lost. Now Neo and the crew members of the Nebuchadnezzar must reenter the Matrix and hold the codes long enough to establish a tracer signal and delete them. Since Neo has become the One, death in the Matrix has lost its sting; however, dying causes the tracer signal to be lost and gives the agents an opportunity to snatch the codes! Slow Motion Smart plus Fast Movement really gives the effect of Bullet-Time photography because the slo-mo kicks in only when the bullets start flying, making dodging them easier. "You're saying I can dodge bullets?" Yes, as long as No Auto-Aim is active (Simulants are infallible marksmen otherwise). Hurricane Fists are useful when you're close enough to an Agent to make him "Dodge this." Did you ever notice that no level like this one appears in the solo game and that 'grid' is a synonym for 'matrix'? "Whoa."

One Gun Two Gun No Gun

Scenario: Combat

Arena: Any

Weapons: Any lone doubling weapon (you can select the Falcon 2, for example, because you can hold two of them at once)

Simulants: None

Options: One-Hit Kills, No Radar

Teams: 4 player free for all

Notes: Have every player go to his own options menu under Control and turn off 'Ammo on Screen' and 'Show Gun Function', then start the scenario as usual. If you have two guns and run into someone with two guns (back-shooting breaks the rules, by the way), then the both of you commence a sort of Rock, Paper, Scissors game by pressing the A button. Unarmed beats 2 guns, 1 gun beats Unarmed, and 2 guns beat 1 gun. The winner gets to shoot (or punch) the loser. If you don't have two guns when you see somebody who does, then run find some ASAP, otherwise you're toast. Groups of 3 or 4 people who all have 2 guns play a game of Odd Man Out by switching guns, where the minority voter gets shot/smacked. For example, with 4 people, everyone presses A, and then if 3 guys have guns out and 1 doesn't, the guy who doesn't gets shot. Or, if 3 guys are unarmed and 1 guy has guns out, the guy with guns gets smacked. Repeat if no one ends up in the minority.

Carrington Says

OR

Is Carrington Carrying?

Scenario: Combat

Arena: Any

Weapons: Any single gun, as long as it can't be doubled. For example, you cannot use the Falcon 2, because you can hold 2 of these guns at the same time, but you can use the Sniper Rifle.

Options: Team Colors On

Simulants: None

Teams: 4 players, each a different color team

Notes: This scenario makes use of the 'Black Out' feature. To do this, crouch twice, then press and hold Down-C. Also, before everyone starts the game, have every player go to his Control menu and turn off 'Ammo on Screen' and 'Show Gun Function.'

The game begins with every player grabbing the gun in the level. As soon as this is accomplished, Player 1 takes the role of Carrington. Player 1 'Blacks Out' and asks "Is Carrington carrying?" and presses the A button rapidly. At this point, all of the other players try to guess whether Player 1 will pull out a gun or not by selecting Unarmed or the gun with the A button. Then after everyone has made their guess, Player 1 lets go of Down-C, revealing whether he's holding the gun or not and yelling "Yes!" if he has the gun out and "No!" if not. If one person guesses wrong, then all of the players try to kill the bad guesser. The bad guesser becomes the next Carrington after he dies. If everyone's wrong, then it's free-for-all combat. Whoever dies first becomes the next Carrington. If everyone guesses right, then everyone goes after Carrington! In this case the unlucky guy will have to be Carrington again after he gets killed. Repeat the guessing game if only one person guesses right. By the way, the odds for each are: 1 guy wrong (Toast him): 3/7. Only 1 right guess (Repeat): 2/7. Everyone's wrong (Free-for-all): 1/7. Everyone's right (Go for Carrington): 1/7.

Human Totem Poles in Multiplayer

This is a strange effect that occurs when someone is standing directly in the spot you're going to land when you fall. You will land on top of that person's head, and only the top person on the stack will be able to go anywhere; all the others can do is jog in place. I actually had this happen by accident one time in the first Solo mission when I jumped off the helicopter pad and landed on a very surprised guard's head. Here's how to make a totem pole in the Ravine level:

1. Player 2: go to the elevator platform and fall onto the lowest level, next to the long orange pipe.
2. Player 2: get as close as you can to the edge of the cliff that the elevator touches. Make sure you are facing the elevator dead on; rotate until the red line on the ground is entirely vertical.
3. Player 1: get on the elevator and orient yourself so that if you were down at Player 2's elevation, you both would be standing face to face.
4. Player 1: look down and step straight towards the edge of the elevator until you can barely see the top of Player 2's head. Take a small step into thin air when the elevator nears the top floor. You'll land on Player 2's head. He'll be stuck there, but you can still move. It will look interesting on everyone else's screens.
5. Have Player 3 repeat steps 3-4 to have three guys standing on each other's heads.
6. Player 1: to make a four person totem pole, begin the stack with a DarkSim on your team. To do this, move to the position that Player 2 took in step 2, then order your Sim to "Hold." Move out of the way and he'll stand right on the spot.

Killing the people in this human tower makes it collapse - that's Player 4's job. An interesting glitch occurs when you have a Simulant on the bottom of the stack. When you kill him, the people on top of him don't fall but float! You can walk in and out of the spot where the Sim was standing. If you're very lucky, the Sim will run back to his spot after respawning and end up on top of the stack, making the totem pole five people high. You can also have every person but the top one turn on a cloaking device so it looks like the one on the top is floating. You could make a five-person tower, but the problem is that no one could look at it (everyone is part of the stack).

This trick can be done in any level with long drop-offs. Examples are the Temple, in the old Goldeneye body armor room with the high ledge; the Villa, in the huge room with the catwalk; and the Warehouse, off of any of the numerous catwalks.

You can build human totem poles on top of a Warehouse HoverCrate. All you have to do is push the crate to the catwalk room, then have someone step off a catwalk onto the crate. Too bad the crate can't move when someone's on top of it.

Megaman II Perfect Edition

Scenario: Combat

Arena: Any technological (like Complex or Warehouse)

Weapons:

Megaman's Mega Buster (Mauler Single Shot mode ONLY)

Shield

If you include the boss, then include the corresponding weapon.

Crash Man's Crash Bomb (Devastator Wall-Hugger mode ONLY)

Magnet Man's Magnet Missile (Slayer Fly-By-Wire mode ONLY)

Shadow Man's Shadow Blade (Combat Knife)

Metal Man's Metal-Blade (Combat Knife)

Quick Man's Quick Beam (Cloaking Device and Laser)

Gemini Man's Gemini Laser (Laser)

Needle Man's Needle Cannon (Callisto NTG High-Impact Shells mode ONLY)

Spark Man's Spark Shock (Tranquilizer)

Hard Man's Hard Knuckle (Unarmed with Hurricane Fists Cheat)

Flash Man's Time Stop (Combat Boost, use Mauler Single Shot mode to fight)

Air Man's Air Shooter (Cyclone Magazine Discharge mode ONLY)

Heat Man's Heat Ray (Phoenix Explosive Shells mode ONLY)

People:

Megaman (Sniper head, G5 Swat Guard body) Health Handicap: 125%

Choose 3 of these bosses to play as the other 3 players.

Crash Man (Sniper head, A51 Guard body)

Magnet Man (Orange Helmet head, Sniper body)

Shadow Man (DataDyne Shock Trooper head, NSA Bodyguard body)

Metal Man (DataDyne Shock Trooper head, Sniper body)

Quick Man (Sniper head, Overalls body)

Gemini Man (Biotechnician head, Alaskan Guard body)

Needle Man (Alien with Helmet head, NSA bodyguard body)

Spark Man (Biotechnician head, CI Soldier body)

Hard Man (DataDyne Shock Trooper head and body)

Flash Man (Sniper head and body)

Air Man (Alien with Helmet head, CI Soldier body)

Heat Man (Orange Helmet head, Overalls body)

Simulant:

Dr. Wily CowardSim difficulty Normal/Hard (goatee and poofy long hair head,

DataDyne Lab Technician body)

Teams: Mega Man vs. 3 Bosses and Dr. Wily

Team Score Limit: 4

Options: Team Colors Off

Recommended Cheat: Hurricane Fists only if using Hard Man

Recommended Soundtrack: Dd Central X, Air Base X, Air Force One X

Notes:

IN THE YEAR OF 200X,
A SUPER ROBOT NAMED MEGAMAN
WAS CREATED.

DR. LIGHT CREATED MEGAMAN
TO STOP THE EVIL DESIRES
OF DR. WILY.

HOWEVER, AFTER HIS DEFEAT,
DR. WILY CREATED EIGHT
OF HIS OWN ROBOTS
TO COUNTER MEGAMAN.

When the game starts, have the boss team order Dr. Wily to "Hold" at an out-of-the way position. The fighting doesn't start until later. Have Megaman grab and use only the Mauler, and have the bosses grab and use only their designated weapon (e.g. Air Man grabs & uses just the Cyclone). The only way Megaman can use other guns is to kill a boss; then he can add the dead boss's gun to his collection. The bosses should disperse until they are evenly spread out on radar and until no two bosses are in the same room. Then the bosses wait for Megaman to run into their rooms. This creates a setup where the rooms the bosses guard are their "worlds" and Megaman has to enter the bosses' worlds and defeat them to acquire their guns. No one uses fists (with the exception of Hard Man) throughout the fight. A boss who dies doesn't press start, he just gets one chance to kill Megaman. If Megaman runs into Dr. Wily before defeating all of the bosses, then he should leave and beat all the bosses first. The score limit of 4 means that Megaman has to kill 3 different bosses (different because the bosses don't respawn) and 1 Dr. Wily to win. It also means Megaman has 4 lives, then it's game over. Megaman gets an "extra life" if a boss suicides. Some boss selections (Gemini Man, Hard Man, Shadow Man) are easier to defeat than others (Air Man, Crash Man, Magnet Man). If Megaman suicides, then he must kill Dr. Wily an extra time. Collecting Energy Tanks (shields) is necessary for Megaman's survival, but watch out for bosses who might be guarding them. Megaman gets a health handicap to show that he is tougher than Dr. Wily's evil robots.

The Urban Legend of Zelda

Scenario: Hold the Briefcase

Arena: Any, except for Temple

Weapons: Laser, Phoenix, Grenade, CMP150, Shield, Crossbow

People/Simulants:

Link PerfectSim (Jonathan head, DataDyne Trooper body)

Joanna Dark PerfectSim (Joanna Dark head, Joanna Combat Body)

Ganon KazeSim difficulty Hard/Perfect (Guy baring teeth head, Datadyne Infantry body)

3-4 Ganon's Underlings PreySims difficulty Normal/Hard (DataDyne Shock Trooper head, NSA Bodyguard body)

Recommended Soundtrack: Skedar Mystery

Notes: The Ocarina of Time has sent Link to retrieve the Triforce, which has slipped through a tear in time's fabric and is now in the far future. Hyrule has become a sprawling megalopolis called "Chicago" where swords 'n' sorcery have been replaced by guns 'n' ammo. But the vile Ganon has ridden Link's timestream and is now prowling Chicago in search of the Triforce. It is up to Link and the youngest living descendant of Zelda, Joanna Dark, to find the Triforce before Ganon does and return to the past. The Laser is like the Master Sword; it has both long range and short range attacks. The Phoenix is like the Fire Wand. The Grenade is like one of Link's Bombs. The CMP150 is included because it locks onto enemies just like Z Targeting in Zelda 64. The Crossbow is like Link's trusty bow and silver arrows, while the Shield is a super hi-tech update of Link's Mirror Shield.

Shaft

Scenario: King of the Hill

Arena: Sewers, Warehouse, Car Park

Weapons: Falcon 2, Falcon 2, DV357 Magnum, CMP150, Shotgun

People:

Samuel L. Jackson's Shaft (black man with bald spot head, FBI Agent body)

Richard Roundtree's Shaft (President head, CIA Agent body)

Cobra Crime Boss (Any head, Trent Easton body)
Shark Crime Boss (Any head, DataDyne Security body)

Simulants:

3 Cobra Gangsta EasySims (Any head, Overalls body)
3 Shark Gangsta EasySims (Any head, NSA Lackey body)

Hill Options: 20 seconds/point

Teams: the Sharks vs. the Cobras vs. the Shafts

Recommended Soundtrack: G5 Building

Notes: Shaft has had his hands full taking on the Cobras; the Sharks' arrival just gave Shaft an armload. Both gangs are fighting to control more territory, but Shaft and Uncle John are here to make sure no one controls this part of town except one bad mother-
Shut yo mouth.

But I'm talkin bout Shaft-

And we can dig it.

Hit Squad Frag Tag

Scenario: Combat

Arena: Any medium/large level

Weapons: Any, except explosives

Simulants:

8 Hit Squad Goon Meat/EasySims

Time Limit: 10 min.

Teams: Everyone, including the Sims, is on the same team.

Notes: Have Player 1 be the captain of the Hit Squad (the 8 Sims). He orders the Hit Squad to Protect, then when they have all arrived, he orders the Hit Squad to Attack players and follows the Squad around until he is killed by a player. Then Player 2 gets to be captain and he orders the Squad to Protect him, then Attack other players. If he dies, Player 3 is captain, and so on. Repeat this cycle for the duration of the game. Whichever player gets the most kills wins. By the way, if you're captain you can't kill your own Hit Squad.

Things are much easier for non-captains if One Hit Kills is activated; this makes everyone rely on ambushing and sniping tactics.

The Great Mummy's Tomb

Scenario: Hold the Briefcase

Arena: Temple

Weapons: Falcon 2, Laptop Gun (Poison Dart Trap), Proximity Mine (Fire Trap), Combat Knife

People:

Explorer (Any head, Area 51 Trooper body)

Female Explorer (Joanna Arctic head and body)

Expedition Leader (Carrington Evening Wear head and body)

Great Mummy (Biotechnician head, Mr. Blonde body)

Simulants:

2 Mummy FistSims difficulty Normal (Biotechnician head, Alaskan Guard body)

1 Explorer Dummy FistSim difficulty Easy (Orange Helmet head, Overalls body)

Teams: Mummies vs. Explorers

Limits: Time Limit None, Score Limit 1

Options: One Hit Kills, No Radar

Recommended Soundtrack: Skedar Mystery or Deep Sea

Notes: The explorers have arrived at an ancient tomb, and the treasure awaits them - if they survive the tomb's defenses. Due to a mystical scarab amulet, each explorer gets 2 lives to find the treasure and can only use 1 Combat Knife and 10 Falcon 2 bullets per life.

If the treasure (the briefcase) appears next to the explorers or in a

wide open space when the scenario begins, just start over. If not, the explorers should go find 1 Combat Knife and 1 Falcon 2, then wait. Have all players order their Simulants to "Hold," then the explorers look away while the Great Mummy determines the location of the treasure. After this, the Great Mummy sets various traps near the treasure (without picking it up), using 20 Fire Traps (Proximity Mines) and 1 Poison Dart Trap (Laptop Sentry Gun). The Great Mummy also uses the two mummies as traps by ordering them to Hold at locations leading to the treasure, or by sending them to Attack and terrorize the explorers. The Great Mummy may only use Combat Knives in normal combat. Great Mummy: Some trap ideas include crouching and throwing knives on top of the explorers' heads from the window overlooking the large room, and having the mummies protect rooms that are very small so they can easily ambush unsuspecting explorers without getting shot. Another mean trick with mummies is to watch the explorer's screens, and if they are close to your mummies you can order them to Attack. Having them Attack all the time doesn't work because the mummies hit your traps and the explorers waste 'em real easily. You can't make your mummies attack their Dummy, that's cheap. Placing Fire Traps on columns, over doorways, and around corners is good and surprising (just make sure your mummies don't run into them) and the Poison Dart Trap is especially deadly. It should be used in a large room with little or no cover, or next to the treasure in the event that an explorer respawns next to it. Whatever you do, don't place both traps next to each other. They don't mix.

Explorer: Your most vital tool is the Explorer Dummy. With it you can deactivate any room filled with Fire Traps safely. However, your Dummy only gets to respawn twice. After that, you have to order it to Hold at one location and leave it. Therefore, use it sparingly. When the Dummy dies it will come back to you if its last order was to Protect and if it doesn't hit any traps along the way. You can give Dummies any order except Get Case and Attack (they're Dummies, not bloodhounds or attack dogs). Shooting Fire Traps detonates them safely, but with One Hit Kills on you should stay as far away from the blast as possible. Also be wary of possible chain reactions that could light up the whole room as a result of triggering one trap. If you're low on bullets you can always trigger a Fire Trap with a well-placed knife, just remember that you have to go and pick the knife back up (you only get 1). Be wary, brave explorers, for mere bullets cannot kill a mummy and it will soon reappear after being shot. Mummies can jump you the moment you enter a room, so have someone in the group watching everyone's back. Also watch the Great Mummy's screen to see if he changes the mummies' orders. That Poison Dart Trap really sucks. If you know where it is, try to peek around a corner and peg it. It takes 3 bullets.

FUN WITH CRATES

Crate Pong

Scenario: Combat

Arena: Warehouse

Weapons: SuperDragons in top 3 slots

People: 2 Players

Active Cheats: Infinite Ammo, Super Shield

Limits: None

Notes: Both players grab SuperDragons, then go to the HoverCrate room. Grab and move the crate to the middle of the room (I'll refer to this as "centering the crate"). Player 1's territory is the half of the room with the two discolored crates, and Player 2's territory is the other half of the room. Each player uses the SuperDragon's grenades to bounce

the HoverCrate into the opponent's No Blast Zone to score goal points. So if Player 1 bounces the crate into Player 2's Zone, Player 1 scores a goal point. The first player to 15 goal points wins. Each player's territory has a No Blast Zone. The Zone goes from left to right and from the player's back wall to the column next to the back wall. Anyone who lands a grenade in a No Blast Zone or steps out of his territory gives his opponent a penalty shot. If the crate gets stuck or leaves the room, stop shooting and center it. Here's how the penalty shot works: Center the crate. The defender stays in his Zone and must switch to Unarmed. The shooter can go anywhere and must switch to bullets instead of grenades. The shooter gets 30 bullets to try to shoot the crate past the defender into the Zone for 1 point. If the shooter empties the clip, kills the defender, or scores, then center the crate and resume normal play. Say you die. In that case, everyone waits. Press Start, and if your screen says "Killed by. . ." you get a penalty shot when you get back. But if your screen says "Suicide Count. . ." your opponent has a chance to score goal points. If he can grab the crate and put it his No Blast Zone, then in your Zone 3 times before you arrive armed, he gets a goal point. Say you both die. Both players just grab guns and walk back to the room if this happens, regardless of who shot who. Then center the crate and resume. For variety you can try Crate Pong in different rooms with different Zones.

Crate Hockey

Scenario: Combat

Arena: Warehouse

Weapons: All K7 Avengers

People: 4 Players

Active Cheats: Infinite Ammo, Jo Shield

Limits: None

Teams: Players 1 & 2 vs. 3 & 4

Notes: The K7s are used in this game because the clip empties quickly and stray bullets from this gun cause major damage.

To begin, everyone grabs a gun, then heads for the HoverCrate room. In this game there are Zones, penalty shots, and the same scoring method as in Crate Pong, but there are some differences.

Players 1 and 3 are the Goalies. This means that they must stay in their No Blast Zones. Players 2 and 4 are the Centers; they can go anywhere except Zones. Violating either of these boundaries results in a penalty shot. If the crate goes out of the room the game halts while the crate is centered, then the game resumes.

In this game, no one can grab the crate with B during normal play. Doing so calls for a penalty shot.

Anyone who kills one of his opponents gives away a penalty shot.

If you kill your teammate, the action does not stop and you have to play things out until your teammate arrives. If it's obvious that you're shooting your teammate to within an inch of his life for easy penalty shots then your opponents get 5 goal points as a result.

The game is over at 25 goal points.

Try this scenario with other automatic weapons and the Shotgun to change game strategy.

Porcupine's Crate

Scenario: Combat

Arena: Warehouse

Weapons: Crossbow Instant Kill mode ONLY

People: 3 or 4 Players

Options: Pick-Up Highlights

Active Cheat: Invincible

Time Limit: 2-5 min.

Notes: Everyone runs to the room with the HoverCrate, and the whole scenario takes place in this room. You can select a different room as long as you keep things in a confined space. Player 1 starts as "Porcupine", and Players 2 & 3 are "Left Shooter" and "Right Shooter", respectively. Porcupine uses B to grab the crate on the side with the yellow and black stuff on it (he can never let go of the crate). The side on Porcupine's right is Right Shooter's side, and the side on Porcupine's left is Left Shooter's side. At the end of the game, if Left Shooter has shot more bolts into the left side of the crate than Right Shooter shot into the right side, Left Shooter wins, and vice versa. However, if Porcupine has more bolts IN HIS BODY than in the prickliest side of the crate, he wins! So Porcupine has to do his best to try to get himself shot as much as possible for 2-5 minutes. You can add another player to this game by making the side of the crate directly opposite Porcupine belong to the "Middle Shooter". To make it harder for everybody you can use Combat Knives instead of Crossbows. Also try Slow Motion for a watch-other's-screens strategy game or Fast Movement for utter anarchy.

Courier Crisis

Scenario: Combat

Arena: Any level without bottomless pits

Weapons: Falcon 2, DV357 Magnum, Mauler, Remote Mine, Shield

People: 1-4 Players

Time Limit: 3-8 mins.

Simulants:

8 SpeedSims difficulty Meat

Teams: Everyone, including the Simulants, is on the same team.

Notes: You can have 1-2 Couriers and 0-2 Interceptors. The Courier's goal is to give every Simulant a package before time runs out. The package consists of a Remote Mine, and "to give" means to stick the mine on the Sim's body. The Interceptor's job is run down the Courier's clock by shooting him (the Courier can defend himself with any gun). No one can use the Remote Mines as explosives; they are just present as markers. Also, no one may give the Sims any orders, and no one can kill them. If a Sim dies accidentally the Courier does not have to give him a package. Any non-explosive guns may be placed in the first 3 weapon slots for variety. Slow Motion makes it easy for Couriers and Fast Movement makes it dang near impossible.

The Gauntlet

Scenario: Capture the Case

Arena: Fortress

Weapons: DV357 Magnum, Proxy Mine, DV357 Magnum, Proxy Mine, Laptop Gun

People:

4 players

Time Limit: 4-8 mins.

Active Cheat: Unlimited Ammo - Laptop Sentry Gun

Team Score Limit: 9

Teams: Players 1 & 2 vs. 3 & 4

Notes: Players 1 & 2 starts out as the Runners. Players 3 & 4 start out as the Protectors. The Runners wait while the Protectors have 1 minute to lay as many mines as they can and 2 Laptop Sentry Guns. The Runners then take off. Their objective is to capture the Protectors' case and bring it back 3 times. The Protectors' objective is to delay the Runners until time runs out.

The Runners can only use the Magnum, but no one actually fights each other; the only means the Protectors have of delaying is by laying mines and Sentry Guns, and the Runners can only use the Magnums to

blow up Proxies and Sentries. Change the difficulty of the Runners' task by increasing/decreasing the time limit and/or health handicaps. Reverse roles next game.

STAR WARS TRILOGY PERFECT EDITION

Star Wars

Scenario: Combat

Arena: Complex

Weapons: Mauler, Callisto NTG, Laser, Disabled, Shield

People:

Luke Skywalker (Foster's friend head, Alaskan Guard body) Health

Handicap: 200%

Darth Vader (DataDyne Shock Trooper head, NSA Bodyguard body) Health

Handicap: 300%

Han Solo (Harrison Ford look-alike head, DataDyne Security body) Health

Handicap: 110%

Obi-Wan Kenobi (Old guy head, Overalls body)

Simulants:

Princess Leia EasySim (girl with hair in bun, Female Lab Technician body)

6 StormTrooper KazeSims difficulty Easy (Biotechnician head, CI Soldier body)

Teams: Luke, Han, Leia, & Obi-Wan vs. Vader & Troopers

Limits: None

Recommended Soundtrack: CI Operative

Notes: Luke and his friends have just exited the trash compactor on Darth Vader's ship, and are now making their escape. Just before they reach the hangar, Luke sees Darth Vader and Obi-Wan about to battle. But then Obi-Wan allows Darth Vader to win, and Luke escapes before he can make sense of what happened.

This scenario is an adaptation of some events in Star Wars. Darth Vader orders all his StormTroopers to Hold for the moment. Obi-Wan situates himself in the isolated sniper's window. Luke, Han, & Leia (set to Protect) start in the room that's below normal ground level, and Darth Vader & Troopers should be set in the new Perfect Dark Complex's balcony with a shield. Then Vader orders the Troopers to Attack the Princess. At this time, Obi-Wan heads for Vader. He should climb up the grates and meet Vader, but they don't fight yet. Then after 20 StormTroopers are killed, Vader orders them to Protect, then Hold in the sniper's balcony. Then Luke's team walks in just as Obi-Wan is killed by Vader's lightsaber (Laser Short-Rangem Stream). If one member of Luke's team dies once (except for Obi-Wan), then Vader & the Troopers win. If the plot events are carried out, then Luke's team wins.

The Empire Strikes Back

Scenario: Combat

Arena: Pipes

Weapons: Mauler, Callisto NTG, Laser, Disabled, Shield

People:

Luke Skywalker (Foster's friend head, Alaskan Guard body) Health

Handicap: 250%

Darth Vader (DataDyne Shock Trooper head, NSA Bodyguard body) Health

Handicap: 300%

Han Solo (Harrison Ford look-alike head, DataDyne Security body) Health

Handicap: 110%

Princess Leia (girl with hair in bun, Joanna Lab Tech body) Health

Handicap: 120%

Simulants:

6 StormTrooper KazeSims difficulty Normal (Biotechnician head, CI Soldier body)

Options: No Radar

Limits: None

Active Cheat: Perfect Darkness

Recommended Soundtrack: A51 Rescue

Teams: Luke, Han, & Leia vs. Vader & Troopers

Notes: Han and Leia arrive in Cloud City only to see the lights go out and be ambushed by Imperial Stormtroopers. They fend off the soldiers for as long as they can yet succumb to their sheer numbers. Luke senses disturbances in the Force, and goes to Cloud City only to find it eerily silent. Darth Vader shatters this silence and a climatic battle ensues. This is an adaptation of some Empire Strikes Back events. The scenario begins, and Luke and Darth Vader both hide in corners at opposite ends of the level. Vader orders his StormTroopers to Attack Han & Leia. Then after 10 StormTroopers are killed, Vader orders his StormTroopers to Protect. Han & Leia go into their prison, which is located on the 2nd floor next to the spiral staircase, then Luke walks out onto the catwalks, using his Night Vision to see. Vader orders his men to Hold. He sneaks up onto the catwalks near Luke, then activates his lightsaber (Laser Short-Range Stream). Luke should turn off Night Vision, then activate his lightsaber. The two battle using only their lightsabers. Fight for as long as you want, then the game should end with Luke falling into the pit just like in the movie (End it right as he's in midair). Vader wins if any of Luke's team members die before the story events carry out.

Return of the Jedi-Battle of Endor

Scenario: King of the Hill

Arena: Area 52

Weapons: Mauler, Callisto NTG, Reaper, Grenade, Shield

People:

Han Solo (Harrison Ford look-alike head, DataDyne Security body) Health

Handicap: 150%

Princess Leia (girl with hair in bun, Joanna Lab Tech body) Health

Handicap: 175%

Ewok (Orange Helmet head, Maian body) Health Handicap: 125%

Simulants:

3 Imperial Walker TurtleSims difficulty Normal (Sniper head, DataDyne Infantry body)

Active Cheat: Small Jo

Hill Time: 30sec/point

Score Limit: 6

Team Score Limit: None

Recommended Soundtrack: A51 Infiltration

Teams: Han, Princess Leia, & Ewok vs. Walkers

Notes: The crewmembers of the Millennium Falcon have successfully made it to Endor with one objective: disable all shield generators. Han, Leia, and a friendly Ewok must make their way to each shield generator and deactivate them before the Empire's experimental humanoid Walkers make it to them first.

An adaptation of Return of the Jedi events with some changes. The Small Jo cheat gives the Imperial Walkers a size advantage, but their speed is slow to compensate.

Return of the Jedi-Battle with the Galactic Emperor

Scenario: Combat

Arena: Base

Weapons: Laser, Laser, Disabled, Disabled, Cloaking Device

People:

Luke Skywalker (Foster's friend head, NSA Lackey body) Health Handicap: 300%

Darth Vader (DataDyne Shock Trooper head, NSA Bodyguard body): Health Handicap: 300%

Galactic Emperor: (Trent Easton head, Overalls body) Health Handicap: 500%

Score Limit: None

Time Limit: 6 mins

Active Cheat: Perfect Darkness

Recommended Soundtrack: Deep Sea

Teams: None

Notes: Luke stands before the Galactic Emperor, who wishes to tempt him to the Dark Side. But Luke refuses and battles him to the finish.

This is a re-enactment of the biggest battle in the movie. For the first 3 minutes of this scenario, you have Darth Vader help the Emperor. But for the last 3 minutes you have him help Luke. Between Luke and the Emperor whoever gets the least deaths wins. Laser Short Range Stream is like the lightsaber, and Laser Pulse Fire is like Force Lightning (meaning Luke can't use it because it is a Dark Force power). Cloaking Device is like Force Invisibility, a Light Force power, meaning only Luke can use it.

Musical Frag Tag

Scenario: Combat

Arena: Any

Weapons: Any

People:

4 Players

Options: No Radar, No Auto-Aim

Score Limit: None

Time Limit: 10 min.

Teams: Players 1 & 2 vs. 3 & 4

Soundtrack: Multiple Tunes

Notes: Players 1 & 2 start off as Hunters, 3 & 4 as the Hunted. The Hunters may use any weapon in the level, and the Hunted may not use any weapons, only their fists. However, every time the music changes to another track, the Hunters become the Hunted and vice versa. This scenario helps develop your dodging skills very quickly.

Castlevania

Scenario: Combat

Arena: Car Park

Weapons: Laser, Combat Knife, Grenade, Tranquilizer, Cloaking Device

People:

Jonathan Belmont (Jonathan head, DataDyne Infantry body)

Dracula (Black hair head, black Dinner Jacket body) Health Handicap: 1000% Simulants:

6 Zombie FistSims difficulty Normal (Guy baring teeth head, Lab Technician or NSA Lackey body)

Options: No Radar

Limits: None

Teams: Jonathan vs. Dracula & Zombies

Recommended Soundtrack: A51 Infiltration

Notes: He has murdered and terrorized the populace for centuries, defeated only to rise again. Dracula returns after a century of slumber, his dark power greater from draining townships of blood. His strength will grow until the world is within his grasp - unless Jonathan Belmont performs the geas imposed by his vampire hunter bloodline.

Belmont starts at the bottom floor of the Car Park with 4 lives, Dracula at the top floor with 1000% health. Belmont has to fight his way to the top floor, and cannot go all the way up in 1 stairwell. He

must go up 1 floor, run across that floor to the opposite stairwell, and repeat this process for each floor until he reaches Dracula. Belmont can only use the whip (Laser Short Range Stream), Silver Knives (Combat Knives), and 10 Holy Water Bottles (Grenades) in his fight to the top. Once he gets there, Dracula orders his Sims to Hold at the floor below the top, returns to the top, cloaks himself, and the battle begins. Dracula must kill Belmont using his poisonous venom and deadly bite (Tranquilizer) until Belmont exhausts his lives, and Belmont's goal is to kill Dracula once. If Belmont dies while fighting Dracula, then he can just run straight to the top floor.

Submitted by Travi64:

Title: Sewage
Options: One Hit Kills and Display Team
Level: Sewers
Weapons: Falcon 2, Falcon 2 Scope. Magsect 4, Mauler, DY357 Magnum, Cloak
Limits: Unlimited Time
 0 Score
 15 Team Score
Simulants: 3 EasySims
 5 NormalSims
Teams: You = Red
 3 EasySims = Red
 5 NormalSims = Yellow

In this scenario, you are to kill the NormalSims before they kill the EasySims. The NormalSims usually hang out at the bottom level of the Sewers so just circle the area killing all the NormalSims, but be warned as they can decloak and kill you from behind.

Submitted by Bisc:

Name: Slaughterhouse IV
Weapons.
1* Laptop Gun
2* RCP-105
3* Dragon
4* KF7 Avenger
5* CMP101
6* Sheild

Arena: Complex (Not to big, not to small)
Settings:
*2 teams. (Either you and sim or you and player.) vs Sim Team (of 7 or 8 meat sims.)
*Time Limit: 10 mins

On the teams you have you and either a sim or another human player. For the first time you play put the Sim on Normal that way you're about even. It's you and your "partner" vs. a full load of meat sims. Your goal is to kill more sims than your partner in 10 mins, or 20. Do not kill your partner to get ahead, that's lame. It's absolute killing madness, put it on 1-Shot kills though and you die a lot as well.

Name: Paranoia - The Return.
Weapons: All Laptop Guns.
Score Limit: 50

Players: 8 (Hard Sims or Humans)
Level: Felicity (It's SMALL)
One shot kills

I'm serious, when you respawn, you die. Simple, there's no skill. And if you remember the spawn spots life is hard especially with the sentry and one shot kills.

Submitted by REwesker:

The World Is Not Enough

Scenario-Combat

Options-?

Arena-Villa

Weapons-

1,2: Falcon 2

3: Falcon 2 (scope)

4: SuperDragon

5: SuperDragon

6: K7 Avenger

Sims-

1: Renard - Perfect KazeSim. Non Air Force One pilot with Mr. Blonde's head

2: Electra - Normal VengeSim. Joanna Party Frock with Jo head

3: Valentine - NormalSim. Carrington Evening Wear with guy with kinda fat face with brown hair and goatee.

4: Christmas - NormalSim. Velvet Dark head with Joanna Negotiator body

5: M - Easy CowardSim. Old blonde head (not Cassandra) With the Red dress (not party frock)

6,7,8: Guards- EasySims. Any guy heads with blue and black shocktrooper bodies.

Teams-

1,2,6,7,8=Terrorists

you,3,4,5=007

Your team kills the terrorists basically. And try to protect M. Suprisingly fun and addictive!

The Rock (the movie)

Scenario-Combat

Arena-Skedar

Options- none (If your playing with a human as a Terrorists make them turn off their radar, I think you can do that in player options.)

Soundtrack-Palegic II X

Weapons-

1: Falcon 2

2: Falcon 2

3: CMP150

4: CMP150

5: K7 Avenger

6: Tranquilizer

Sims or Human-

1: Frank(Terrorist) PerfectSim - A kinda old face not grey and Black body with white stripes in front

2: Frank's Friend HardSim -vA younger face with Frank's body
3: Merc1 NormalSim - Face with one dark eye and Mr. Blonde's body
4: Merc2 NormalSim - Young Black guy with Mr. Blonde's body
5: Goodguy Normsim - Green and black DD suit with young Chinese face
6: John Mason(sean connery) - HardSim same body as the chinese guy and Old guy head (Grey hair)

Teams

1-4:Bad

5,6 and you:Good

You can be on either team. Have fun

Disgruntled (not sure if that will fit my old name sucked)

Bunch of people running around killing eachother. A lot more fun than it sounds.

1-4 human players

Difficulty: Up to you

Combat

Options:

no radar

Arena:

Up to you (I use temple, but i just like that level)

weapons:

1: Falcon 2

2: AR34

3: any automatic (not futuristic)

4: DY357 Magnum

5: Shotgun

6: Shotgun

Limits:

15 minutes

20 kills

whatever

Handicap: Any Human 253%

Simulants:

8 of them any difficulty. Make sure they dress like civillians so they look like disgruntled post officers.

Goldeneye

Scenario: Combat

Arena: Any (My favorite is Temple but Felicity is Ok)

Default options

Weapons:

Falcon 2

Falcon 2

CMP150

DY357 Magnum

Shotgun

Silenced Falcon 2

Simulants

(The following can Either be human or Sims)

006 - (Perfect VengeSim) Guy with scratched face and black shock trooper body

Xenia - (Hard PreySim) Any of Cassandra's body guards

* Ouromov - (NormSim) Good Brown body (cant remember) Old head

* Boris - (Normal CowardSim) Look through and you will see a head that looks like boris minus the glasses. I use Trent's Body.

* Natalia - (NormalSim) I have been using the Velvet Dark head but I guess you could also use Jo's head. Cassandras body works O.K

*= optional

Teams

006, Xenia, Orumov, Boris=Brown
You, Natalia=Blue

BOND WAR

The James Bond actors in an all outwar to see who really is the best Bond

1-4 human players (All dinner jackets with bond looking heads)
above average

Combat

No radar

Any large arena (Temple is my favorite)

weapons:

1:Falcon 2

2:Falcon 2 silenced

3:Magnum

4:CMPI50

5:Proxy

6:Magsec4

Limits:

15 minutes

15 kills

no teams

no handicap

Sims:

any number of sims to get you to 4 players

All dinner jackets (make Sean Connery have a white one and a good Brosnan head is Trent)

Make all of them NormalSims except Connery. He should be hard+ with an old guy head)

Resident Evil

COMBAT

Arena: Car Park

Options: No radar
Limits: 15 kills
15 minutes
20 team kills

Weapons:
Falcon 2
Falcon 2
Shotgun
Shotgun
DY357 Magnum
DY357 Magnum

No Handicap

Simulants:

1: (Leon) NormalSim. Guy with hair parted down the middle. Any Blue cop looking clothes.
2: (Claire) NormalSim. Joanna head with girl body with red and black
3: (William) HardSim. Any guy head. Scientist body
4: (Hunk) NormalSim. Black mask and black body
5: (zombie) Normal FistSim. Scientist body head that looks mad with mouth open.
6: (Brian Irons) NormalSim. Carrington body. with whatever head

Teams:

You,any friend/claire,leon=blue
william=yellow
hunk=brown
zombie=red
Brian=orange

Rainbow Six

Scenario-Combat

Arena-Any large one (Temple is my favorite)
Options- One hit Kills, No radar
Weapons- Any non futuristic pistol, No automatics!
Limits-Time-20/Kills-50/Team Kills-150
Sims-

Terrorists: 3 NormalSims, Shock troopers with black body
Hostages: 3 Easy pThe world is not enough

Scenario-combat

Options-?

Arena-Villa

Weapons-

1,2:Falcon2
3:Falcon2 (s)
4:Superdragon
5:Superdragon
6:K7 avenger

Sims-

1:Renard-Pefect Kazesim. Non airforce one pilot with mr. blonde's head
2:Electra-normal vengesim. joahna Party frock with jo head
3:Valentine-normalsim. Carrington evening wear with guy with kinda fat face with brown hair and gote.
4:Christmas-normalsim. Velvet dark head with joahna negotiator body
5:M-easy cowardsim. Old blonde head (not cassandra) With the Red dress (not party frock)

6,7,8:Guards- Easysims. Any guy heads with blue and black shocktrooper bodies.

Teams-

1,2,6,7,8=Terrorists

you,3,4,5=007

Your team kills the terrorist basicly. And try to protect M.

Suprisingly fun and addictive!

Abducted -

Combat

Default options

Arena: Area 52 or Skedar

Weapons:

Shotgun

Shotgun

Shotgun

Callisto NTG

Mauler

Tranquilizer

Sims:

1,2,3,4,5,6/Easy sims\=Guard from Paleigic II any male head exept mr

Blonde

(Farmers)

7/Darkvengesim\=Guard from Paleigic II mr Blonde head (disguised Skedar)

8/Hardsim\=Elvis

You + friends=Mayins(sp?)

teams:1,2,3,4,5,6,7=Red

You+8+friends=Blue

Story: Protector 1 you have succesfully abducted 7 stupid farmers like we have asked, good job. However you morons forgot to remove their weapons. Now they are running around lose with their Shotguns or even our state of the art artilliry blasting up the place. This isn't even the half of it one of the Farmers is a disguised Skedar beware. Your mission Kill or be killed. Good Luck, you will need it!

Resident evil : Code Veronica (RE:CV)

Scenario-Combat

options-no radar

Arena-CAR PARK

Weapons-Falcon2, Falcon2, Magnum, Magnum, Shotgun, Shotgun

Limit-Whatever you want

Sims-

1: Claire-normalsim\Joahna Negotiator

2: Chris-normalsim\Green shocktrooper suit with any young guy head.

3: Wesker-Perfectspeedsim\Mr blonde head with black shock body.

4: Alfred ashford-hardkazesim\Wussy guy head with trents suit

5: Alexia ashford-normalsim\Party frock with velvet dark head

6: Zombie-easyfistsim\Scientist body with angry head

7: same as 6

8: same as 6 or: Tyrant-Darkfistsim\Mr. Blonde body and a messed up short haired guy head

TEAMS:1+2+you=blue

3=yellow

4+5+Tyrant+zombies=Red

Brief Story: Alexia and Alfred Ashford are insane siblings trying to take over the world. Careful They are not dangerous but there creations are. Wesker is working for a secret company. His mission is too destroy Alexia and anyone/thing in his way. Your mission chris clair and (you) is too eliminate all evil including humans. Wesker is now a super human being thanks too his company, Beware!

Thes were submitted by Crash:

This multiplayer game is the best and relies on how good your are with the SLAYER!!

-Combat

Limit:

- unlimited time
- unlimited team
- 30/50 kill limit

Level:

- Villa
- Temple

Weapon:

- Custom: All Slayers1!!

Sims: none

Teams: Disabled

Players:1-4

another fun one:

-combat

limit:

- no time limit
- no team limit
- 20/30 kills

level:

- Complex

Weapons:

- Custom: All Grenades

Sims: none

Teams:none / 2 on 2

Players:1-4

A whole new game setup by SilverWolf

This one is pretty cool.

Interceptor.

2-4 players no sims, stopwatch

What you do is play the skedar level with the slayer and any other weapons you want. No other explosives though. Then one person stands in the sand room and the other three players shoot slayers at him he trys to blow up the missles before they hit. The person who hits him gets to go up in the room. Time yourselves and have a preset time

limit. The person to stay in the room the longest total amount of time wins! It's hard but Fun! Try it out.

A wacky one sent in by UltimateTrainer2000:

EAT MEET!!!!

Scenario: Combat

Arena: Any arena

Weapons: Your favorites.

Simulants:1)Meat Sim 2)Normal/Easy Sim3)4)5)6)7)8)All same as above.

Make sure all simulants look EXACTLY the same.

Limits: Time: 10, or 15 minutes.

Player Score: Unlimited

Special Winning Conditions: The game won't pick this kind of win up.

You have to check all the players stats at the end of the match.

Whoever killed the Meatsim the most, WINS! In other words you ate the

most meat. IMPORTANT NOTE: Make sure all the sims look EXACTLY the

same. If they aren't you'd be able to tell who's the meat. If they look

the same you can't tell, and you'll need luck to kill him/her. For added

fun, make all you friends (and you) look exactly like the simulants.

THAT CAN REALLY CONFUSE YOU!!!!

A scenario and a variation on the Walking Bomb thing from ?_?

Resident Evil: Umbrella wants it's mommy

Name: Umbrella

Sceanario: Hill

Options:

Mobile Hill: Off

Time: 60 sec a point

Arena: Warehouse

Weapons;

1. Superdragon

2. Superdragon

3. Superdragon

4. Devastator

5. Devastator

6. (it doesn't matter in the warehouse, there is no 6)

(note: you can change the dragons and devastators to different

weapons, like all AR-34's for a wayyyyy more challenging

situation)

Limits:

Time: none

Score: none

Team score :5-10

Handicaps: 200, for soldiers, 100 for scientist

Sims: 7 meat fist sims (zombies)dressed as civilians with the ugliest heads you can find

(you can make them harder but you will get disarmed a hell of a lot)

1 dark Fist sim (Tyrant, or Nemesis, whichever makes you happy) with

Mr. Blonde body and any head

Players:

Player 1-3: G5 Swat body, choice of head

Player 4 (use your best player): Scientist body, choice of head

Teams: Humans vs. Simulants

Story:

"Capatin!" 2 soldiers come running in "What is it?" says the Capatin,

"Ohhh, i'm gonna die..." the Capatin glares at the whimpering scientist

in the corner, 1 soldier speaks to the Captain "We're being overrun!

We have to escape, theres no one left!"

Your mission is to get to the desiganted extraction point and defend it until help arrives, you also must defend the weaker scientist.

Walking Bomb.

Scenario: Combat

Options: Normal

Arena: Random

Weapons: 4 remote mines and 2 falcon 2's

limits: No time limit

Score: 10

Player handicaps: None

Simulants: 2-4 dark fist sims

Teams: 1 player and 1 dark sim per team

How to play: Have each team order their darksim to protect, until each gets 10 remote mines and their fill of Falcon 2. After that is done, have each player take a different part of the map where the remote mines appear. Have each player load up their darksim with mines and order it to attack a certain player. This is the only way to kill each other and you use the falcon 2's to defend yourself, you are not allowed to use mines on sims. This is most fun with 4 people beacause you may have to deal with 3 sims at once.

One from Smithbrady...

Name: Gang War

Scenario: Combat

Arena: Car Park

Weapons:Falcon 2

Superdragon

AR34

Shotgun

Grenade

DY357 Magnum

Limit: Whatever you want it to be, but make it high (Team Limit)

Sims:TEAM 1

PLAYER: Trents body, scar face

Hardsim: DD Swat, mean face

Hardvengesim:DD Shock, cass bodyguard face

Hardsim: DD Swat, mean face

TEAM 2

Perfectsim: Mr. Blonde body, Mean face

Hardfeudsim: CIA coat: Mean face

Hardsim: Jo trench coat: woman with black specs face

Hardsim: Cia Coat: Mean face

Welcome to futuristic gang war! Name the gangs whatever you want (I prefer the sharps and the coats). If you change the costumes and dont like team colours on, then make sure you keep the gangs distinctive. This one can get VERY crazy! Enjoy!

Submitted by Alex McNeely

Name: Mission Impossible

Scenario: Combat

Arena: Villa

Weapons: Cross Bow, Cross Bow, Cross Bow, Cross Bow, Tranquilizer,
Tranquilizer

Simulants: 6 Perfect sims, 2 Dark sims

Limits: 60 minutes

Teams: Player one, player two, and two darksims are team one; and then 3
teams of 2 consisting of the perfect sims

With two Dark sims on your team you might think this is easy but you are
so wrong. Those will use instant kill so there's no room for mistakes.
And it's nearly impossible to win

Name: Sniper Island

Scenario: Combat

Arena: Facility

Weapons: Sniper Rifle, Falcon 2 Scope, AR34, Laptop Gun, CMP150, Sniper
Rifle

Simulants: 7 normal sims

Limits: 60 minutes

Teams: Put the humans on the same team

Handicaps: It's fun putting your health to a 1000 so you can snipe all
day but it is being cheap

It's fun to stay in the room where you can look down the hall near the
bathroom and snipe anyone who gets in the way.

From bahkman:

Senario: Combat

Arena: Temple, Grid or Villa will do fine.

Weapons: 5 N-bombs, one special gun(I prefer Laser or Tranq.)

Options: Fast Movement, No Radar.

Players only, and pick characters that fit the background. No teams.
Handicap for all is 300%.

Limit: Have kills unlimited, the time limit between 5 and 12 min.

Playing: This battle is chaos! Simalar to Goldeneye's Man with the
Golden Gun, all players dash for the special weapon. Whoever has it
has the advantage over the other(s) because he can fire long range,
while the people with N-bombs are in a frenzy to get him. If you're
playing in the Temple or Grid put Weapon X in slot 6. In the Villa put
it in slot 4, or whichever slot has it on the pillar. Make it so that
the player(s) without Weapon X can't pick it up if someone else has it.
Once the round ends, the guy who had the special gun last wins!

From Az_Za:

Agoraphobic

Scenario:Combat

Level:Warehouse

Weapons: Any, mainly simple ones, no explosives, guns like cmp150's,
Magsecs etc. Have to have 5th gun as Farsight, and i like to have
laptop gun set up in there aswell

Options; I keep default but you may obviously change. Need radar though for farsight

Limits: Any time (I usually have 10) no limits on others

Sims: At least 2 for enemies, difficulty varying on your skill, and more if u like on your team.

Teams: You and friends (may like a sim on your team if without friends, or can play byself) vs. Team of other sims.

Aim of da Game: I set up this level not just to get my personal kills up, or just to improve my farsight accuracy, but also to help any friends who haven't played before. Let them roam around killing people, whilst you climb up the 2 ladders in the main room, and through the small vent, and crawl through to the room with the hole in the floor. here you will find a farsight and orbs (note, like i said, must have farsight on 5th weapon) and from now on you may never have to leave this room. Now using all your farsight skills, you need to pick off the opposing sims. This is where it helps friends who are new players, as you can pick off sims who are about to kill them, and give them the credit. But friends or not, I try everytime to improve my farsight scores. With 2 normal sims in 10 minutes by myself, my record is 76, but I can easily beat this and I haven't done it much. So, rather than just going on the target range, this is a much more fun way to improve your farsight skills, and compete to get higher scores. this is a great competition to have

Tip: the reason I use the laptop is to set up on sentry outside the vents just incase anyone wants to sneak up and kill me.

Submitted by alphamet:

Name: Close Encounters of the 4th Kind

Variations: No Radar, Fast Movement

Type: Combat

Cast:

Team 1:

Elvis: Hard

Maian: Perfect

Maian Soldier: Hard

Team 2:

You: a CI Agent or DD Shock Trooper

If you chose CI Agent, your partners are:

Velvet Dark: Hard

Daniel Carrington: Hard

If you didn't:

DD Sniper: Hard

Any other DD Soldier: Hard

Team 3:

If you chose CI Agent:

DD Shock Trooper: Perfect

DD Sniper: Hard

Any other DD Soldier: Hard

If you didn't:

Joanna (any): Perfect

Velvet Dark: Hard

Carrington: Hard

Level: Area 52, Villa, or Ruins

Limits: 30 min.

Weapons: Laptop Gun, AR34, Laser, RC-P120, Falcon 2 (any), Combat Boost.

Your best bet is to stay with your teammates, because the RC-P120 sports the option to cloak, and with 4 Hardsims and 2 Perfectsims hunting you down, they'll

use that to their advantage. Plant a Sentry near a Spawning Point to instantly kill someone. If you have the "Infinite Ammo- Laptop Gun" cheat, you don't have to worry about re-installation, and you don't have to worry about the explosion.

Earthshaker sends one in...

Whack an Alien

Any cheats? Yes... Hurricane fists. Perfect Darkness, if you prefer.

Scenario: Combat

Simulants: Eight of whatever difficulty you want (Fistsim easy recommended)

Make them all Maians.

Weapons: Shield, Cloaking, Disabled, Disabled, Disabled, Disabled.

Location: Random (does not matter.)

Soundtrack: I recommend Chicago. But that's my favorite, so it doesn't matter... creepy music is better though.

Options: No radar, Player highlights (with perfect darkness on), Team highlights.

Teams- 8 aliens on one, all players on other, separate teams. (i.e. Player 1 on Red, Player 2 on Blue, Player 3 on Magenta, 8 Maians on Yellow)

Limits- Ten/fifteen/twenty minutes. No score limit, no team score limit.

What should your player look like? A scary biotechnician ::cringes::
What should other players look like? Biotechnicians, or anything else that looks threatening to an alien.

The name says it all: Whack an alien. Each player must find the Maians and punch its lights out. Perfect Darkness makes this much more fun because you can't see where you are going, yet the aliens glow with a vengeance (if player highlights and team highlights is on.) Players should ignore each other, and concentrate on whacking the aliens before they get whacked themselves. Very simple, very frantic, very fun.

Here's a couple from NameLess...

Name: Target acquired

type: combat or hold the case

Team 1 (good guys)

1 Jo: any Jo skin (perfect sim)

2 Jonathan: Hard sim

3 Elvis: Normal/Hard sim (optional)

4 Presedent: meat/easy sim

5 Daniel Carrington : meat/easy sim

Team 2 (bad guys)

6 Mr.Blonde: perfect/Dark sim

7 Trent Easton: Hard/Perfect sim

8 Cassandra De Vries: easy/meat sim

9 Cassandra's body guard: Normal/Hard sim (optional)

Note: You can choose any of these characters to play with except the pres,Dan or cassanda.

options: kills score (hold the case)

Story: well, the bad guys want to kill the pres and Dan to get dome important info (the case) and the good guys have to defend them with their lives. and thats it.

Game setup 2

Name : War

type : cobat

teams :

team 1: humans 1-4 .. any skin (must be human and from the good guys like Jo, Johnathan and all)

team 2: skedar 2 hard sims with Mr.blonde skin.

team 3: maians 2 hard/normal sims with maians skins.

team 4: bad peapole (Datadyne guard and such) 2 normal kaze sims.

team 5: the police (CIA/FBI agents) 2 hard judge sims.

well, the weapon in the ceatan ship wasnt completely destroyed, now all the maians, skedar, CI and DD wants it !! and the police want to solve things out here .. this will be very challenging , best played with two players.

11. Challenges

This is where you show the system how tough you really are. There are 30 Challenges available, with only four unbeaten Challenges allowed on the screen. In other words, you start with four, and beating any Challenge unlocks a new one down the line.

Notes: Thanks to ChewyLS, I now have conclusive proof of each Sim's difficulty, so that's cool.

Numbers next to the Challenge No. are players I've beaten this challenge with. Yes. Most of them are one. Points are in order of number of players. Obviously, you'll have to do more killing with more players, to even out the challenge.

I'll post help on Challenges as requested, or if there's a neat trick to use, or if it's really hard. Otherwise, you're on your own.

Abbreviations - (M)eat, (E)asy, (N)ormal, (H)ard, (P)erfect, (D)ark.

Challenge 1: 1, 3

Scenario: Combat

Limits: 10 Minutes, 4, 8, 10, or 12 points.

Arena: Skedar

Weapons: Falcon 2, CMP150, Sniper Rifle, DY357 Magnum, Dragon

Opposition:

1 or 2 Players: 1 ShockSim (M)

3 or 4 Players: 1 ShockSim (M), 1 GuardSim (M)

Challenge 2: 1, 3

Scenario: Combat

Limits: 5 Minutes, 6, 12, 15, or 18 points.

Arena: Area 52

Weapons: Combat Knife, Falcon 2, Cyclone, Dragon, Rocket Launcher

Opposition:

1 Player: 1 ShockSim (M)

2 or 3 Players: 1 ShockSim (M), 1 GuardSim (M)

4 Players: 2 ShockSims (2M), 1 GuardSim (M)

Challenge 3: 1, 3

Scenario: Combat

Limits: 5 minutes, 8, 16, 20, or 24 points.

Arena: Pipes

Weapons: MagSec 4, CMP150, Timed Mine, Dragon, AR34

Opposition:

1 or 2 Players: 2 TechSims (2M)

3 Players: 3 TechSims (3M)

4 Players: 4 TechSims (4M)

Challenge 4: 1, 3

Scenario: King of the Hill

Limits: 10 minutes, 4, 8, 10, or 12 points.

Arena: Skedar

Weapons: MagSec 4, CMP150, Dragon, K7 Avenger, Shield

Opposition:

1 Player: 1 CISim (E)

2 Players: 2 CISims (E,M)

3 Players: 2 CISims (2E)

4 Players: 3 CISims (2E,M)

Challenge 5: 1, 3

Scenario: Combat

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: Complex

Weapons: Cyclone, Grenade, AR34, Farsight XR-20, Shield

Opposition:

1 Player: 1 CassSim (E)

2 Players: 1 CassSim (E), 1 GuardSim (M)

3 Players: 1 CassSim (E), 2 GuardSims (2M)

4 Players: 1 CassSim (E), 2 GuardSims (E,M)

Challenge 6: 1, 3

Scenario: Hold the Briefcase

Limits: 10 minutes, 6 points.

Arena: Area 52

Weapons: CMP150, DY357 Magnum, Shotgun, K7 Avenger, Shield

Opposition:

1 Player: 4 WorkSims (4M)

2 Players: 4 WorkSims (4M)

3 Players: 4 WorkSims (1E,3M)

4 Players: 4 WorkSims (2E,2M)

Challenge 7: 1, 3

Scenario: King of the Hill

Limits: 10 minutes, 5, 10, 12, or 15 points.

Arena: Warehouse

Weapons: Falcon 2 (silenced), MagSec 4, Cyclone, Grenade, Shield

Opposition:

1 Player: 1 JoSim (E)

2 Players: 2 JoSims (E,M)

3 Players: 2 JoSims (2E)

4 Players: 2 JoSims (2E)

Challenge 8: 1, 3

Scenario: Capture the Case

Limits: 10 minutes, 9 points

Arena: Skedar

Weapons: MagSec 4, K7 Avenger, Shotgun, SuperDragon, Shield

Opposition:

1 Player: 1 SnipeSim (E)

2 Players: 2 SnipeSims (2E)

3 Players: 3 SnipeSims (2E,M)

4 Players: 4 SnipeSims (2E,2M)

Challenge 9: 1, 3

Scenario: Combat

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: Ravine

Weapons: Falcon 2, DY357 Magnum, Timed Mine, Laptop Gun, Farsight XR-20

Opposition:

1 Player: 1 TrentSim (N)

2 Players: 1 TrentSim (N)

3 Players: 1 TrentSim (N), 1 NSASim (M)

4 Players: 1 TrentSim (N), 1 NSASim (E)

Challenge 10: 1, 3

Scenario: Hacker Central

Limits: 10 minutes, 3 points

Arena: Temple

Weapons: CMP150, Cyclone, Remote Mine, AR34, Shield

Opposition:

1 Player: 1 GuardSim (E)

2 Players: 1 GuardSim (N), 1 SWATSim (N)

3 Players: 2 GuardSims (N,E), 1 SWATSim (E)

4 Players: 2 GuardSims (N,E), 1 SWATSim (N)

Challenge 11: 1, 3

Scenario: King of the Hill

Limits: 10 minutes, 10, 20, 25, 30 points

Arena: Complex

Weapons: MagSec 4, Tranquilizer, Shotgun, K7 Avenger, Shield

Opposition:

1 Player: 1 BlondeSim (E)

2 Players: 2 BlondeSims (2N)

3 Players: 4 BlondeSims (H,3M)

4 Players: 4 BlondeSims (H,N,E,M)

Challenge 12: 1

Scenario: Combat

Limits: 10 minutes, 3, 6, 7, or 9 points

Arena: Skedar

Weapons: Falcon 2 (scope), Sniper Rifle, Shotgun, SuperDragon, Shield

Opposition:

1 Player: 1 JoSim (H)

2 Players: 2 JoSims (H,N)

3 Players: 3 JoSims (H,N,E)

4 Players: 4 JoSims (H,N,2E)

Special: Slow Motion

Challenge 13: 1, 3

Scenario: Combat

Limits: 10 minutes, 10, 20, 25, or 30 points

Arena: G5 Building

Weapons: Falcon 2 (silenced), Tranquilizer, Laptop Gun, Grenade, Reaper

Opposition:

1 Player: 1 CIASim (N)

2 Players: 1 CIASim (H), 1 FBISim (E)

3 Players: 2 CIASims (H,E), 1 FBISim (E)

4 Players: 2 CIASims (H,E), 2 FBISims (2E)

Special: One-Hit Kills

Challenge 14: 1

Scenario: Capture the Case

Limits: 10 minutes, 10 points

Arena: Area 52

Weapons: Cyclone, SuperDragon, K7 Avenger, Farsight XR-20, Cloaking Device

Opposition:

1 Player: 1 GuardSim (N), 1 TroopSim (E)

2 Players: 2 GuardSims (N,E), 1 TroopSim (E), 1 AirSim (E)

3 Players: 3 GuardSims (H,2E), 1 TroopSim (N), 1 AirSim (E)

4 Players: 3 GuardSims (H,2E), 2 TroopSims (N,E), 1 AirSim (E)

Challenge 15: 1

Scenario: Hold the Briefcase

Limits: 10 minutes, 10 points

Arena: Grid

Weapons: MagSec 4, Dragon, Shotgun, Devastator, Shield

Opposition:

1 Player: 2 LabSims (N,M)

2 Players: 3 LabSims (H,N,M)

3 Players: 4 LabSims (H,N,E,M)

4 Players: 5 LabSims (H,N,2E,M)

Challenge 16: 1

Scenario: Combat

Limits: 10 Minutes, 10, 20, 25, or 30 points.

Arena: Felicity

Weapons: Falcon 2, K7 Avenger, SuperDragon, Proximity Mine, Shield

Opposition:

1 Player: 1 BioSim (P)

2 Players: 2 BioSims (P,N)

3 Players: 3 BioSims (P,N,M)

4 Players: 4 BioSims (P,N,2E)

Special: No Radar

Tips: A way to make this one easy is to camp out in the bathroom in the

Felicity, and just lace all the doors with Proximity Mines. You'll get more kills.

Challenge 17: 1

Scenario: King of the Hill

Limits: 10 Minutes, 10, 20, 25, or 30 points.

Arena: Temple

Weapons: DY357 Magnum, AR34, Reaper, Slayer, Shield

Opposition:

1 Player: 1 DanSim (P)

2 Players: 1 DanSim (H), 3 CISims (E,2M)

3 Players: 1 DanSim (P), 2 CISims (N,E)

4 Players: 1 DanSim (P), 3 CISims (N,E,M)

Challenge 18: 1

Scenario: King of the Hill

Limits: 10 Minutes, 10, 20, 25, or 30 points.

Arena: Villa

Weapons: Falcon 2, Phoenix, Tranquilizer, Laptop Gun, Shield, Cloaking Device

Opposition:

1 Players: 1 ElvisSim (P), 1 MaianSim (M)

2 Players: 1 ElvisSim (P), 1 MaianSim (H)

3 Players: 1 ElvisSim (P), 2 MaianSims (H,M)

4 Players: 1 ElvisSim (N), 5 MaianSims (N,2E,2M)

Tips: I've been asked about this several times, and unfortunately, I know of no sure-fire tips for beating this. I can only offer the advice of getting the Laptop Gun (either on the catwalk surrounding the lower pillar or on the pillar itself), and using that as your primary weapon, both in sentry and standard forms.

Here's a method supplied by wolf007jack:

As soon as you start, run straight for the hill. The aliens will go for the Laptop gun. Grab as many hills as you can until you die (which you will eventually). Then, run for the Laptop gun at the walkway at the top of the very big room (you'll know what I mean). Then, run for the hill, but be cautious because the Perfect Sim will be hanging out trying to keep you from the hill. The Meat Sim will keep running off the hill so it will take longer. Throw the Laptop Gun on the hill, and let it do it's work. Take the Laptop off the hill after you're done by pressing B up to the wall where the gun is (for those of you who don't know), and keep using that strategy. If you die, go back and get the Laptop gun. It's also easier if you load the Perfect Sim full of Tranquilizer darts. Just remember that most of the time the Meat Sim will be on the hill, and the Perfect Sim will be around it.

Another trick, by sidekick_steve, is to pump both aliens full of sedatives. They dont know where they are going. Easy win. Or take out the expansion pak, put in the Jumper Pak, and do it again on 1 player or 2 player. The aliens aren't in the smaller version, and they will be bodyguards I think. Maybe shocktroopers. Easier targets.

Challenge 19: 1

Scenario: Combat

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: G5 Building

Weapons: CMP150, Shotgun, Rocket Launcher, Farsight XR-20, Shield,
Combat Boost

Opposition:

1 Player: 1 CassSim (H), 1 TrentSim (E)

2 Players: 1 CassSim (P), 1 TrentSim (P)

3 Players: 1 CassSim (P), 1 TrentSim (H), 1 SnipeSim (N)

4 Players: 1 CassSim (P), 1 TrentSim (H), 2 SnipeSims (N,E)

Special: Fast Movement

Challenge 20: 1

Scenario: Combat

Limits: 10 Minutes, 10, 20, 25, or 30 points.

Arena: Sewers

Weapons: Mauler, Falcon 2, MagSec 4, DY357 Magnum, Shield

Allies:

1 Player: 1 AirSim (N)

2 or 3 Players: 2 AirSims (2N)

4 Players: 3 AirSims (3N)

Opposition:

1 Player: 1 PilotSim (H)

2 or 3 Players: 2 PilotSims (P,H)

4 Players: 2 PilotSims (2P)

Special: One-Hit Kills

Tips: This one can be very tricky if you don't know what you're doing. Tell your ally to Protect you, get a few guns, preferably MagSecs or Maulers, and go to the top. Get the Shield if it's there and watch the map for the bad guy's arrival. He'll be down the ramp if he's half a radar away in that direction, and he'll be on the elevator if he's almost on you in that direction. Shoot on sight, naturally. It's not foolproof, but it works well enough.

Here's an alternate method sent in by KazumiJin:

Basically have the sim on protect, get a MagSec (with plenty of ammo), and run till you find what I call the "Red Corner", which is a dead end that is illuminated by a red light. Its a nice long corridor that has only 2 ways into it, one at the far end and one on right side about halfway into the corridor. When I completed the mission (on the first try BTW) the sim always chose the longer of the 2 ways down and I was able to pick him off with the magsec (2.4x vision baby!) without dying once. Occasionally the sim stops and sits around for a couple of minutes, but after a while he starts closing in on your position. Just keep an eye on your radar and youll be able to nail him everytime. If it makes any difference, I did kneel next to my protective sim.

Challenge 21: 1

Scenario: Hacker Central

Limits: 10 minutes, 10 points.

Arena: Grid

Weapons: Mauler, Reaper, Shotgun, Callisto NTG, Cloaking Device

Opposition:

1 Player: 1 JoSim (H)

2 Players: 1 JoSim (H), 1 SnowSim (N)

3 Players: 1 JoSim (H), 2 SnowSims (N,E)

4 Players: 1 JoSim (H), 3 SnowSims (2N,E)

Tips: If you know where the cloaking device in this level is, then this challenge becomes easier. It's located on the second floor where the glass place is on the opposite side of the weapons. Keep on collecting it until you have about 80 - 100 seconds of cloaking. If the AI comes near you, then kill her and collect all her weapons, including another cloaking device. After you have 80-100 seconds of cloaking, grab the Data Uplink and run towards the terminal and start downloading. Once the AI get close, activate cloaking. You should get a lot of points by doing this.

Challenge 22: 1

Scenario: Hold the Briefcase

Limits: 10 minutes, 10 points.

Arena: Base

Weapons: Falcon 2, Sniper Rifle, Crossbow, K7 Avenger, Shield

Opposition:

1 Player: 1 PresSim (P), 1 GuardSim (N)

2 Players: 1 PresSim (P), 2 GuardSims (N,E)

3 Players: 1 PresSim (P), 2 GuardSims (H,N)

4 Players: 1 PresSim (P), 3 GuardSims (2N,E)

Special: One-Hit Kills

Challenge 23: 1

Scenario: Combat

Limits: 10 minutes, 2, 4, 5, or 6 points.

Arena: Complex

Weapons: MagSec 4, Grenade, Laptop Gun, RC-P120, Shield, Combat Boost

Opposition:

1 Player: 1 CloneSim (H), 1 StripeSim (H)

2 Players: 1 CloneSim (P), 1 StripeSim (P)

3 Players: 1 CloneSim (P), 2 StripeSims (P,H)

4 Players: 1 CloneSim (P), 3 StripeSims (P,2N)

Special: Slow-Motion

Challenge 24: 1

Scenario: Capture the Case

Limits: 9 points.

Arena: Fortress

Weapons: CMP150, Tranquilizer, Devastator, SuperDragon, DY357-LX

Opposition:

1 Player: 2 GuardSims (2E), 1 TroopSim (E), 1 AirSim (E)

2 Players: 2 GuardSims (N,E), 1 TroopSim (N), 1 AirSim (E)

3 Players: 2 GuardSims (P,N), 2 TroopSims (H,E), 2 AirSims (N,E)

4 Players: 2 GuardSims (H,N), 2 TroopSims (H,E), 2 AirSims (N,E)

Challenge 25: 1

Scenario: Combat

Limits: 3 minutes, 10, 20, 25, or 30 points.

Arena: Ravine

Weapons: Mauler, N-Bomb, K7 Avenger, Farsight XR-20, Cloaking Device

Opposition:

1 Player: 2 ShockSims (P,H)

2 Players: 3 ShockSims (2P,H)

3 Players: 4 ShockSims (2P,H,N)

4 Players: 5 ShockSims (3P,H,E)

Challenge 26: 1

Scenario: King of the Hill

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: Ruins

Weapons: Falcon 2, Mauler, Cyclone, Laptop Gun, Reaper

Opposition:

1 Player: 2 TechSims (P,H)

2 Players: 2 TechSims (2P), 2 CISim (H,E)

3 Players: 2 TechSims (2P), 2 CISims (2P)

4 Players: 2 TechSims (2P), 3 CISims (3P)

Tips: First, as this may be your first time here, get a feel for the Ruins level. Know how to get around the various passageways, it's not as inter-connecting as some other places.

Second, know where all the good weapons are, the Laptop Gun and the Cylcone are probably your best bets for this Challenge. Given the option, your enemies will usually opt for the Reaper. Use that "mistake" to your advantage, but be calm and keep moving, as, given time, the Reaper WILL chew you up.

Third, and most important, make sure that, if the enemy's going to score, that no more than one of them is on the hill. Having both Sims standing on the hill after the time runs down gives them two points, and that's really hard to bounce back from when you only score one at a time. Sometimes, you won't be able to avoid it, and that's okay. Just stock up on weapons if you know you can't get to the hill in time. Don't try for a suicide run. That'll get you killed quickly and not at all in a good position to defend the next hill.

Also, if you find yourself ahead and in a good position, you may want to consider running the clock down. A good place for this is when the hill shows up in the corner of a little hallway, and there are windows to another hallway on one side. Take up a position in that non-hill hallway and blast away as the approach the hill. Better still, toss a Sentry Gun there, and go stock up on ammo and weapons while it takes care of business.

Challenge 27: 1

Scenario: Hacker Central

Limits: 10 minutes, 10 points.

Arena: Sewers

Weapons: Falcon 2, MagSec 4, CMP150, Rocket Launcher, Shield

Opposition:

1 Player: 1 CIASim (P)

2 Players: 1 CIASim (P), 1 FBISim (P)

3 Players: 2 CIASims (2P), 1 FBISim (P)

4 Players: 2 CIASims (2P), 2 FBISims (2P)

Tips: This is nearly impossible on one player. The only way I managed was by a glitch in the AI that got my enemy stuck somewhere, probably in an elevator, while I merrily hacked away at the computer. Did I go check where he was? No! I didn't want to leave my perfect conditions and mess it up.

I've been told another way for an easy win is to have a rather stupid Sim that detonates rockets in his face. The Sims are quite fond of the Rocket Launchers in this Challenge.

Here's another way to do it, sent in by Shuker.

In a multiplayer game (including challenges), whenever the game is Hacker Central, Capture or Hold Case, King of the Hill, etc, if the points are even at time over, the victory goes to the team with the *MOST KILLS*. This is vital... and provides a really easy (and cheap, but what the heck?) way to beat challenge 27 (1P - Hacker Central vs Perfect Sim, Sewer level), which I noticed that you didn't have much on. The computer is generally in a bad place... so, whenever the computer tries to hack in, nail him in the back of the head with a rocket launcher! Don't try and hack in yourself, you'll almost invariably die painfully - if the sim finds you, you're dead. Period. A word of warning - if you find the sim downloading, and you, say, only have a Falcon 2 - if you shoot him to the point where he is disconnected, he WILL pull out a rocket launcher and blow you to hell (and likely himself as well). Go for head shots, and hit him HARD.

If you're not good enough to take on the perfect sim in a fight, once you kill it, run like hell until it tries to hack into the uplink again, then kill it again.

Challenge 28: 1

Scenario: Capture the Case

Limits: 10 minutes, 9 points.

Arena: Villa

Weapons: Falcon 2, Falcon 2 (silenced), DY357 Magnum, AR34, Shotgun

Opposition:

1 Player: 2 GuardSims (2D)

2 Players: 3 GuardSims (3D)

3 Players: 4 GuardSims (4D)

4 Players: 5 GuardSims (5D)

Tips: One of the ways to make this REAL easy is to get lucky and have the two cases be almost next to each other. One will be on the sunken tiled area with a ramp running around the edge and into a covered passage. The other will be in the larger squared-off patch of grass with walls surrounding it. The Sims will go far out to the more powerful weapons, and you can run like the dickens to grab the case and run back three times.

Challenge 29: 1

Scenario: Combat

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: G5 Building

Weapons: Falcon 2, Cyclone, DY357 Magnum, CMP150, Dragon

Opposition:

1 Player: 2 WorkSims (2D)

2 Players: 2 WorkSims (2D), 1 GuardSim (D)

3 Players: 2 WorkSims (2D), 2 GuardSims (2D)

4 Players: 2 WorkSims (2D), 3 GuardSims (3D)

BIG TIP: On the bottom floor of the G5 Building is a depression in the floor in one corner. This is the ultimate ambush spot. If you crouch all the way down in here, move to the very edge, just before you start climbing out, and look up, bad guys will hit nothing but air if they try to shoot you, given their AI capacity. They're heads will be

clearly visible, though. ^_^

This spot is now and forever known as ArmorKing's Niche. Thanks, bud!

Challenge 30: 1

Scenario: King of the Hill

Limits: 10 minutes, 10, 20, 25, or 30 points.

Arena: Skedar

Weapons: Falcon 2, Falcon 2 (scope), MagSec 4, Mauler, DY357 Magnum

Allies:

1, 2, 3, or 4 Players: 1 JoSim (N)

Opposition:

1 Player: 1 BlondeSim (D), 1 CassSim (D)

2 Players: 1 BlondeSim (D), 1 CassSim (D), 1 TrentSim (D)

3 Players: 2 BlondeSims (2D), 1 CassSim (D), 1 TrentSim (D)

4 Players: 3 BlondeSims (3D), 1 CassSim (D), 1 TrentSim (D)

Tips: First order of business. Make sure you have this map COMPLETELY memorized. Know exactly where every weapon is, and where every hill will show up. Make sure you know where the Sims are if they're in range on your radar. Make sure you know how to get to any spot on the map the quickest way possible. Know where each hill is as it appears. This is required, because all the Sims have this information as well...

As soon as you start, put your JoSim on either Def Hill or Hold Hill setting. She'll worry about getting control of the hill first once she's well-stocked on weapons.

Your life-saving weapon in this level is the Mauler. One well-aimed Charge-Up shot can take out a Sim, and if you miss, follow it up with several shots that won't be fully charged, but may have some if you delay it a second. Having two Maulers means a good player can take out two Sims with minimal damage if he/she's ready for them.

There are no shields here, so that's one less thing for you to worry about. Falcons are decent, but only really useful in twos due to the low clip size. MagSecs are not the best idea at all unless you have two on burst, as single shots are horribly inaccurate, and bursts drain your clip quickly. And of course, the Magnum is right out. Last resort only.

Right. That's the basic stuff. Now, on to each hill and how well you can defend yourself, or how easily you can assault it.

Hill 1: Main floor, open room:

This is easily the most difficult hill, period, to both hold and assault. Holding it requires to stay awake at all times for the threats coming from one of MANY directions. If you're desperate to assault it, don't go in from above, as it'll disorient you much more than it will the Sim standing there. Go from a long approach so you'll have plenty of time to squeeze off some shots at your enemy. Only saving grace for this hill is the Mauler in the middle.

Hill 2: Large square room with stone in the middle:

Moderately easy to claim, moderately hard to defend. There are two ways in, which right away puts the holder at a disadvantage. There is

a rather unstudly MagSec in the room, as well. Assaulting this is best done from the left exit, that being the left hand one when you're standing on the MagSec and facing the stone. You'll have a nice, long, but unfortunately uphill approach.

Hill 3: Small alcove off left exit of Hill 2:

This is a good one. Easy to assault and relatively easy to hold. Easy to assault because it's such a tiny area and there's very little room to move, and easy to defend because you only have to face one way. There's only a Magnum in there, but even that may be sufficient enough to take down attackers, if you have enough drop on them.

Hill 4: Large white sand room with one entrance:

Another easy to hold, but not all that easy to attack. Holding this merely requires that you stand on the Mauler platform at the far end, crouch, hold the sight down the middle of the entryway, and waste any yellow guys running in. Assaulting is a different matter. First, you have to make sure they can't hit you on the ramps leading to the room, a chore in itself. Secondly, they like to move around a lot in this room, meaning they're constantly ducking down into the lower sands, which complicates matters.

Hill 5: On a far balcony:

Quite easy to hold, but a horrible pain to assault. Holding it requires that you grab the Mauler here and crouch while facing the door from one side. Attack them as they come. Assaulting is rotten as they love to shoot you from their perch and dodge into view as you make your actual hill assault.

Follow these guidelines. Know the level. Watch the enemies for any patterns that they have. It can be done...

12. Co-Operative and Counter-Operative

Finally, we can experience Solo Missions with the aid, or hindrance, of a friend, or whatever.

In Co-Op, one player assumes the role of Joanna Dark. That player can either choose to have a Simulant or a human as Jo's sister, Velvet Dark. All Solo Missions are exactly the same. Either human player can complete objectives. There's also a new option on the pop-ups when you hold A and press Z twice. You'll have various commands that you'll be able to give your buddy. (This also works with Simulants on your team in Multiplayer).

The only rewards that Co-Op will give you involve giving you the option of using multiple buddies, and these are obtained by completing the entire game (not the Special Assignments) on a certain difficulty level.

Beating the Co-Op game on Agent level gives you the option of using two buddies on Agent. Beating the game on Special Agent gives you the option of using three buddies on Agent, and two on Special Agent. Beating the game on Perfect Agent allows you to use four buddies in

Agent, three in Special Agent, and two on Perfect Agent.

Counter-Operative is something VERY fun. Here, the second human player possesses the body of a random enemy. As that enemy, he has possession of the enemy's weapon (and a full stock of ammo), and a Suicide Pill. Basically, the pill is to be used whenever you spawn too far away from Joanna to do any real harm.

13. Other Stuff and Advanced FAQ

Advanced Frequently Asked Questions are questions I didn't want to include at the top so the game wouldn't be spoiled to new players.

Q: Why didn't you include the Psychosis Gun under Weapons?

A: This gun is so much like the Tranquilizer that it's nearly identical. Furthermore, it does nothing to directly harm an enemy, so it technically can't even be considered a weapon. Really, I'm just nitpicking, but that's my philosophy on the matter.

Q: Wasn't the Falcon's secondary mode a "gangsta" sideways shot, originally?

A: Originally, yes. It still exists in the game. Get real close to an enemy and you'll turn your gun sideways automatically. It works for the Falcon, the silenced Falcon, the MagSec, the Phoenix, the PP9i, and the CC13. It's purely cosmetic and doesn't do anything to enhance the gun.

Q: So, what's the REAL deal with the Cheese Wedges?

A: Rumor has it the Cheese was created as an alternate method of unlocking cheats in a level. I don't know if they meant the one you get upon completion or the one you get from Time Trials, though. Feasibly, it could be either. Alas. Now the Cheese is just for fun. See if you can find them all!

Q: How come I can't use the Slayer in All Guns on Solo?

A: This is strange. You can only have an All Guns with Slayer in the missions that have a Slayer, that being Skedar Attack Ship and Battle Shrine. It won't be on the popup menu, nor can you switch to it normally, but if you go into the Pause Menu, it's there. It's nowhere else, though. I've heard of glitches happening with Fly-By-Wire rockets, so this may be a necessary precaution on Rare's part.

Q: What's with the Question Mark Ammo Box in the Warehouse?

A: *shrugs* I honestly have no clue. An inside joke by the developers, maybe?

Q: Do you have any GameShark codes?

A: I don't like the GameShark or any other cheating device. Adjusting the game's inner programming is something I don't think is a good idea. You'll never find GameShark codes on any of my FAQs. End of story.

Neat Tricks:

This one was sent in by Oberon the Fairy King.

Go outside the firing range in the CI lobby. Open the door to the range, and QUICKLY run in. Open the glass door to the main room, and move 3/4 of the way in. This will stop the door from closing, yet allow you to bring up the firing range menu with start. Bring it up and select slayer, on bronze. Fire a Fly-By-Wire, and hold the R button. If you did this all right, the rocket should be going EXTREMELY slowly. Turn it around so you can see the lobby through the door (not the glass one, the one into the lobby). If it's closed, you weren't fast enough. Get the rocket into the lobby and turn right. Go through the door that leads to the ramp down to the hanger, and turn right while holding R. Once you've slowed to a crawl again, perform another 180, and a nose dive to get into the hallway at the bottom of the ramp. Still holding R, take a right, then a left to end up at the hoverbike. What's cool about this is that you now have a Fly-By-Wire outside!

Personal Note: I did this and it was pretty neat, but all the parts of the CI that you can't normally see just aren't there. It's just a big blue space. Also, don't forget that the Slayer rocket DOES run out after a while.

And here's a related one by SpacemanSpiff:

In the shooting range you can block the door open by standing right at the edge of it...use combat knives on bronze and you can fill the guy standing there with knives =).

Another related trick is taking the hovercrate from the hangar and dragging it all the way to the shooting range and filling it with as many knives as you want. Then you have a choice...would you rather put lots of knives in that Grimshaw guy (which i prefer) or...well anyone else in the top floor of the carrington institue? Take the crate to whichever room your victim is in then leave it there, and go back to the shooting range. With the farsight, shoot the crate. Go to the device lab and choose any mission (except disguise if you are killing grimshaw or cloaker if you are killing Danny boy). Go to the room with the exploded crate, pick up your knives and throw them at your target. Doesn't kill them but they are left full of knives.

A multiplayer one from bustamac:

Floating Items in Multiplayer

This trick has no real tactical value (well, there's an infinitesimal chance that a floating item could stop a bullet) but it looks neat. We all can make ammo boxes, shields, guns and whatnot move by shooting them. To make one of these objects float instead of just moving, all you have to do is crouch twice, shoot the item at a point very close to the ground, then have someone pick it up while it goes through the air. When the item respawns, it will have the same position it had at the moment in time when your friend picked it up.

To illustrate:

1. Go to the L-shaped crawlspace in Area 52 where the default shield appears.
2. Walk right up to the shield, but don't pick it up (For insurance,

- have a full shield when you do this)
3. Crouch all the way down and line up your gun with the lower half of the shield.
 4. Have someone crawl towards the shield down the part of the "L" you don't occupy.
 5. Just before they pick up the shield, shoot it at an angle so that it will bounce right into their body. Now it will respawn floating in the air (this example is basically how I found this out).
 6. It's tricky, but you can repeat this process until the item is very high in the air. You can try this with ammo boxes and guns, but these don't bounce as much as small objects like the shield.

From sidekick_steve

If you shoot the guns and ammo boxes out of the way in multi, the sims will think someone picked them up already and leave!

One sent in by MBE005

This is so weird and goofy its kinda funny. In The Duel, use the all guns or laptop gun cheat. Shields or invincibility cheats help too. Now, go on Perfect Agent, start the level, and avoid the Dd Guard. Swerve and Deploy the Laptop onto the wall to your left or right, or right in front. Well, heck, wherever, but as long as it is near the starting point. Then take down the guard or let the Laptop do it for you. After that, the Laptop will kill Jonathan and Easton while they are still standing back-to-back to you. Its cheap, but that's why it amuses me.

This one was sent in by Mike 100+

I found a secret glitch in the game, but it's been very hard to do. When the Simulants die, they die in different ways. Kill two Simulants (Preferably EasySims, because they team up and still die easy) together, while they are facing each other. Stand between them and turn 1/4 of the way to one of them. Now: the dead simulants fall according to where they were shot, and their surroundings. If you shoot Simulant #1 in the back after killing Simulant #2 in front of him, and step in between them, Sim #1 will not fall and will disappear slowly, standing upright, as if he was on the ground!

Music Analysis:

Thanks to bustamac for an excellent analysis. Never forget how important music can be to a game.

PD Music Data Sheet		
Name of Song	Key Signature	Time Sig.
Dark Combat	D natural minor	5 4
Skedar Mystery	A natural minor	c
CI Operative	C harmonic minor	c
dataDyne Action	Ab natural minor	c
Maian Tears	B natural minor	2 2
Alien Conflict	D natural minor	c
Carrington Institute	E harmonic minor	c
dD Central	D natural minor	c
dD Central X	D natural minor	c
dD Research	C natural minor	c

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dD Research X----->C natural minor----->c
dD Extraction----->B natural minor----->c
dD Extraction X----->B natural minor----->2 4
Carrington Villa----->C harmonic minor----->c
Carrington Villa X--->C harmonic minor----->c
Chicago----->D natural minor----->c
Chicago X----->D natural minor----->c
G5 Building----->D natural minor----->c
G5 Building X----->D natural minor----->c
A51 Infiltration----->A harmonic minor----->c
A51 Infiltration X--->A harmonic minor----->c
A51 Rescue----->C natural minor----->2 2
A51 Rescue X----->C natural minor----->c
A51 Escape----->D harmonic minor----->6 3
A51 Escape X----->D harmonic minor----->c
Air Base----->C natural minor----->c
Air Base X----->C natural minor----->c
Air Force One----->C & C# harmonic minors->c
Air Force One X----->C & C# harmonic minors->c
Crash Site----->D harmonic minor----->2 2
Crash Site X----->D harmonic minor----->c
Pelagic II----->C natural minor----->c
Pelagic II X----->C natural minor----->c
Deep Sea----->D natural minor----->c
Deep Sea X----->D natural minor----->c
Institute Defense---->E natural minor----->c
Institute Defense X-->E natural minor----->c
Attack Ship----->A harmonic minor----->6 3
Attack Ship X----->A harmonic minor----->6 3
Skedar Ruins----->C harmonic minor----->4 2
Skedar Ruins X----->C harmonic minor----->c
End Credits----->E harmonic minor----->c

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Here are some musical note setups.

Perfect Dark theme: E, G, Gb, D, B, C, G, A, Gb, D, E (all notes are in the same B octave).

Dark Combat: D, A, high D, C, D, Bb, A, F, E, D, C, D

Skedar Mystery: D, D, C, D, A, A, G, A, E, C, A

dataDyne Action: B, Db, Bb, high Eb, B, Db, Eb, Ab

Alien Conflict: B, A, G, A, Gb, G, Eb, E

dD Missions Theme: D, E, F, D, A, D, A, Bb, D, E, F, D, A, D, A, G

Carrington Villa: D, E, F, Eb, D, C, A, F, A, B, G, B

Chicago Missions Theme: D, E, F, G, A, D, E, F, G, D

A51 Missions Theme: A, B, C, D, B, A, F, G, Ab, Bb, G, F

Air Base: C, G, G, C, Eb, D, Eb, D, Bb, C, G, C, Eb, D, Eb, G, F

Air Force One: C, D, Eb, C, C, C, D, Eb, high D, high D

Pelagic II: C, G, Bb, Ab, G, Ab, Eb, G, D, F, Eb, D, C

Skedar Ruins: C, D, C, D, Eb, F, Eb, F, G, Ab, G, Bb, C, D, Eb, D, C

Analysis:

Unless you absolutely hate the synth style of PD the soundtracks do an excellent job of conveying a mood and setting a tone for whatever mission they belong to. Here's an in-depth analysis of each track and how it can affect the PD gaming experience.

Dark Combat sounds a lot like the theme to the Terminator. In fact, it has the same time and key. Hmm...anyway...Dark Combat is a grim theme that reflects Mr. Blonde's true dark nature, as the background of the track is ominous voices while the foreground consists of foreboding

orchestral melodies. This track lets you know bad guys wear white.

Skedar Mystery appears only in the Combat Simulator. This aptly named track has the same A harmonic minor key as Attack Ship (giving it a Skedar feel), yet makes any scenario brooding and mysterious in nature with chanting voices and ancient drumbeats.

The CI Operative track contains the Perfect Dark theme. It shares the E minor key with all the Institute soundtracks, as well as the End Credits soundtrack, because all of them have this theme. CI Operative is mainly orchestra with a touch of synthesizer, appearing in a lot of the Solo cutscenes to show that Joanna Dark is ready for action.

DataDyne Action is unique in that no other track has its Ab key signature. A strong orchestral march accompanied by a teeny bit of synthesizer characterizes this track, making it dataDyne's counterpoint to CI Operative. It appears only in Multiplayer. Use it to give a similar mood to your scenario as CI Operative but with a dark twist.

Maian Tears has a mournful tone that is mostly overshadowed by percussion. This combination lets you make note of Protector 1's struggle in Maian SOS, then laugh as guards step on your Proxy Self-Destruct Dragons.

Alien Conflict plays during War! and during the alternate title screen. A totally techno track, its haunting melodies sound positively alien. It accompanies the battle between Maians and Skedar with good syncopated beats.

Carrington Institute fits its setting well. The orchestral PD theme plays in the background while the cool techno rhythms occupy the foreground; you get the impression that when you complete your training you've got a BIG mission ahead of you.

dD Central, dD Research, and Pelagic II have moderate paces and moderate tones; Joanna Dark is running these missions by the book without a hitch. The hitch kicks in when the X tracks kick in. No more "by the book" for Joanna then - she has to improvise and the adrenaline starts pumping.

Dr. Carroll is in danger during the dD Extraction track, and it shows. The track makes the action fast paced from the get-go and never stops, reaching breakneck speed when you take on a roomful of Cassandra's deadly bodyguards.

The pulsing techno beat of Carrington Villa X turns up the heat as you're thrown right into the negotiator crisis. Once you complete this objective, Carrington Villa cools things down with chanting and drums, although the techno is still there to keep you warm.

Chicago's mood is utter stealth. A wandering synthesizer melody halts, then resumes after other tones pass by. The X track turns Chicago on its head. If you set off the alarm you'll hear aggressive rhythms that remind you mission failure is imminent.

The G5 Building track is totally laid-back to show you that Joanna returns to "by the book" combat as she encounters cloaked guards, and, unfazed, promptly wastes them. Things get a little hectic with G5 Building X, but not to a great degree because the laid-back background beat remains.

The A51 tracks definitely up the ante when it comes to suspense - Joanna is no longer as confident now that she is in a top-secret government installation. Infiltration is mostly orchestra, with persistent strings to instill urgency. Rescue takes an approach of long, cautious tones mixed with an occasional noise to shake you up. Escape and the X tracks are harsh and almost alien to remind you that you're on the run and killer guards are in hot pursuit.

The Alaskan Guards and the sounds of Air Base march by when you don the disguise and continue on their steady path. When you're discovered, the track is no longer a march but a techno run for cover.

Air Force One is the only track with a noticeable key change, between C & C# harmonic minors. This reflects the duality of the Presidential Security in the mission, because when you start they are against you, but later they are on your side. This track, though a march, has heavy synthesizer content that evokes much more caution than Air Base.

Voices echo across the cold Alaskan wilderness on the Crash Site track as Joanna finds herself alone. The track then quickly becomes a march to remind you that Joanna can fend for herself quite well, thank you.

Deep Sea's long orchestra notes and alien chants give the Cetan ship the air of mystery it deserves. The track makes the level downright spooky in some places, especially when you're looking through your FarSight hoping a mini-Skedar doesn't jump on your face in the meantime.

Institute Defense changes the standard PD theme to a rushing techno beat to fit the hostage crisis (and make you sweat). Defense X boosts that theme with urgent tones letting you know your time to deactivate the bomb is running out.

On the Attack Ship track, heartbeats supply the background while orchestral tones rise and fall with each cautious footstep to make you duck when a Mauler shot whizzes by. With Attack Ship X the heartbeat pumps faster and the techno takes over while you make the intense assault on the bridge.

Suspense is Skedar Ruins's raison d'etre. The voices and orchestra return to make this a truly alien planet while the rising techno beats stir things up. This track fits its setting almost perfectly, as evidenced by how high you jump when you meet your first cloaked Skedar Berserker.

What a track! End Credits takes a break from the usual techno and gives you a heavy dose of rock to go along with it. A welcome change, and it goes great with all those preeetty preeetty colorsssss. . . Also goes great with any multiplayer scenario where the mood you want to set is ACTION!

14. Legal

This FAQ was made 100% by me, CyricZ. You may not take it in whole or in part and claim it as your own. You may not alter it in any way. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this. Give me some credit...

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Speaking of credit....

15. Credits

CJayC - For putting this up on his site.

Kildread2 - For some game and FAQ pointers and generally being supportive, and a cool guy. ^_^

ArmorKing - For some MUCH-needed help in certain areas of the game.

bustamac - For all his excellent scenarios and his music analysis.

Derek Nielsen - For giving me the heads-up on who the Marquis of Queensbury was, first...

Aaron Nielsen, Alex_215, ChewyLS, and all those who took my quiz on the GameFAQs Message Boards - For giving me cheese locations.

Rodney1103 - For a time-saving tip on Battle Shrine.

wolf007jack - For some tips on Challenge 18.

KazumiJin - For another way to complete Challenge 20.

snafujm - For pointing out some places I needed to correct.

Shuker - For another way to complete Challenge 27.

ChewyLS - For enlightening me on how to find out the difficulties of the Sims in the Challenges. Also for supplying me with his tip for Challenge 21.

Bram Vermeulen - For a tip on Area 51: Infiltration.

Lex Sloet - For finding an interesting secret in Area 51: Rescue

Chaos Sonic - For the Character Unlock List

Tool32x - For the Tip on WAR!

shadestreet, SubDragon, Matt P, and everyone else who worked on the GameFAQs multiplayer rank database, and tgeek12 for sending it to me.

Rareware - For being a veritable god among mortals in the video game industry. You've done it again!

Nintendo - For having the guts to put this game on the market. Welcome to the dark side, fellas. No turning back, now.

...and the following people, who sent me in their favorite multiplayer scenarios or tricks - Oberon the Fairy King, ChewyLS, Ashcraft, SpacemanSpiff, Darthhelmet85, ConfusedGuy, bustamac, Bisc, REwesker, Crash, MBE005, Mike 100+, UltimateTrainer2000, Neobahamut, ?_?, Smithbrady, Az_Za, NameLess, sidekick_steve, alphamet, Travi64, Alex Williams, bahkman

16. Version History

2.3.2001 - Ver. 2.8 - Been a while... Finally added the quick way to get Kills for Medal building so people will stop mentioning it... ^_^

9.10.2000 - Ver. 2.7 - Added Multiplayer Ranking Database and a few other things, like people who can post my FAQ on their page.

9.3.2000 - Ver. 2.6 - Been a while. Think it's time to update some submitted stuff.

8.15.2000 - Ver. 2.5 - Well, I did it. You'll know what I'm talking about if you look at the top. Hey, pretty stuff sells, even though I'm not really selling anything...

Anyway, more stuff from bustamac. More cleanup. More of the usual. I decided to give the Submits their own Content. It's some good stuff, I tell ya. Also split up the FAQ into two section. One preliminary, one advanced.

8.7.2000 - Ver. 2.4 - Bustamac really likes sending me scenarios. A ton of new ones from him. Check the Solo Missions while you're here, too. As I grow wiser in the workings of Perfect Dark, I come up with more health-effective ways of getting through missions.

7.27.2000 - Ver. 2.3 - Phew. Finally fixed it so it all fits on the page. That's all the cheese locations, now, and a few new scenarios.

7.17.2000 - Ver. 2.2 - Cleaned up the format. Lousy word wrap, away! I swear by all that is good and holy that I will never use Word or NotePad for my FAQs again, thank you.

7.16.2000 - Ver. 2.1 - Added more cheese locations, more scenarios, and more tips and tricks. Thanks to a tip from ChewyLS, I refined the Simulant Difficulties on Challenges. I also added starting ammo for each level.

7.7.2000 - Ver. 2.0 - Finished Solo Missions completely. Everything's in. Will continue to post multiplayer scenarios, cute tricks, and Challenge Tips as they come in or are requested.

6.29.2000 - Ver. 1.4 - Added some Challenge tips, a few scenarios, another Time Trial and cleaned up a LOT!

6.26.2000 - Ver. 1.2 - Added the last Special Assignment, a few time trials, and polished up a bunch of other things. Also posted some submitted scenarios and Challenge tips.

6.21.2000 - Ver. 1.0 - Just about the entire thing. I'm not the kind to do things piecemeal. 120 pages of love from me to you.

17. The Final Word

Well, that's it. My first FAQ, and I dare say it was okay. Please, let me know if I have anything wrong, or if you have a suggestion about my writing technique. I'm always open to criticism.

Also, if you have any cool multiplayer scenarios you'd like to share, let me know and I'll post them.

If you do decide to send me a scenario, try to make it more involved than a simple "favorite setup". Give me some background. Tell a story. Make it a mission in itself. Make it interesting.

E-mail me at CyricZ42@yahoo.com with questions, comments, or if you just want to say hi. I'll be glad to respond to you within the day.

Have fun, and remember...

Perfect Dark is forever...

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