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1. INTRODUCTION

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This guide was made for probably one of the best N64 games to date (but I'm

not sure yet, still gotta play it), and the best one this year by a long shot for the N64. Perfect Dark isn't a true sequel to Goldeneye 007...it's a "follow-up" from Rare. But this isn't so bad, because Perfect Dark promises to be a whole lot better than Goldeneye, and hopefully it has a better multiplayer mode as well. I will update this guide BIG-TIME when Perfect Dark is released, to sit tight, and enjoy the ride. It's gonna be a good one. ;)

Oh, and in case you didn't know, Perfect Dark is NOT a sequel to Goldeneye 007. It is, in fact, a follow-up first person shooter from Rare. Some think that Perfect Dark is a sequel to Goldeneye, but it's not. If you are looking for a true sequel, then wait for The World is Not Enough later on this year. There, I hope I helped someone there. :p

...and it is now May 22nd!! I have the game (finally), and have been playing it almost non-stop (except to work on my Medieval 2 Guide, but that's another story...), and I love it!!!! Might as well throw Goldeneye out the window, because Perfect Dark blows it out of the water! I'm in a very deep love with Perfect Dark, and it's gonna be hard to stop playing it, and actually working on this FAQ. I will try my best to update it as much as possible, but I have other obligations that I must be of service to, so those obligations might interfere with this FAQ. But no matter! I will do my best to bring you the best Perfect Dark Strategy Guide on the internet, and that's a promise! Have I ever let you down? ;)

But anyways, I absolutely love Perfect Dark. It is definitely one of my favorite games of all time, and a definite candidate for Game of The Year. I guarantee that Perfect Dark will win game of the year for the Nintendo 64, no doubt. It's only competition is Zelda: Majora's Mask, but that won't be released until the fall of this year, around September or so. Perfect Dark has got to be one of the best games of all time, and I know that MANY people will love it as much as me, and maybe even more than me. I did love Goldeneye, so I can definitely say that Perfect Dark is a more than worthy follow-up to Rare's masterpiece of 1998. Even though there aren't that many revolutions in Perfect Dark, there is enough to keep it new. Heck, just the new story and graphics was enough, but Rare kept making it better. I think that's why Rare kept on delaying it: To add more innovative features into one of the most hyped games of all time, Perfect Dark. One of the most innovative features in the game has to be the FarSight gun. True it was taken from the movie Eraser with Arnold S., but it's extremely awesome to use, and it keeps the multiplayer game fresh and exciting.

EXPANSION PAK INFORMATION		
FEATURES AVAILABLE	W/O	W
Multiplayer Challenges	v	v
1 Player (Solo Missions)		v
1-2P Multiplayer	v	v
1-4P Multiplayer		v
1-2P Cooperative		v
2P Counter Operative		v
Up to Eight Simulants	v	v

APPROXIMATE % OF GAME	35%	100%
AVAILABLE TO PLAYER		

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2. Legal Stuff

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- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- The Resource <<http://nemmysresource.cjb.net>>
- Happy Puppy <<http://www.happypuppy.com>>

NOT WWW.MEGAGAMES.COM

If anyone finds it on any other site or MegaGames.com, please inform me ASAP.

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3. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ, and removed my review of the game from the guide.

Version 2.3 (07/29/00)

- Finished the Cheese Locations section

Version 2.2 (07/13/00)

- Updated the Firing Range Section

Version 2.1 (07/11/00)

- Changed the "Challenges" section to the "Challenges / Firing Range" section
- Updated FAQ section
- Updated Secrets Section

Version 2.07

- Just fixed some stuff that needed to be fixed in the Walkthrough

Version 2.06

- Added some more Cheese Locations
-

Version 2.05

- Added another Cheese location
 - Added "The Duel" walkthrough
-

Version 2.03

- Added the Cheese Locations section, thanks to DraSlayer@aol.com
-

Version 2.02

- Added some new ASCII art at the top of this document
-

Version 2.01 (05/29/00)

- Just fixed some stuff to make this FAQ more presentable
-

Version 2.0 (05/28/00)

- Completed the walkthrough for Perfect Agent
-

Version 1.7 (05/28/00)

- Added the walkthroughs for Missions 1-3 for Perfect Agent difficulty
-

Version 1.6 (05/28/00)

- Fixed the format of some sections and the text
 - Added some of the Special Assignments walkthroughs for Agent difficulty
-

Version 1.5 (05/27/00)

- Completed the rest of the Special Agent Walkthrough, Missions 4-9
- Updated Multiplayer section

Version 1.1 (05/27/00)

- Added Missions 1-3 Special Agent Walkthrough

Version 1.01 (05/26/00)

- Fixed some areas in the FAQ
- Added some more GameShark codes

Version 1.0 (05/26/00)

- Completed the rest of the walkthrough for Agent mode: Mission's 7 through 9
- This is a complete Agent Walkthrough for Perfect Dark now
- Added the strategy for the final boss, the Skedar Leader
- Updated FAQ section

Version 0.8 (05/26/00)

- Added the rest of the Mission 6 Walkthrough
- Added the Mission 7 Walkthrough
- Updated FAQ section

Version 0.7 (05/25/00)

- Added the Mission 4 Walkthrough
- Added the Mission 5 Walkthrough
- Added some of the Mission 6 Walkthrough
- Updated FAQ section

- Added my review of Perfect Dark in the Introduction Section

Version 0.4 (05/24/00)

- Added the rest of Mission 3 Walkthrough
- Added the first part of Mission 4 Walkthrough
- Updated the Multiplayer Section

Version 0.3 (05/24/00)

- Added the first part of the Mission 3 walkthrough: Chicago
- Added some codes
- Also added some more to the Mission objectives

Version 0.2 (05/23/00)

- Finally!!! After a very long wait, I have Perfect Dark in my sweaty palms.....must...resist...urge...to..play.....
- Got the walkthrough for Agent difficulty for Mission 1 and Mission 2 done
- Added almost every section

Version 0.15a (04/29/00)

- First version, beta release

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4. Story

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"Since the dawn of man, our planet has been watched. The reasons for this interest differ from race to race: some merely wish to observe until humanity

has evolved to a point where they can introduce themselves without sparking mass panic, while the motives of others are considerably less benign.

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

Whether or not his suspicions are justified, it is clear that events are rushing to a head. People are being abducted, animals are being mutilated: someone amongst the stars desperately wants something they believe us to have, and Carrington suspects that the grand plan penetrates far deeper than these surface incidents. Using all means available, the Institute has resolved to find out exactly what's going on before it's too late, and only recently has it been offered its first real lead into the conspiracy: urgent messages from one Dr. Carroll located deep in the heart of dataDyne operations, requesting extraction from the company before alleged threats on his life are actually carried out.

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

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5. Controls / Options

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B Button - Reloads/Opens doors

A Button - Changes your weapon or device/allows you to switch weapons

Start - Pauses the game

L/R Buttons - Aims your weapon with the scope

Z Button - Fires your weapon/use gadget

Control pad - Allows you to look up and down, as well as side step to the left and to the right when using the C-buttons:

C-Up - Look down

C-Down - Look up

C-Left - Side step left

C-Right - Side step right

Analog Stick - Moves you forward, backwards, and to the sides

=====
Control Style 1.1: L/R Buttons = Aim

C-Up = Look Down

C-Down = Look Up

C-L/R = Strafe Left/Right
A Button = Weapon Select
B Button = Action/Reload Weapon
Control Stick = Walk/Turn
Z Button = Fire Weapon
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

=====
Control Style 1.2: L/R Buttons = Aim
C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Weapon
B Button = Action/Reload
Control Stick = Look
Z Button = Fire
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

=====
Control Style 1.3: L/R Buttons = Weapon
C-Up = Look Down
C-L/R = Strafe Left/Right
C-Down = Look Up
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

=====
Control Style 1.4: L/R Buttons = Weapon
C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

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=====  
Control Style 2.1 Controller #1:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Walk/Turn  
    Z Button = Fire Weapon  
=====
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```
=====  
Control Style 2.1 Controller #2:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Look/Strafe  
    Z Button = Aim  
=====
```

```
=====  
Control Style 2.2 Controller #1:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Look  
    Z Button = Fire  
=====
```

```
=====  
Control Style 2.2 Controller #2:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Walk/Strafe  
    Z Button = Aim  
=====
```

```
=====  
Control Style 2.3 Controller #1:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Walk/Turn  
    Z Button = Aim  
=====
```

```
=====  
Control Style 2.3 Controller #2:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Look/Strafe  
    Z Button = Fire Weapon  
=====
```

```
=====  
Control Style 2.4 Controller #1:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Look  
    Z Button = Aim  
=====
```

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=====  
Control Style 2.4 Controller #2:  
    A Button = Weapon  
    B Button = Action/Reload  
    Control Stick = Walk/Strafe  
    Z Button = Fire Weapon  
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Reverse Pitch: Changes the direction style your aiming mechanism goes

Look Ahead: This lets you see ahead during gameplay. I suggest leaving it on.

Head Roll: This allows you to turn your head fully around when looking.

Auto-Aim: This will hone in on enemies during fire when set on.

Aim Control: You can select Hold, where you have to hold the Aim, or toggle,
where it is automatically set when the corresponding key is pressed.

CARRINGTON INSTITUTE:

Upon going here for the first time you will be guided through on a tour by a local worker. He will show you around all the rooms inside where you can train, head the the hangar, and a bunch of other things, I suggest you take the tour, no matter how slow this guy walks.

SOLO MISSIONS:

This is the main gameplay area of the game. You will be able to play all missions in the game here on 3 different modes, Agent, Special Agent, and Perfect Agent. Each mission has it's own objectives you must complete in order to pass that mission and gain access to the next. My walkthrough covers each mission. This is the major part of the game.

COMBAT SIMULATOR:

Upon selecting the combat simulator, you can either play Challenges, do a Quick Start, or load preset games. You can select the first 4 challenges at the start of the game to play, there are a total of 30, later in my FAQ you will find how to beat each challenge and what you win by doing so.

CO-OPERATIVE PLAY:

This is sort of an easier or harder way to play the actual missions. You will have a helper along with you in each mission by selecting this option, so it's basically for beginners to the game.

COUNTER-OPERATIVE:

This is the MultiPlayer section of the game, please see the "Muliplayer" section in this FAQ for more information.

CHANGE AGENT:

This allows you to change the current game you are playing (Save File) it does not let you change your character, just the save file. So if you want to change the current game you are playing, this is how you'd do so.

OPTIONS:

By pressing RIGHT on your control stick you will be taken to the game's options menu. There you will find several options which you can change to make your

gameplay more suitable to your needs. Here are the options you can change...

AUDIO:

Sound Volume: Here is where you can set the volume of the Sound Effects.

Music Volume: Same as Sound only this changes the volume of the BGMusic.

Sound Mode: Here you can select from Stereo, Mono, Headphone, or Surround.

Language Filter: I'm not sure what this does yet.

VIDEO:

Screen Size: You can choose from a Full Screen, Wide Screen, or Cinema Screen size.

Ratio: Not sure what this does, but you can choose from Normal or 16:9

Hi-Res: This sets the screen resolution to Normal or High.

2-Player Screen Split: This sets the 2-Player screen either Horizontal or Verticle.

DISPLAY

Sight on Screen: Not sure what this does yet.

Always Show Target: This will show a target when AIM is located over an enemy or shootable object.

Show Zoom Range: This will shows the range when you zoom on screen.

Ammo on Screen: This will show the amount of ammo. you have left on the screen during gameplay.

Show Gun Function: Shows a gun's function upon selection.

Paintball: Sets shooting into Paintball mode.

In-Game Subtitles: This will print out spoken text during the game.

Cutscene Subtitles: Same as above.

Show Mission Time: This will show how long it's taken you for your current mission.

CINEMA:

Play-All: This will play all current cinemas you have viewed.

Other Cinemas: Below Play All you will be able to view all cinemas individually as you open them.

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5. Game Basics

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- Strafing:

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This movement allows you to side-step enemy fire and cut corners a lot faster than normal. Strafing also allows you to circle opponents and "take-care" of them faster. Do this by using the Left and Right C buttons.

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- Head Shots:

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Just like in Goldeneye, Perfect Dark has a body system, that is, it really does matter where you shoot the enemies. To save ammo, to be stealthy, or to just make the game easier, use Head Shots. Just aim for the head or face, pull the trigger, and that enemy will go down faster than you can say "Bye bye..."

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- Always take cover:

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Taking cover behind crates or walls will save you health, and will provide you with much-needed protection when you need to reload your weapon. Whenever reloading, always take cover whenever possible to save your ass from on coming fire.

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- Always try to be stealty:

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I good rule of thumb: If the enemy cannot see you, then they cannot kill you. Always remember this when playing through Perfect Dark. It's better to take your time and sneak up on the enemy and take them out silently then to come running into a room full of enemies with guns a blazing.....unless you are trying to unlock a time cheat. ;)

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- Try to use any secondary option when possible:

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Using the secondary function on some weapons will save you ammo. An example would be some of the pistols, which have the pistol-whip ability as the secondary function. Using the pistol-whip instead of the normal gun will:

A) Save you ammo

B) Won't allow you to become detected (stealthy)

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- Don't use a loud weapon in a room with many guards:

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Duh. If you use a loud weapon instead of a silenced weapon in a room full of

guards, the other guards will hear the shot, and come running at you, and attempting to kill you. It's ok to use a loud weapon in a room with one guard, but never use one in a room with more than one guard. It's just common sense.

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- Run away:

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When it starts to get thick (lot's of enemies that you can't handle), just run away. Running away gives you time to think of a strategy, reload, get more health or armor, etc. And most of the time most of the guards won't follow you the whole way through, so you can lose some guards at the same time.

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- Use the Automatic aiming mechanism:

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Whenever an enemy is in your sights, Joanna will almost (90% of the time) always aim for the nearest enemy to her. Use this to your advantage in tight situations. If there are plenty of baddies around you at once, then just let your gun rip and you'll be able to kill of multiple baddies at the same time, or you will be able to kill them without aiming very well. This works very well when you are over-whelmed with baddies in a difficult situation.

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- Use the Red-Targeting system:

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Again, whenever you have your sights aimed at an enemy for a perfect head-shot, your sights will turn red, and your gun will make a noise. This is to let you know that you have a possible head-shot, and that you should shoot while the aiming mechanism is red. If you do shoot when it's red, you will almost always get a head-shot, and a very easy kill for the game. Always be aware of the red aiming mechanism when trying to be stealthy or just don't want to be over-whelmed by guards and baddies.

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- Play the Solo Missions as Co-op instead of by yourself:

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Playing the Solo missions as a Co-op team instead of by yourself is a fun way to play the game, and it also makes the missions easier, since you have double the forces that you would normally have. And even if you don't have another friend with you to play, you can still play Co-op with a computer Simulant. And since there are two of you, you have double the fire-power, double the thinking power, and you can get most of the objectives done a lot quicker than normal. Try it sometime.

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6. Characters

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Joanna Dark:

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Age: 23

Training Status: Complete

Training Grade: A++

Active Status: Assigned

Profile: Highly trained but inexperienced. Reactions superd. Proficient with a variety of weapons. Very competent all-round agent. Highest recorded training scores resulting in the creation of a new class of training grade. The embodiment of the Carrington Institute's ideal agent, hence the callsign 'Perfect Dark'.

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Jonathan:

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Age: 28

Training Status: Complete

Training Grade: A+

Active Status: Undercover

Profile: Our most experienced undercover agent. Highly accurate with his chosen weapon (Magnum Revolver). Perfectly suited to undercover missions. Less suited to out-and-out combat. Before the activation of Joanna Dark as a CI Agent he held the honour of having the highest recorded training scores.

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Daniel Carrington:

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Age: 62

Training Status: N/A

Training Grade: N/A

Active Status: N/A

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

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President:

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Age: 50

Training Status: N/A

Training Grade: N/A

Active Status: N/A

Profile: The Current President of the United States.

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Cassandra De Vries

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Age: 39

Training Status: N/A
Training Grade: N/A
Active Status: N/A

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

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7. Walkthrough Basics

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There are a total of Nine Missions in Perfect Dark, along with Special Hidden Missions that must be earned. There are also different difficulty levels that you can play on:

- Agent
- Secret Agent
- Perfect Agent

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Here are some descriptions from Dallas:
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AGENT - The standard agent, this is how you will begin each level. Playing levels in Agent mode enables you to do less work, but it's also the easiest mode to play on. Not too good for bragging rights.

SPECIAL AGENT - One rank above the standard agent, Special Agent mode allows you to complete more obstacles in each mission, and it is the 2nd hardest mode to play on. You would be considered a "good" player when beating a mission on Special Agent.

PERFECT AGENT - The absolute highest ranked agent you can play as. On Perfect Agent mode, you have the maximum amount of obstacles to tackle and it's the hardest mode. You can call yourself a god at this game if you beat missions on Perfect Agent.

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Here are what they mean:
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DIFFICULTY	LEVEL LAYOUT
Agent	Small, simple
Secret Agent	Average layout
Perfect Agent	Big, complex

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Here is a list of each mission, along with the level it is in:
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Mission	Level(s)
Mission 1	DataDyne Central DataDyne Research dataDyne Central
Mission 2	Carrington Villa
Mission 3	Chicago G5 Building
Mission 4	Area 51 Area 51 Area 51
Mission 5	Air Base Air Force One Crash Site
Mission 6	Pelagic II Deep Sea
Mission 7	Carrington Institute
Mission 8	Attack Ship
Mission 9	Skedar Ruins

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Here is a list of each mission, and what type of mission it is:
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Mission	Type
Mission 1	Defection Investigation Extraction
Mission 2	Hostage One
Mission 3	Stealth Reconnaissance
Mission 4	Infiltration Rescue

	Escape
Mission 5	Espionage Anti-terrorism Confrontation
Mission 6	Exploration Nullify Threat
Mission 7	Defense
Mission 8	Covert Assault
Mission 9	Battle Shrine

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Mission Objectives:

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Key:

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A- Agent Difficulty level

S- Secret Agent Difficulty level

P- Perfect Agent Difficulty level

MISSION	LEVEL	OBJECTIVES
Mission 1	DataDyne Central: Defection	-Disable Internal Security Hub (S,P) -Obtain the keycode Necklace (S,P) -Download Project Files (P) -Disable external Comms Hub (S,P) -Gain entrance to Laboratory (A,S,P)
Mission 1	DataDyne Research: Investigation	-Holograph Radioactive Isotope (A,S,P) -Start Security Maintenance Cycle (S,P) -Shut down the experiments (S,P) -Obtain experimental technologies (P) -Locate Dr. Carroll (A,S,P)
Mission 1	DataDyne Central: Extraction	-Access the Foyer Elevator (A,S,P) -Reactivate Office Elevator (P) -Destroy DataDyne's Hovercopter (S,P) -Defeat Cassandra's Body Guards (A,S,P) -Rendezvous at the Helipad (A,S,P)
Mission 2	Carrington Villa: Hostage One	-Save the Negotiator (A,S) -Eliminate the Rooftop Snipers (S,P) -Activate Wind Generator (A,S,P) -Locate and Eliminate DataDyne Hackers (P) -Capture the DataDyne Guard (P) -Rescue Carrington (A,S,P)

Mission 3	Chicago: Stealth	-Retrieve the Drop Point Equipment (A,S,P) -Attach the Tracer to the Limousine (P) -Prepare your escape route (S,P) -Create a vehicular diversion (A,S,P) -Gain entry into the G5 building (A,S,P)
Mission 3	G5 Building: Reconnaissance	-Disable the Damping Field Generator (P) -Deactivate the Laser Grid Systems (S,P) -Photograph Meeting Conspirators (A,S,P) -Retrieve Dr. Carroll Backup from safe (ASP) -Exit the G5 Building (A,S,P)
Mission 4	Area 51: Infiltration	-Shut down air intercept radar (A,S,P) -Plant comms device on antenna (S,P) -Disable all Robot Interceptors (P) -Gain entrance to hangar lift (A,S,P) -Make contact with CI spy (A,S,P)
Mission 4	Area 51: Rescue	-Destroy computer records (P) -Locate conspiracy evidence (S,P) -Obtain and use lab technician d.g (A,S,P) -Gain access to autopsy lab (A,S,P) -Rescue the crash survivor (A,S,P)
Mission 4	Area 51: Escape	-Locate alien tech medpack (P) -Rendezvous with CI spy (A,S,P) -Locate secret hangar (A,S,P) -Revive Maian bodyguard (S,P) -Escape from Area 51 (A,S,P)
Mission 5	Air Base: Espionage	-Obtain disguise and enter base (A,S,P) -Check in equipment (S,P) -Subvert security monitoring system (A,S,P) -Obtain flight plans from safe (P) -Board Air Force One (A,S,P)
Mission 5	Air Force One: Antiterrorism	-Locate and retrieve equipment (S,P) -Locate President (A,S,P) -Get President to escape capsule (A,S,P) -Secure Air Force One flight path (P) -Detach UFO from Air Force One
Mission 5	Crash Site: Confrontation	-Retrieve Presidential medical scanner (S,P) -Activate distress beacon (A,S,P) -Shut down enemy jamming device (P) -Retire Presidential clone (A,S,P) -Locate and rescue President (A,S,P)
Mission 6	Pelagic II: Exploration	-Disable primary power source (A,S,P) -Secure laboratories and research data (P) -Deactivate GPS and autopilot (A,S,P) -Activate Moon Pool lift (S,P) -Rendezvous and escape with Elvis (A,S,P)
Mission 6	Deep Sea: Nullify Threat	-Reactivate teleportals (A,S,P) -Disable Citan megaweapon (A,S,P) -Secure control room (S,P) -Restore Dr. Carroll's personality (P) -Escape from Cetan ship (A,S,P)

Mission 7	Carrington Institute: Defense	-Reactivate automatic defenses (S,P) -Release hostages (A,S,P) -Retrieve experimental weapon (A,S,P) -Destroy sensitive information (P) -Deactivate Bomb (A,S,P)
Mission 8	Attack Ship: Covert Assault	-Disable shield system (A,S,P) -Open hangar doors (P) -Access navigational systems (A,S,P) -Sabotage engine systems (S,P) -Gain control of bridge (A,S,P)
Mission 9	Skedar Ruins: Battle Shrine	-Identify temple targets (A,S,P) -Activate bridge (A,S,P) -Gain access to inner Sanctum (S,P) -Destroy secret Skedar army (P) -Assassinate Skedar leader (A,S,P)

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8. Agent Walkthrough

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This walkthrough for the Agent difficulty setting was created solely for the Agent setting, and not for any other setting.

[8.1]. Mission 1 - dataDyne Central: Decfection

Objectives: 1.) Gain entrance to the Laboratory

Starting Tips: Watch out for the cameras. There is one planted on the rooftop of dataDyne which can be shot from a nearby hallway, the other is near the bottom of a ramp on the side of the wall and can also be destructed, so be careful.

1.) Gain entrance to the Laboratory:

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When you first start, you'll only have one objective: Gain entrance to the laboratory. To do this, you'll have to find the elevator that leads into the laboratory. The entrance to the laboratory is via an elevator, the door to this elevator is located behind another hidden door as before. The door can be pretty tough to locate, but once you find it, the level should be fairly easy to complete. Only exit if you have completed ALL other objectives. Once you have landed on the rooftop, turn right and head down the ramps to the lower level. Look down the next set of ramps and you should spot a guard patrolling the area. Kill him, and grab the CMP150 that he drops. After taking the guard down, go to the left of the end of the ramp, and through the door with the steel grates on it. Once inside, go through the next door that's right in front of you. Now turn left and slowly go down the ramp, but do it slow enough so that the guard near it won't see you until you pop a cap in his ass. After killing the guard, continue down the sets of ramps until

you reach the bottom.

At the bottom of the ramp, go right and head through the door with the steel grates on it on the far wall. Once through the door, go down the next set of ramps until you reach another guard about halfway down. Take him out with your Silenced Falcon, then go through the wooden door at the bottom.

Go right after heading through the wooden door, and take out the guard ahead of you with a head shot. Another guard should come to his rescue, so take care of him as well. Now go back a bit and use the glass elevator near the wooden door you just used. After the long ride, head out of the elevator and head down the nearby steps and kill off all of the guards with helmets around you. Now take a right at the bottom of the steps, and go into a small room with a computer and a desk in it. There should be a multi-colored wall. Press B to open it and reveal a hidden door. Kill all of the enemies in here, then work your way around the area until you reach a blue-ish elevator. Take it to complete your only objective.

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[8.1]. Mission 1 - dataDyne Research: Investigation

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Objectives: 1.) Holograph Radioactive Isotope  
2.) Locate Dr. Carroll

1.) Holograph Radioactive Isotope:

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Exit the elevator, then go left and down the hallway until you reach a door to your right. Go through it, then immediately go left, then right to see a door straight ahead of you. Go through it, and you should be in a large room. Go right and head through the door with the Caution sign on it. Go through the first door, and after the second door, you'll encounter two guards. Kill them both, then equip your Camspy. Now move it through the next door into the radioactive room. Move it straight ahead until you get a clean shot of the green radioactive isotope. Now press the Z trigger to holograph it. Your first objective is complete.

2.) Locate Dr. Carroll:

~~~~~  
Move the Camspy back to Joanna's legs, then press B to pick it up again. You will resume control of Joanna again. Now exit all of the Caution doors until you are back in the large room again. Go right and through the large door that says "Sector 2". On the other side, shoot the guard quickly, then continue through the next door. Be prepared because there are a ton of guard here. After you've killed all of the guards, go to the end of the corridor, go right and through the door.

Kill the guards in here, then head through the next door that says "Sector Three". You'll see some lasers blocking your path. Wait until that little robot on the ground to float near them and deactivate the lasers. Go through each of the doorways until you reach a smaller door that reads "Sector Three." Head through it.

Continue through the next door until you reach some more guards with Dragons. Kill them, take the Dragon and ammo, then use the Data Uplink on the nearby computer next to the door. This will unlock all Security doors. Go through the door, and take care of the guards in the next room. Now go through the

door labeled "Restricted". Continue through the next sets of doors, and past the sentry guns, and go through the large door at the end to complete your second and last objective.

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[8.1]. Mission 1 - dataDyne Central: Extraction

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- Objectives: 1.) Access the Foyer Elevator  
2.) Defeat Cassandra's Body Guards  
3.) Rendezvous at the Helipad

1.) Access the Foyar Elevator:

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Right when you start, equip the Night Vision Goggles. The primary objective of this mission is to protect Dr. Carroll. Walk forward a bit and you'll spot a guard who's sitting behind a desk. Kill him with a head shot. Now turn right from the desk, and go over to the wall and you'll find a hidden door. Open it, then kill the guard inside. Grab the ammo, then go right and kill the next two guards that you find. Now work your way around the main room you are in, killing any guards that you encounter, until you reach some stairs with guards at the top. Shoot these guards, go up the stairs, and go left and into the elevator to complete the first objective.

2.) Defeat Cassandra's Body Guards:

~~~~~  
As you go up the elevator, remove the Night Visison Goggles. Now exit the elevator, go right, and go around the corner to your right and kill the guard around the bend. Now head thought the doors behind him. Follow the curving hallway until you reach two of Cassandra's body guards. Kill them and take their shotguns and cartridges. Now go through the single door at the end of the hallway. In this room, kill another one of Cassandra's body guards.

Backtrack to the first elevator (not the one you previously used). It should take you one floor up. Go right from the elevator, then go around the corner until you reach some more helmeted guards. Kill 'em, then head through the door to the left of the guards. In here, work your way through the inner office, go left and through the hidden sliding door. Go through the next unlocked door to find another body guard. Kill him, then head through the next door. Walk forward and you will see the elevator on your left. Ignore it for a moment, then go straight and clear the room ahead of any more body guards. Now return to that elevator and use the door next to it.

Go up the stairs to the next floor. Go right, and you'll hear some scientists and a guard arguing. Kill the guard, then let the scientists run away. Take the Rocket Launcher. Turn to your right and use the door near where you got the Rocket Launcher. Take the stairs here to the top floor, and through the steel grate. Once outside, kill the remaining bodyguards to complete the second objective.

3.) Rendezvous at helipad:

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Now take the ramps all the way back to the helipad. Once at the helipad, you will complete your third and final objective for Mission 1.

[8.2]. Mission 2 - Carrington Villa: Hostage One

- Objectives: 1.) Save the negotiator
 2.) Activate wind generator
 3.) Rescue Carrington

1.) Save the negotiator:

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Immediately run forward to the over-look, and use the Sniper Rifle to kill the two guards holding the negotiator hostage with head shots. If you did it quick enough, then your first objective is complete.

2.) Activate wind generator:

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Now turn around and run around the center area until you pass some crates and find a path with a guard. The guard will lay down and attempt to snipe you, so take him out with a head shot, then take the CMP150. Continue down the path. Veer right, and look over the ledge to the right and use the sniper rifle to kill the two guards below. Now run off the ledge, and go down the path on the right.

Continue until you reach a path that goes left. Peek around the wall, and you'll see a guard a top the roof. Take him out with the sniper rifle, then go over to where he dropped, and take the stairs to the right. Use the wall for cover, and kill the four snipers in the main courtyard. After disposing of them, go out into the courtyard, and you should see another sniper on the roof to the left. Kill him, then go right until you reach the over-look of the ocean.

You should spot another guard far into the distance. Shoot him. Turn around and go straight ahead and up the sets of stairs. The last sniper is straight ahead from the top of the stairs. Take care of him, then go through the door at the top.

Use your CMP150 to kill all of the guards in this room. Now go down the stairs. Go right at the foot of the stairs, and go down the very first blue hallway and into the room at the end. Kill the dumb guards here, then use the stairs at the back right of the kitchen. At the bottom of the stairs, kill the two guards, then head through the double doors on the left (the second set).

Kill the guards at the bottom of the stairs. Now go around the stairs and use the doors beneath them. Once through the doors, follow the hallway to the end and go right. Kill the three guards, then activate both control panels, the ones that are across from each other. Now head back to where you came from, and take the path that goes right. Follow it until you reach the wind mill and some guards. Kill them first, then activate the windmill. Your second objective is complete.

3.) Rescue Carrington:

~~~~~

Leave the Windmill room, then go straight until you reach a door. Go through it, go down the stairs, and go left again and through the door. Make your way around this area and kill every guard. One of the guards holds a card key. Once you've gotten the card key, go to the back of the room, and use it to unlock the door, and save Carrington and complete your third and final objective.

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[8.3]. Mission 3 - Chicago: Stealth

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- Objectives: 1.) Retrieve drop point equipment  
2.) Create vehicular diversion  
3.) Gain entry to G5 building

1.) Retrieve drop point equipment:

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You'll begin this mission with your fists. Walk forward to the end of the ally, and wait for the guy to walk by. Now take him down with your fists, then slowly peek around the corner and take out the guard with a head shot. Now go around the corner to your left and down the stairs and through the doorway. Carefully round the next corner, and you should see a taxi across from you. There is a guard next to the taxi. Take him out quietly, then turn right and take out the other guard. Make sure the patrolling floating robot doesn't see you, because you can't kill it.

After taking care of that guard, go down the right side of the street until you reach another hallway on the right. Kill the guard inside it. Now keep going down the street, and go past the limo. Right after passing the limo and going right, you'll get some info about a storm drain. At the end of the ally, drop down into the storm drain, then turn around and go underneath the grates to find some stuff left for you. You've also just completed the first objective.

2.) Create vehicular diversion:

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After getting the stuff, make your way back to where the limo was, but keep going until you reach an opening in the fence. This opening leads to a sewer. Kill the guards in the sewer, then go into the sewers. Clean the area of any more guards, then leave the sewer from where you came in from, and go right to the taxi. Use the Reprogrammer on the taxi.

Wait a bit, and the taxi will crash, creating a diversion. Objective number 2 has been completed.

3.) Gain Entry to G5 Building:

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Now go into the red hallway that was across from the taxi. In the next room, knock out the two civilians. Push the trash bin next to the barrels that are in the corner, then shoot the barrels to cause an explosion. Take the BombSpy from the ground.

Back up into the hallway, and use the Bombspy to look around into the next hallway where the trash bin was. Activate the Bombspy in the area where all the guards are and you'll kill them all. Now walk to where you activated the Bombspy. Go to the right of where you made it explode, and kill the guards here, then go to the top of the stairs, and put the Remote Mine on the concrete door at the top, BUT DO NOT DETONATE IT.

Ok, now exit this area, and go straight ahead and go into the room across from the storm drain and enter then giant elevator to complete your third and final objective end the first part of Mission 3.

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- Objectives: 1.) Holograph meeting conspirators
2.) Retrieve Dr. Carroll backup from safe
3.) Exit G5 Building

1.) Photograph meeting conspirators:

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Once you start, you'll have to face a couple of invisible guards. One of them is carrying a card key you'll need. Just wait until they start shooting at you, and you'll see the outline of them. That's when you shoot them. Once the guards are killed and you have the key card, leave through the only unlocked door.

Kill the guard at the end of the hall, then activate the control panel to the right of the door, then enter the door at the end of the hallway. In here, turn right to see a door inside some glass windows. Walking through here will activate some lights, as well as some more invisible guards. Kill them, and grab the card key from one of them. Now go through the door that's inside the glass case.

Right when you walk in, shoot the guard by surprise, then walk past the stairs, and grab the shield next to the stairs. Go up the stairs, and through the door at the top. Go right at the door and down a small hallway. Kill the two guards, then go to the Alarm that's next to the first door on your right. Make sure the third guard doesn't get to this, so when he runs in, kill him. There are four more control panels in this area. De-activate all four of them to deactivate the lasers; they should turn green when activated.

Now head through the door next to the alarm, and kill the guard at the bottom of the stairs. At the bottom of the stairs, go right and down the corridor. In the next room, defeat the three guards. Walk over to the large control panel and use B to disable the damping field generator. You don't need to do this, but it helps. Go back to the room with the Alarm in it.

Once in this room, turn right and face the door. There is a guard on the other side. Shoot him through the glass, then go up the stairs at the other end of this room. At the top of the stairs, go right, and crouch to get under the roof, and follow the piping to the area where you killed that guard. Now use the Camspy, and make it follow the pipes into the next room. Make sure it doesn't get seen by any guards or else you'll fail your mission. Once you get it in the room, you'll complete your first objective.

2.) Retrieve Dr. Carroll backup from safe:

~~~~~

Ok, now go forward and drop down. Kill any guards that are around you. If you set off the alarm, then just turn it off. Now go through the door to the left of the alarm, kill any guards near the stairs, then go up the stairs. Go right at the top of the stairs, take care of any guards here, then go through the door in the green area on the right. In here, turn right, and use the Door Decoder on the control panel next to the door.

You'll have to wait 1 minute to open the vault, so wait here and kill any guards that happen to wander here. Once the minute is up, open the large blue vault in the back of the room, and take the Backup Disc from the back. Objective 2 complete.

3.) Exit G5 Building:

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Now run out of the room, and head straight and towards the explosion, and go through the hole in the wall to complete your third objective and exit Mission 3.

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[8.4]. Mission 4 - Area 51: Infiltration  
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- Objectives: 1.) Shut down air intercept radar  
2.) Gain access to hangar lift  
3.) Make contact with CI spy

1.) Shut down air intercept radar:

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Right when the mission starts, strafe left until you are behind a pillar or something for cover and wait for the guards to walk by you, then kill them. Collect the MagSec's and ammo, and any grenades they drop. But watch out for the automatic machine gun. Now go the opposite way from the helipad, and down the path. Further down the path is another automatic gun, so use your MagSec to destroy it. Now go past the remains of it and around the corner.

Go slowly around the corner because there is another machine gun on your left. Shoot it, then continue forward. Turn right and face the large tower. Use your weapons (either the Falcon or the MagSec) to kill them both. Run past the tower, and kill any guards that come running through the tunnel, then, if you have any grenades, toss one through the hole in the fence to the left of the tunnel onto the snow. This will detonate any mines, and allow you to get the Rocket Launcher on the helipad. Take it, then go up the tower. At the top, press the red button to open the gate, then go back down the tower, and go into the tunnel.

At the end of the tunnel, there are guards and a machine gun to your left. Take care of all of these, then go back to the helipad where you got the Rocket Launcher. Stand on the helipad, and toss a grenade towards the cliff, and it'll detonate any more mines. Now veer left from the helipad and you'll spot a small opening in the side of the steel wall. Crouch and enter it.

Towards the end you'll find some armor. Take it, then exit the small tunnel, and kill the guard out here and follow the path to the end. Now turn right and take out the two machine guns on the wall. Turn around and go past the hole in the wall on your right, and turn left. Go down the side of the wall, and turn left again at the end, and take out the machine gun on the wall above you. Turn around, and go down the ladder and into the hole in the ground.

Go into the silver door in front of you, veer right and make your way to the back of this room. Set your Explosives on the Computer Panel in the back. As fast as you can, leave the room and go up the ladder again. First objective completed.

2.) Gain entrance to hangar lift:

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At the top, go forward and shoot the guy in the middle of the large open area. Take the key card he drops. Go to the right of where the guy was standing, and next to the very large roll-up gates is a key-reader on the left. Press B to activate it and open the gates. Enter it, then go up the elevator on the left.

Exit the elevator, and kill the guards with your Dragon. Watch out for the guards with grenades. Once you've exited the elevator successfully, your second objective will be complete.

3.) Make contact with CI spy:

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Run to the ramp in the back of the room and go up it. Use the path at the top and use the elevator at the end. Exit the elevator, and follow the path again until you reach another ramp. Kill any guards you encounter. Run underneath the ramp and through the open door to meet with the CI spy and finish the first part of Mission 4.

[8.4.]. Mission 4 - Area 51: Rescue

- Objectives: 1.) Obtain and use lab technician disguise
2.) Gain access to autopsy lab
3.) Rescue crash Survivor

1.) Obtain and use lab technician disguise:

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When you start, go forward and go around the corner to the right. Head up the ramp and take care of any guards that are patrolling the area. After clearing out the place, walk out off the ramp and turn right and go through the opening in the crates. Go to the end, and turn right again, and you'll be facing a guard. Kill him, then turn and face the explosive barrel underneath the crates on your left. Crouch and grab the Double Falcon 2 where the barrel used to be. Now head back towards the ramp you came in here through, and use the nearby elevator and take it up to the next floor. Kill any guards that are waiting for you at the top, then exit the elevator and head right.

Pick off the guard that's far away, then turn around and head back past the elevator. Follow the catwalk to the right until you reach a very large steel door. Go through it, then kill any guards that are on the catwalk above. Beware of any guards that use the elevator and attempt to catch you off guard this way. Kill ALL OF THE GUARDS HERE, then go all the way back to the beginning of the level where that crate was.

Once you are back here, use the Action button to push the crate, then take it back up the elevators and to the top of the catwalk. Follow the black catwalk until you reach a spot on the wall where a small X is carved into the steel part of the wall on your right. Put it right in front of this wall and shoot the crate to make it blow up, and create a hole in the wall. Go into the hole and through the tunnels. On the other side, you should have killed a scientist. Take his Lab Clothes and equip them to complete the first objective. Now put away your guns.

2.) Gain access to autopsy lab:

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Go left and through the first door and kill the guard here. Take his Super-Dragon, then go through the door to the right of where the guard was. Run through here past the guard, and go through the other door. A guard will talk to you, and let you through. Now run over to the scientist in the rear right of the room, and you'll be uncovered. Kill any guards and scientists here, then go through the next door to complete your second objective.

3.) Rescue the crash survivor:

~~~~~

Now exit the room, and go right and into another door just a few feet away

on your right. In here, take out any guards that are here, take the key card, then continue through the next door. In this room, kill the guards, and take the key card another one of them drops. Go through the next door near the glass, and go around the corner and through the next door to complete your third and final objective.

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[8.4]. Mission 4 - Area 51: Escape  
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Objectives: 1.) Rendezvous with CI spy  
              2.) Locate secret hangar  
              3.) Escape from Area 51

1.) Rendezvous with CI spy:

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Immediately grab the alien with B, then run forward and out the door. Keep running down the hall and through the door at the end. Once out here, go right kill the two guards, and go through the giant brown door at the end. While still carrying the alien, go right and through the steel door at the end. You can now leave the alien here. Turn around and go back to where you killed those two guards. Once there, use the door on the right, and kill the guard in here, run around the center on the room to the back, and go down the hallway at the end. Use the door here.

Kill every single guard here, take their ammo and Superdragons. Go over to the left side of the room, and go through the steel door on the left. Once out here, turn left, and follow the brown catwalk until you get to yet another steel door. Kill any guards that get in your way. Enter the room, face right, and you'll find the CI spy. Objective number one is complete.

2.) Locate secret hangar:

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Now head back to the brown catwalk, and make sure the CI spy is still with you the whole time. Once you get to the door at the end, open it and use the grenade launcher function of your Superdragon to kill them all fast. Now the CI spy will set explosives on a wall to make an entry to the hangar. Protect him at all costs. Once the wall has been blown up, go through the hole in the wall to complete your second objective.

3.) Escape from Area 51:

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Kill the guard straight ahead, then turn left and go down the ramp, see the Hover Bike, then go through the brown door under the ramp. After the cut scene, exit the room and run past the ramp, protecting Elvis as you go. Run to the space ship. After the conversation, there are 2 different things that will happen:

1.) You follow Jonathan and stay behind him until he stops, then when he stops, you go in front of him and cover him as he opens the hangars, and you will complete the final objective in Mission 4. Or....

2.) You follow Jonathan, and run in front of him BEFORE he stops. Now you have to open the hangar. Run up the catwalk and follow the 2 paths and activate both of the control panels. Once you've activated both, head back down the ramp and get on the Hover Bike. Ride through the door beneath the ramp, go right, go down the hall, go right, then follow the long hallway

until it stops, then go right down the ramp until you reach the end. Kill the guard at the end, go through the door in front of you. In this room, veer left and go through the door at the upper-left side of the room. Follow the hallway until it goes right, then go right. In the next room, turn left and go through the door at the left side of the room. Now go through the door on the left, and ride outside to escape from Area 51 and end mission 4.

[8.5]. Mission 5 - Air Base: Espionage

Objectives: 1.) Obtain disguise and enter base
2.) Subvert security monitoring system
3.) Board Air Force One

1.) Obtain disguise and enter base:

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Right when you start, equip the DrugSpy. Move it around the region and drug any guards near you with it. Also, shoot the lady who comes out of the cave. When all or most of the guards are down, return the Drugspy to Joanna, then run to the lady and take the disguise and put it on and put your cross-bow away. Now use the silver doors near where you started the mission. Inside here, turn left and use the elevator. Go through the hallway and into the room with the two guys sitting at the table. Shoot them with your crossbow (set on Sedate), then take the briefcase, then use the elevator to return to the main lobby (make sure you are still unarmed).

Now go forward and go through the doors near the secretary to complete your first objective.

2.) Subvert Security Monitoring:

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Ok, now continue down the hallway until you reach a room with a guard and some escalators. Take the escalator down, go right and place the suitcase on the conveyor belt. Now run through the doorway next to the belt, and run past the escalator to the right. Keep going around this area until you reach a set of stairs. Climb these stairs, punch the guy at the control panel, then punch the other guy, take his K7 Avenger, and kill him. Now go over to the control panel and activate it to subvert the security monitoring system and complete the second objective.

3.) Board Air Force One:

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Run down the stairs and kill all the guards that come at you. Now make your way back to the room with the single escalator, but on the way, you'll find another hallway. Follow it and you'll find an elevator. Take it down (it goes down at an angle). At the bottom, exit the elevator, and take out the two guards down the hall. Now run into the large room and you should see Air Force One guarded by lasers. Run around it to the right, and go up the small ramp and into the elevator. When it stops, get out and go right and you should see Air Force One being guarded. Kill the guards then enter it to complete your final objective.

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[8.5]. Mission 5 - Air Force One: Antiterrorism

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- Objectives: 1.) Locate President  
2.) Get President to escape capsule  
3.) Detatch UFO from Air Force One

1.) Locate President:

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After the cut-scene with the President, you'll take control of Joanna. Go through the next door and past the two guards. Keep going forward through the next few doors until you reach an area with one guard and a large red grate on the floor on the right. Enter it with the Action Button, then at the bottom, go through the next four doors until you get to the kitchen. Continue through the kitchen into the next room with the Hover Bike. Pass it, then go through the next door. In this room, walk up to the guard, punch him, then take the card key. Press the Red Button near where the guard was, then go into the room with the Hover Bike. Now press th Red Button that is in the middle of the two doors, then head back into the kitchen.

Once in the kitchen, press the Red Button near the back of the room, and this will lower a tiny elevator. Get in the elevator and take it to the top. Exit the elevator, then head through the fancy door right in front of you. See those stairs? Go up them. Go right at the top of the stairs, and go right again. Go into the door behind the guard to meet with the President and complete your first objective.

2.) Get President to escape capsule:

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Alright, now protect the President with all you got, and make your way to the red grate that leads into the basement part of the plane. Once you go through a few doors, you'll eventually reach the escape capsule. End of objective 2.

3.) Detach UFO from Air Force One:

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Ok, now go back to the room with the stairs that lead to the President. Go through the fancy door with an "Exit" sign above it, turn left, and toss a Timed Mine in the UFO door. Now run, and if you survived, you will have completed the third and final objective.

[8.5]. Mission 5 - Crash Site: Confrontation

- Objectives: 1.) Activate distress beacon
2.) Retire Presidential clone
3.) Locate and rescue President

1.) Activate distress beacon:

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Right when you start this mission, go right, and use the wall on the very right as a guide. Keep going forward until you spot two guards. Snipe them with head-shots, then take their ammo. If you head left past the guard that was on the left, you will see the escape capsule. Use the Action button (B) on it to activate the distress beacon and complete the first objective.

2.) Retire Presidential clone:

~~~~~

Now turn around from the capsule, and follow the wall on your right. Use this as a guide. Kill any guards that are around here, then look for a small opening in the wall that goes right. Follow it until you reach the opening of the tunnel. Kill the guards around here, then go right and down into a cave below. Equip the nightvision, and enter the cave, going into the right side. Sooner or later you'll be attacked by some guards. One of them is the Presidential Clone. Kill it to complete the second objective.

3.) Locate and rescue the President:

~~~~~

Ok, now exit the cave, turn around and face it again, and take the left route instead of the right one. Follow the left most path until you reach the surface and don't need your night vision goggles anymore. Take them off, and shoot the flying robots outside. After doing this, exit the cave, go right, and you'll see Trent and the President. Shoot Trent so that he runs off.

Now search the surrounding area for a way out into the main field. Look for the bright shining sun. Once you are in the field, protect the President, and search the middle of the field for Elvis's space ship. Once you've gotten to the space ship, you will have completed the final objective in Mission 6.

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[8.6]. Mission 6 - Pelagic II: Exploration  
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- Objectives: 1.) Disable primary power source  
            2.) Deactivate GPS and autopilot  
            3.) Rendezvous and escape with Elvis

1.) Disable primary power source:

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After the cut-scene, you will take control of Joanna again. After Elvis leaves you, turn right and head over to the nearby door, next to the ramp. Make sure you can see the guard inside the door, then quickly open the door and take him down with a head-shot fast. Go through the door and go right. At the end of the hallway, turn left and immediately kill the guard before he sets off the alarm. Now run to the next door and kill the guard on the other side through the glass. Go inside and take care of any more guards. Go down the hallway towards the back of the room, but go through the door to your left right when the hallway starts. Inside here, go around the wall in front of you and kill the guard that comes in, and blow up the security camera right behind the wall.

Now shoot any guards that are below you under the grates. Equip your XRayScanner and look at the power generator in the middle of the room. Turn off all the green switches to shut down the power. Now head down the stairs, but be careful because there is another camera. If you are facing the stairs, then you'll see the camera behind them. Shoot it out. Now turn to the large power generator near the stairs, and find the green button on it. Press it to shut down the main power source and to complete your first objective.

2.) Deactivate GPS and autopilot:

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Ok, now leave out the door you came in, and turn left. Go up these stairs and kill the guards at the top. Go right and up the next flight of stairs. You'll find some scientists. Joanna will tell them to shut it down, and they



will. One of them will pull out a gun, so kill him. After they've done this, the second objective will be complete.

### 3.) Rendezvous and escape with Elvis:

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After completing the second objective, go back down the stairs to the bottom of them, and go through the door on your left. Once through it, go right, and kill all the guards in your way. Make your way through multiple doors and multitudes of guards and eventually you'll reach a door where you meet with Elvis. Now just follow him and protect him to complete your final objective.

[8.6]. Mission 6 - Deep Sea: Nullify Threat

- Objectives: 1.) Reactivate teleportals
2.) Disable Cetan megaweapon
3.) Escape from Cetan ship

1.) Reactivate teleportals:

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After the cut-scene, head through the steel door and through the tunnel. Elvis will follow you for this mission, but you don't have to protect him because he has his own weaponry. Just make sure you don't shoot him yourself. On the other side, equip your IR Scanner so that you can see the cloaked guards who are invisible. Enter the next door and shoot any red guards that you want, but Elvis can take care of them faster than you, plus he yells out obscenities when he shoots them. :)

Now head through the giant door to the right, that's up a slight ramp. Go through the next door, and shoot any guards in the area. Now follow the tunnel to the right all the way to the end. Go through the door, and follow the tunnel until it breaks off into three paths. At the end of the left path is a shield. Now go back through the door you entered this area, and take the path on the right that leads down. Head through the tunnels, killing any guards that get in your way, then you will eventually reach the area with a scientist and a guard. Kill them both, and Elvis will say something about reactivating the teleportals. He'll run to the top of the room and up the ramp, and he'll reactivate the teleportals for you. Objective 1 is complete.

### 2.) Disable Cetan megaweapon:

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Ok, now leave this area and go back to where you go the shield down the left path. But instead of taking the left path, take the right one, pass through the curving tunnel, through the door, and you'll see a teleportal straight ahead. It's the large area on the wall where it's moving around. Hop in it with Elvis. Equip the FarSight he gives you, then protect him as you make your way to the megaweapon. Run through the hallway, and through the next sets of doors until you are in a round room. Go around the outside of the room and through the door on the other side, and make your way through the door at the other end. You should see two doors, one in front of you and one to the right. Take the one on the right, and you should be in the room with the Cetan megaweapon. Elvis will run over to it and disable it to complete the second objective.

3.) Escape from Cetan ship:

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Exit the room, and take the door to your right, and follow it until you get to another teleportal. Enter it. Now go through the door in front of you, and approach Dr. Carroll. After the cut-scene, you'll only have 60 seconds to exit the ship. Follow Elvis through the door to your right, and take the path until you are able to go left. Head through this door, and keep following the path until you reach a large blue door on your left. Enter it and go through the next door to exit the Cetan ship and complete your third and final objective in Mission 6.

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[8.7]. Mission 7 - Carrington Institute: Defense  
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- Objectives: 1.) Release hostages  
            2.) Retrieve experimental weapon  
            3.) Deactivate bomb

1.) Release hostages:

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After the cut-scene involving Joanna stealing a gun from a guard, strafe right and kill the giant Skedar monster. Now turn to your left and run past the brown doors and take the elevator on your right. At the top, take a Combat Boost, then go right and into the door. Kill the guards holding hostages here, then leave the room and enter the room right next to it. In here, quickly kill the guards holding hostages. Now take the elevator back down to the lobby. Ok, there are two brown double doors here, one on each side of the elevator. Exit the elevator and go right and to the last brown door on your right. Move your way around to the left and kill the guards to save as many hostages as you can.

Leave this room and go left to the other brown double-doors to your left. In here, kill the guards holding hostages and free them. Once you've done this, your first objective will be complete.

2.) Retrieve experimental weapon:

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In the same room, you'll find a weapon in a glass case next to the computer desk. Open the glass case to get the experimental weapon and complete your second objective.

3.) Deactivate bomb:

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Run back into the lobby and near where you started the mission. There are some ramps that lead down. Take them down to the end and through the halls. Make a left at the end of the hall and across the helipad. Run to the Ship and use the Data Uplink on it to download the virus. Once it's downloaded, run back through the hallway you came through, and keep right. Go through the door at the end on your right to complete your third and final objective.

[8.8]. Mission 8 - Attack ship: Covert Assault

- Objectives: 1.) Disable shield system

- 2.) Access navigational systems
- 3.) Gain control of bridge

1.) Disable shield system:

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You will start out this mission with only a Combat Knife. Switch to the Poison Tip function on the knife. Leave through the door in front of you. Head through the next area and kill the monster in here with your knife. Run around to him and take the Mauler. Now run through the hallway near the monster, and take it to the right. In here, kill the other monster with your Mauler, then follow the hall into the next room. There are three shield generators in here. Shoot them and blow them apart to complete the first objective.

2.) Access navigational system:

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Run back a bit and take the red elevator down. After you exit the elevator, you'll meet up with Elvis. He'll give you a AR43 Assault Rifle. Now continue down this hall and kill any monsters here with your Mauler. Follow Elvis as he says to take the lifts up. Take one of the lifts near him up, and he'll follow you up on the other one. Follow Elvis through the odd-shaped door and kill the two monsters here. You are now in a four-way fork. Go through the door on the left. In this room, go through the odd-shaped door on the right. Kill the monster hiding inside, then go through the door at the end to find yourself in a hallway with another door at the other end. Walk towards the other door, but take a right about halfway down and go through this door. Enter this room, kill any monsters in here, then wait for Elvis to come to your aid and he'll access the navigational systems, and you'll complete your second objective.

3.) Gain control of bridge:

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After Elvis says "Time to head upwards", leave through the same door you came in through, and go right and through the door at the end. Kill the monster in this hallway, then follow the twisting hallways until you get to a ramp that goes up on your right. Go up the ramp until you reach the top and a monster. Kill him then go through the next two doors on your left. Kill the two monsters in here, then go up the catwalk, and through the door at the top. Take the next door which is an elevator, and you'll lose Elvis. Take it up, then go through the next door, which is also an elevator. Stay facing the wall because that's the way you're supposed to face when you get to the top. Kill the three monsters here fast, then exit the elevator. Elvis will come to your aid again, and he'll climb the ramp. He needs you to protect him while he takes over the bridge. Stand near the doors where you came in from, and shoot anything that comes out while he attempts to take over the bridge. If you protected him long enough, then he'll eventually take over the bridge and you'll have completed the third and final objective in Mission 8.

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[8.9]. Mission 9 - Skedar Ruins: Battle Shrine  
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- Objectives:
- 1.) Identify temple targets
  - 2.) Activate bridge
  - 3.) Assassinate Skedar leader

### 1.) Identify temple targets:

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Ok, one more Mission. Walk forward and peek through the opening ahead of you. There is a Skedar Monster to your right. Kill it with your Falcon 2. Equip your R Tracker in order to find the obelisks. If you look on your radar, you will see yellow dots. These are the obelisks. Whenever you find one of these, place a Target Tracer on it. Ok, run around the middle rock, and kill the two monsters in here. One of them is cloaked. In the middle of this area, you'll find one obelisk. If a yellow dot is on your green dot, then this is one of the ones you need to target. If not, then move on.

Go through the other opening at the other end, and take it to the right and follow it until you reach some more monsters. Kill them, then keep going forward. Follow the path, killing any monsters that get in your way, until you reach a fork in the path. There are two monsters here, one on each side. Kill them, then go down the right path to find another obelisk. Place a target amplifier on it if it's one of the ones you need. Now go back to the fork in the road. Run by it, then take the first right you encounter and kill the monster at the other end. Take another right near where the monster was, and kill the two other monsters. Now go and take their ammo, then take the right path and find another obelisk. Place a target amplifier on it if you need to.

Turn around and head towards the other set of stairs, but don't go up them. Turn right at the foot of the stairs to find an opening leading to another obelisk. Kill the monsters in here, then place a target amplifier on it if you need to. Once you've found three obelisks, your first objective will be complete.

2.) Activate bridge:

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Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach an fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

### 3.) Assassinate Skedar leader:

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Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner,

then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Now go through that door.

The Skedar Army must be defeated, and they are in suspended animation. Only one of them will come out of the green capsules at a time. After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

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• Special Assignments

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The Special Assignments are, just as the name implies, Special Assignments that you get to play after you beat the game once. Like the other missions, you can play the Special Assignments on any one of the default difficulties:

- Agent
- Special Agent
- Perfect Agent

NOTE: I will add the rest of the walkthroughs for the Special Assignments later, but only when I have time. I have other things to do, and the Special Assignments Walkthroughs aren't my top priority. Just as long as I have a FULL WALKTHROUGH for the actual game, I am happy. If you would like to contribute the Walkthrough for any of the Special Assignments, then please send them to me. I will accept ALL contributions. Thank you.

[8.09]. Mr. Blond's Revenge

Objectives: 1.) Locate and escort Cassandra to helipad.

1.) Locate and escort Cassandra to helipad:

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There is only one objective for the first special assignment, Mr. Blonde's Revenge, and that objective is to find Cassandra and escort her to the helipad. This means that when you find her, you must protect her at all costs, and make sure that she is not killed at all. Ok, when you start, go forward, then turn around and look behind the desk to get some CMP150s. This Special Assignment is located in the level that Mission 1 was played in: dataDyne Headquarters. Cassandra is located on the fourth

floor of this level. Just move around the area here and take one of the elevators up to the fourth floor. Once you are on the fourth floor, go through the large doors in between the two elevators. Cassandra is in here. Kill any guards in here, BUT DO NOT SHOOT HER AT ALL.

Now she'll run and take you to the helipad. Follow her the entire way, protecting her at the same time. After a while, you two will reach the helipad. Follow her into the helicopter, and you'll finish the objective in this Special Assignment.

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## 9. Special Agent Walkthrough

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### [8.1]. Mission 1 - dataDyne Central: Decfection

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- Objectives:
- 1.) Disable internal security hub
  - 2.) Obtain keycode necklace
  - 3.) Disable external comms hub
  - 4.) Gain entrance to the Laboratory

Starting Tips: Watch out for the cameras. There is one planted on the rooftop of dataDyne which can be shot from a nearby hallway, the other is near the bottom of a ramp on the side of the wall and can also be destructed, so be careful.

#### 1.) Disable internal security hub:

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Once you have landed on the rooftop, turn right and head down the ramps to the lower level. Look down the next set of ramps and you should spot a guard patrolling the area. Kill him, and grab the CMP150 that he drops. After taking the guard down, go to the left of the end of the ramp, and through the door with the steel grates on it. Once inside, go through the next door that's right in front of you. Now turn left and slowly go down the ramp, but do it slow enough so that the guard near it won't see you until you pop a cap in his ass. After killing the guard, continue down the sets of ramps until you reach the bottom.

At the bottom of the ramp, go right and look for the redish control panel. Use your ECM Mines on this. Your first objective is complete.

2.) Obtain keycode necklace:

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Time to find Cassandra and take her necklace. Now head through the door with the steel grates on it on the far wall. Once through the door, go down the next set of ramps until you reach another guard about halfway down. Take him out with your Silenced Falcon, then go through the door. Go right after heading through the wooden door, and take out the guard ahead of you with a head shot. Another guard should come to his rescue, so take care of him as well. Push the button on the desk near where the guard was. Now go through the large doors near the glass elevator.

Put away your weapons, and Cassandra will talk to you. Punch her and take the keycode necklace. Leave this room, then go through the brownish door near the elevator and go up the stairs. Exit the elevator and turn right and destroy the camera here. Now take the elevator on the left and take it down. Kill any guards here, and go down the small flight of stairs. Go into the door on the right. In here, place a ECM mine on the control panel and leave the room.

#### 4.) Gain entrance to the Laboratory:

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It's time to for you (Joanna Dark) to gain entrance into the main laboratory. To do this, you'll have to find the elevator that leads into the laboratory. The entrance to the laboratory is via an elevator, the door to this elevator is located behind another hidden door as before. The door can be pretty tough to locate, but once you find it, the level should be fairly easy to complete. Only exit if you have completed ALL other objectives.

Now take a right at the bottom of the steps, and go into a small room with a computer and a desk in it. There should be a multi-colored wall. Press B to open it and reveal a hidden door. Kill all of the enemies in here, then work your way around the area until you reach a blue-ish elevator. Take it to complete your only objective.

[8.1]. Mission 1 - dataDyne Research: Investigation

- Objectives:
- 1.) Holograph Radioactive Isotope
 - 2.) Start security maintenance cycle
 - 3.) Shut down experiments
 - 4.) Locate Dr. Carroll

1.) Holograph Radioactive Isotope:

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Exit the elevator, then go left and down the hallway until you reach a door to your right. Go through it, then immediatly go left, then right to see a door straight ahead of you. Go through it, and you should be in a large room. Go right and head through the door with the Caution sign on it. Go through the first door, and after the second door, you'll encounter two guards. Kill them both, then equip your Camspy. Now move it through the next door into the radioactive room. Move it straight ahead until you get a clean shot of the green radioactive isotope. Now press the Z trigger to holograph it. Your first objective is complete.

#### 2.) Start security maintenance cycle:

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Go all the way back to where you started the mission. Once in the room where you started (where you shoot the first guard on patrol), you'll see a steel door with grates. Wait for the little floating robot to unlock it, then go through it. Run down the hallway, and past the turnoff on your right, and go through the door at the end. Kill the guards in here, then keep going straight and past the large screen on the wall. Go right and you'll see another screen. Press B to activate it, then go to the first screen, and press B to activate that one. Objective 2 complete.

3.) Shut down experiments:

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Go back to the large room that lead to the Radioactive Isotope. Now exit all of the Caution doors until you are back in the large room again. Go right and through the large door that says "Sector 2". On the other side, shoot the guard quickly, then go through the door on your right. Approach the scientist and he'll shut down one experiment for you. Leave, and go through the very last room to the left. There should be another scientist inside the next door. Put your gun to his head, and he'll shut down another experiment.

Head through the big metal door at the other side of this room, and go through the next door. You'll find another scientist. Do the same thing as the others, but this guy will activate the alarm. He'll run, so follow him until he stops at a control panel. Knock him out, then press B to activate it yourself. Objective 3 complete.

### 4.) Locate Dr. Carroll:

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Go back to the main room, then continue through the only door you haven't been through yet. Be prepared because there are a ton of guards here. After you've killed all of the guards, go to the end of the corridor, go right and through the door.

Kill the guards in here, then head through the next door that says "Sector Three". You'll see some lasers blocking your path. Wait until that little robot on the ground to float near them and deactivate the lasers. Go through each of the doorways until you reach a smaller door that reads "Sector Three." Head through it.

Continue through the next door until you reach some more guards with Dragons. Kill them, take the Dragon and ammo, then use the Data Uplink on the nearby computer next to the door. This will unlock all Security doors. Go through the door, and take care of the guards in the next room. Now go through the door labeled "Restricted". Continue through the next sets of doors, and past the sentry guns, and go through the large door at the end to complete your fourth and last objective.

[8.1]. Mission 1 - dataDyne Central: Extraction

- Objectives:
- 1.) Access the Foyer Elevator
 - 2.) Destroy dataDyne Hover Copter
 - 3.) Defeat Cassandra's Body Guards
 - 4.) Rendezvous at the Helipad

1.) Access the Foyer Elevator:

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Right when you start, equip the Night Vision Goggles. The primary objective of this mission is to protect Dr. Carroll. Walk forward a bit and you'll spot a guard who's sitting behind a desk. Kill him with a head shot. Now turn right from the desk, and go over to the wall and you'll find a hidden door. Open it, then kill the guard inside. Grab the ammo, then go right and kill the next two guards that you find. Now work your way around the main room you are in, killing any guards that you encounter, until you reach some stairs with guards at the top. Shoot these guards, go up the stairs, and go left and into the



elevator to complete the first objective.

3.) Defeat Cassandra's Body Guards:

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As you go up the elevator, remove the Night Visison Goggles. Now exit the elevator, go right, and go around the corner to your right and kill the guard around the bend. Now head through the doors behind him. Follow the curving hallway until you reach two of Cassandra's body guards. Kill them and take their shotguns and cartridges. Now go through the single door at the end of the hallway. In this room, kill another one of Cassandra's body guards.

Backtrack to the first elevator (not the one you previously used). It should take you one floor up. Go right from the elevator, then go around the corner until you reach some more helmeted guards. Kill 'em, then head through the door to the left of the guards. In here, work your way through the inner office, go left and through the hidden sliding door. Go through the next unlocked door to find another body guard. Kill him, then head through the next door. Walk forward and you will see the elevator on your left. Ignore it for a moment, then go straight and clear the room ahead of any more body guards. Now return to that elevator and use the door next to it.

Go up the stairs to the next floor. Go right, and you'll hear some scientists and a guard arguing. Kill the guard, then let the scientists run away. Take the Rocket Launcher.

2.) Destroy dataDyne Hover Copter:

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Turn and face the large window to your left. Equip the Rocket Launcher, then wait until you see the Hovercopter outside. Shoot it when you get a good shot. If you hit it right, then you will have completed the second objective.

3.) Defeat Cassandra's Body Guards (Continued):

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Turn to your right and use the door near where you got the Rocket Launcher. Take the stairs here to the top floor, and through the steel grate. Once outside, kill the remaining bodyguards to complete the third objective.

4.) Rendezvous at helipad:

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Now take the ramps all the way back to the helipad. Once at the helipad, you will complete your fourth and final objective for Mission 1.

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[8.2]. Mission 2 - Carrington Villa: Hostage One  
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- Objectives: 1.) Save the negotiator  
            2.) Eliminate rooftop snipers  
            3.) Activate wind generator  
            4.) Rescue Carrington

1.) Save the negotiator:

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Immediately run forward to the over-look, and use the Sniper Rifle to kill the two guards holding the negotiator hostage with head shots. If you did it quick enough, then your first objective is complete.

2.) Eliminate rooftop snipers:

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In order to do this, just kill all of the snipers on the rooftops in this area. Look in the objective three walkthrough for the locations of these snipers. After you've killed em all, then your second objective will be complete.

#### 3.) Activate wind generator:

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Now turn around and run around the center area until you pass some crates and find a path with a guard. The guard will lay down and attempt to snipe you, so take him out with a head shot, then take the CMP150. Continue down the path. Veer right, and look over the ledge to the right and use the sniper rifle to kill the two guards below. Now run off the ledge, and go down the path on the right.

Continue until you reach a path that goes left. Peek around the wall, and you'll see a guard a top the roof. Take him out with the sniper rifle, then go over to where he dropped, and take the stairs to the right. Use the wall for cover, and kill the four snipers in the main courtyard. After disposing of them, go out into the courtyard, and you should see another sniper on the roof to the left. Kill him, then go right until you reach the over-look of the ocean.

You should spot another guard far into the distance. Shoot him. Turn around and go straight ahead and up the sets of stairs. The last sniper is straight ahead from the top of the stairs. Take care of him, then go through the door at the top.

Use your CMP150 to kill all of the guards in this room. Now go down the stairs. Go right at the foot of the stairs, and go down the very first blue hallway and into the room at the end. Kill the dumb guards here, then use the stairs at the back right of the kitchen. At the bottom of the stairs, kill the two guards, then head through the double doors on the left (the second set).

Kill the guards at the bottom of the stairs. Now go around the stairs and use the doors beneath them. Once through the doors, follow the hallway to the end and go right. Kill the three guards, then activate both control panels, the ones that are across from each other. Now head back to where you came from, and take the path that goes right. Follow it until you reach the wind mill and some guards. Kill them first, then activate the windmill. Your third objective is complete.

4.) Rescue Carrington:

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Leave the Windmill room, then go straight until you reach a door. Go through it, go down the stairs, and go left again and through the door. Make your way around this area and kill every guard. One of the guards holds a card key. Once you've gotten the card key, go to the back of the room, and use it to unlock the door, and save Carrington and complete your fourth and final objective.

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[8.3]. Mission 3 - Chicago: Stealth  
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Objectives: 1.) Retrieve drop point equipment  
            2.) Create vehicular diversion

- 3.) Prepare escape route
- 4.) Gain entry to G5 building

1.) Retrieve drop point equipment:

~~~~~

You'll begin this mission with your fists. Walk forward to the end of the ally, and wait for the guy to walk by. Now take him down with your fists, then slowly peek around the corner and take out the guard with a head shot. Now go around the corner to your left and down the stairs and through the doorway. Carefully round the next corner, and you should see a taxi across from you. There is a guard next to the taxi. Take him out quietly, then turn right and take out the other guard. Make sure the patrolling floating robot doesn't see you, because you can't kill it.

After taking care of that guard, go down the right side of the street until you reach another hallway on the right. Kill the guard inside it. Now keep going down the street, and go past the limo. Right after passing the limo and going right, you'll get some info about a storm drain. At the end of the ally, drop down into the storm drain, then turn around and go underneath the grates to find some stuff left for you. You've also just completed the first objective.

2.) Create vehicular diversion:

~~~~~

After getting the stuff, make your way back to where the limo was, but keep going until you reach an opening in the fence. This opening leads to a sewer. Kill the guards in the sewer, then go into the sewers. Clean the area of any more guards, then leave the sewer from where you came in from, and go right to the taxi. Use the Reprogrammer on the taxi.

Wait a bit, and the taxi will crash, creating a diversion. Objective number 2 has been completed.

3.) Prepare escape route:

~~~~~

Go to the right of where you made the taxi explode, and kill the guards here, then go to the top of the stairs, and put the Remote Mine on the concrete door at the top, BUT DO NOT DETONATE IT.

4.) Gain Entry to G5 Building:

~~~~~

Now go into the red hallway that was across from the taxi. In the next room, knock out the two civilians. Push the trash bin next to the barrels that are in the corner, then shoot the barrels to cause an explosion. Take the BombSpy from the ground.

Back up into the hallway, and use the Bombspy to look around into the next hallway where the trash bin was. Activate the Bombspy in the area where all the guards are and you'll kill them all. Now walk to where you activated the Bombspy.

Ok, now exit this area, and go straight ahead and go into the room across from the storm drain and enter then giant elevator to complete your fourth and final objective end the first part of Mission 3.

-----  
[8.3]. Mission 3 - G5 Building: Reconnaissance  
-----

- Objectives: 1.) Deactivate laser grid systems  
2.) Holograph meeting conspirators  
3.) Retrieve Dr. Carroll backup from safe  
4.) Exit G5 Building

1.) Deactivate laser grid system:

~~~~~  
Once you start, you'll have to face a couple of invisible guards. One of them is carrying a card key you'll need. Just wait until you they start shooting at you, and you'll see the outline of them. That's when you shoot them. Once the guards are killed and you have the key card, leave through the only unlocked door.

Kill the guard at the end of the hall, then activate the control panel to the right of the door, then enter the door at the end of the hallway. In here, turn right to see a door inside some glass windows. Walking through here will activate some lights, as well as some more invisable guards. Kill them, and grab the card key from one of them. Now go through the door that's inside the glass case.

Right when you walk in, shoot the guard by suprise, then walk past the stairs, and grab the shield next to the stairs. Go up the stairs, and through the door at the top. Go right at the door and down a small hallway. Kill the two guards, then go to the Alarm that's next to the first door on your right. Make sure the third guard doesn't get to this, so when he runs in, kill him. There are four more control panels in this area. De-activate all four of them to deactivate the lasers; they should turn green when activated.

2.) Photograph meeting conspirators:

~~~~~  
Now head through the door next to the alarm, and kill the guard at the bottom of the stairs. At the bottom of the stairs, go right and down the corodor. In the next room, defeat the three guards. Walk over to the large control panel and use B to disable the damping field generator. You don't need to do this, but it helps. Go back to the room with the Alarm in it.

Once in this room, turn right and face the door. There is a guard on the other side. Shoot him through the glass, then go up the stairs at the other end of this room. At the top of the stairs, goright, and crouch to get under the roof, and follow the piping to the area where you killed that guard. Now use the Camspy, and make it follow the pipes into the next room. Make sure it doesn't get seen by any guards or else you'll fail your mission. Once you get it in the room, you'll complete your first objective.

3.) Retrieve Dr. Carroll backup from safe:

~~~~~  
Ok, now go forward and drop down. Kill any guards that are around you. If you set off the alarm, then just turn it off. Now go through the door to the left of the alarm, kill any guards near the stairs, then go up the stairs. Go right at the top of the stairs, take care of any guards here, then go through the door in the green area on the right. In here, turn right, and use the Door Decoder on the control panel next to the door.

You'll have to wait 1 minute to open the vault, so wait here and kill any guards that happen to wander here. Once the minute is up, open the large blue vault in the back of the room, and take the Backup Disc from the back. Objective 2 complete.

4.) Exit G5 Building:

~~~~~

Now run out of the room, and head straight and towards the explosion, and go through the hole in the wall to complete your third objective and exit Mission 3. (Note: If there is no explosion, then you'll have to go to the level where you placed the Mine on in Chicago stealth, and look for the concrete door, then detonate it yourself.)

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[8.4]. Mission 4 - Area 51: Infiltration  
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- Objectives: 1.) Shut down air intercept radar  
            2.) Plant comms device on antenna  
            3.) Gain access to hangar lift  
            4.) Make contact with CI spy

1.) Shut down air intercept radar:

~~~~~

Right when the mission starts, strafe left until you are behind a pillar or something for cover and wait for the guards to walk by you, then kill them. Collect the MagSec's and ammo, and any grenades they drop. But watch out for the automatic machine gun. Now go the opposite way from the helipad, and down the path. Further down the path is another automatic gun, so use your MagSec to destroy it. Now go past the remains of it and around the corner.

Go slowly around the corner because there is another machine gun on your left. Shoot it, then continue forward. Turn right and face the large tower. Use your weapons (either the Falcon or the MagSec) to kill them both. Run past the tower, and kill any guards that come running through the tunnel, then, if you have any grenades, toss one through the hole in the fence to the left of the tunnel onto the snow. This will detonate any mines, and allow you to get the Rocket Launcher on the helipad. Take it, then go up the tower. At the top, press the red button to open the gate, then go back down the tower, and go into the tunnel.

At the end of the tunnel, there are guards and a machine gun to your left. Take care of all of these, then go back to the helipad where you got the Rocket Launcher. Stand on the helipad, and toss a grenade towards the cliff, and it'll detonate any more mines. Now veer left from the helipad and you'll spot a small opening in the side of the steel wall. Crouch and enter it.

Towards the end you'll find some armor. Take it, then exit the small tunnel, and kill the guard out here and follow the path to the end. Now turn right and take out the two machine guns on the wall. Turn around and go past the hole in the wall on your right, and turn left. Go down the side of the wall, and turn left again at the end, and take out the machine gun on the wall above you. Turn around, and go down the ladder and into the hole in the ground.

Go into the silver door in front of you, veer right and make your way to the back of this room. Set your Explosives on the Computer Panel in the back. As fast as you can, leave the room and go up the ladder again. First objective completed.

2.) Plant comms device on antenna:

~~~~~  
Now return to the tunnel where you got the Rocket Launcher, and follow it to the other side. Go left and you'll find the antenna on a rock. Go to it, and press the green button behind it. This will lower it to your level. Now equip your Comms Rider and throw it on the antenna to complete your second objective. Now return back to where you completed your first objective.

3.) Gain entrance to hangar lift:  
~~~~~

At the top, go forward and shoot the guy in the middle of the large open area. Take the key card he drops. Go to the right of where the guy was standing, and next to the very large roll-up gates is a key-reader on the left. Press B to activate it and open the gates. Enter it, then go up the elevator on the left.

Exit the elevator, and kill the guards with your Dragon. Watch out for the guards with grenades. Once you've exited the elevator successfully, your second objective will be complete.

4.) Make contact with CI spy:
~~~~~

Run to the ramp in the back of the room and go up it. Use the path at the top and use the elevator at the end. Exit the elevator, and follow the path again until you reach another ramp. Kill any guards you encounter. Run underneath the ramp and through the open door to meet with the CI spy and finish the first part of Mission 4.

-----  
[8.4.]. Mission 4 - Area 51: Rescue  
-----

- Objectives: 1.) Locate conspiracy evidence  
2.) Obtain and use lab technician disguise  
3.) Gain access to autopsy lab  
4.) Rescue crash Survivor

2.) Obtain and use lab technician disguise:  
~~~~~

When you start, go forward and go around the corner to the right. Head up the ramp and take care of any guards that are patrolling the area. After clearing out the place, walk out off the ramp and turn right and go through the opening in the crates. Go to the end, and turn right again, and you'll be facing a guard. Kill him, then turn and face the explosive barrel underneath the crates on your left. Crouch and grab the Double Falcon 2 where the barrel used to be. Now head back towards the ramp you came in here through, and use the nearby elevator and take it up to the next floor. Kill any guards that are waiting for you at the top, then exit the elevator and head right.

Pick off the guard that's far away, then turn around and head back past the elevator. Follow the catwalk to the right until you reach a very large steel door. Go through it, then kill any guards that are on the catwalk above. Beware of any guards that use the elevator and attempt to catch you off guard this way. Kill ALL OF THE GUARDS HERE, then go all the way back to the beginning of the level where that crate was.

Once you are back here, use the Action button to push the crate, then take it back up the elevators and to the top of the catwalk. Follow the black catwalk until you reach a spot on the wall where a small X is carved into

the steel part of the wall on your right. Put it right in front of this wall and shoot the crate to make it blow up, and create a hole in the wall. Go into the hole and through the tunnels. On the other side, head right, and down the hall. Take another right down the hall at the end, and go all the way down it until you reach the showering room to the right. Enter it, and you should find the Lab Disguise inside here. Now put your guns away.

1.) Locate conspiracy evidence:

~~~~~

Now head left and take the hallway all the way to the end, then go through the door on your right. Kill the guard here, then kill the scientist here. Once inside the circular room, go left and press the Red Button. Now turn around and equip your X-Ray Scanner. Look at the container long enough, and you'll complete your first (actually second...) objective. Now return to the hole in the wall where you first came in this area through.

3.) Gain access to autopsy lab:

~~~~~

Go left and through the first door and kill the guard here. Take his Super-Dragon, then go through the door to the right of where the guard was. Run through here past the guard, and go through the other door. A guard will talk to you, and let you through. Now run over to the scientist in the rear right of the room, and you'll be uncovered. Kill any guards and scientists here, then go through the next door to complete your second objective.

4.) Rescue the crash survivor:

~~~~~

Now exit the room, and go right and into another door just a few feet away on your right. In here, take out any guards that are here, take the key card, then continue through the next door. In this room, kill the guards, and take the key card another one of them drops. Go through the next door near the glass, and go around the corner and through the next door to complete your third and final objective.

-----  
[8.4]. Mission 4 - Area 51: Escape  
-----

- Objectives: 1.) Rendezvous with CI spy  
          2.) Locate secret hangar  
          3.) Revive Mainan bodyguard  
          4.) Escape from Area 51

1.) Rendezvous with CI spy:

~~~~~

Immediately grab the alien with B, then run forward and out the door. Keep running down the hall and through the door at the end. Once out here, go right kill the two guards, and go through the giant brown door at the end. While still carrying the alien, go right and through the steel door at the end. You can now leave the alien here. Turn around and go back to where you killed those two guards. Once there, use the door on the right, and kill the guard in here, run around the center on the room to the back, and go down the hallway at the end. Use the door here.

Kill every single guard here, take their ammo and Superdragons. Go over

to the left side of the room, and go through the steel door on the left. Once out here, turn left, and follow the brown catwalk until you get to yet another steel door. Kill any guards that get in your way. Enter the room, face right, and you'll find the CI spy. Objective number one is complete.

2.) Locate secret hangar:

~~~~~

Now head back to the brown catwalk, and make sure the CI spy is still with you the whole time. Once you get to the door at the end, open it and use the grenade launcher function of your Superdragon to kill them all fast. Now the CI spy will set explosives on a wall to make a entry to the hangar. Protect him at all costs. Once the wall has been blown up, go through the hole in the wall to complete your second objective.

3.) Revive Maianbodguard:

~~~~~

Kill the guard straight ahead, then turn left and go down the ramp, see the Hover Bike, then go through the brown door under the ramp. Use the Alien Medpack on the little Maian here, and wait a few moments...

4.) Escape from Area 51:

~~~~~

After the cut scene, exit the room and run past the ramp, protecting Elvis as you go. Run to the space ship. After the conversation, there are 2 different things that will happen:

1.) You follow Jonathan and stay behind him until he stops, then when he stops, you go in front of him and cover him as he opens the hangars, and you will complete the final objective in Mission 4. Or....

2.) You follow Jonathan, and run in front of him BEFORE he stops. Now you have to open the hangar. Run up the catwalk and follow the 2 paths and activate both of the control panels. Once you've activated both, head back down the ramp and get on the Hover Bike. Ride through the door beneath the ramp, go right, go down the hall, go right, then follow the long hallway until it stops, then go right down the ramp until you reach the end. Kill the guard at the end, go through the door in front of you. In this room, veer left and go through the door at the upper-left side of the room. Follow the hallway until it goes right, then go right. In the next room, turn left and go through the door at the left side of the room. Now go through the door on the left, and ride outside to escape from Area 51 and end mission 4.

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[8.5]. Mission 5 - Air Base: Espionage  
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- Objectives:
- 1.) Obtain disguise and enter base
  - 2.) Check in equipment
  - 3.) Subvert security monitoring system
  - 4.) Board Air Force One

1.) Obtain disguise and enter base:

~~~~~

Right when you start, equip the DrugSpy. Move it around the region and drug any guards near you with it. Also, shoot the lady who comes out of the cave. When all or most of the guards are down, return the Drugspy to Joanna,

then run to the lady and take the disguise and put it on and put your cross-bow away. Now use the silver doors near where you started the mission. Inside here, turn left and use the elevator. Go through the hallway and into the room with the two guys sitting at the table. Shoot them with your crossbow (set on Sedate), then take the briefcase, then use the elevator to return to the main lobby (make sure you are still unarmed).

Now go forward and go through the doors near the secretary to complete your first objective.

2.) Check in equipment:

~~~~~

Ok, now continue down the hallway until you reach a room with a guard and some escalators. Take the escalator down, go right and place the suitcase on the conveyor belt. This completes the second objective.

#### 3.) Subvert Security Monitoring:

~~~~~

Now run through the doorway next to the belt, and run past the escalator to the right. Keep going around this area until you reach a set of stairs. Climb these stairs, punch the guy at the control panel, then punch the other guy, take his K7 Avenger, and kill him. Now go over to the control panel and activate it to subvert the security monitoring system and complete the third objective.

4.) Board Air Force One:

~~~~~

Run down the stairs and kill all the guards that come at you. Now make your way back to the room with the single escalator, but on the way, you'll find another hallway. Follow it and you'll find an elevator. Take it down (it goes down at an angle). At the bottom, exit the elevator, and take out the two guards down the hall. Now run into the large room and you should see Air Force One guarded by lasers. Run around it to the right, and go up the small ramp and into the elevator. When it stops, get out and go right and you should see Air Force One being guarded. Kill the guards then enter it to complete your final objective.

-----  
[8.5]. Mission 5 - Air Force One: Antiterrorism  
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- Objectives: 1.) Locate and retrieve equipment  
2.) Locate President  
3.) Get President to escape capsule  
4.) Detatch UFO from Air Force One

#### 1.) Locate and retrieve equipment:

~~~~~

After the cut-scene with the President, you'll take control of Joanna. Go through the next door and past the two guards. Keep going forward through the next few doors until you reach an area with one guard and a large red grate on the floor on the right. Enter it with the Action Button, then at the bottom, go through the next four doors until you get to the kitchen. Continue through the kitchen into the next room with the Hover Bike. Pass it, then go through the next door. In this room, walk up to the guard, punch him, then take the card key. Press the Red Button near where the guard

was, then go into the room with the Hover Bike. Now press th Red Button that is in the middle of the two doors, then head back into the kitchen.

2.) Locate President:

~~~~~

Once in the kitchen, press the Red Button near the back of the room, and this will lower a tiny elevator. Get in the elevator and take it to the top. Exit the elevator, then head through the fancy door right in front of you. See those stairs? Go up them. Go right at the top of the stairs, and go right again. Go into the door behind the guard to meet with the President and complete your first objective.

3.) Get President to escape capsule:

~~~~~

Alright, now protect the President with all you got, and make your way to the red grate that leads into the basement part of the plane. Once you go through a few doors, you'll eventually reach the escape capsule. End of objective 2.

4.) Detach UFO from Air Force One:

~~~~~

Ok, now go back to the room with the stairs that lead to the President. Go through the fancy door with an "Exit" sign above it, turn left, and toss a Timed Mine in the UFO door. Now run, and if you survived, you will have completed the third and final objective.

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[8.5]. Mission 5 - Crash Site: Confrontation  
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- Objectives: 1.) Retrieve Presidential Medical Scanner  
          2.) Activate distress beacon  
          3.) Retire Presidential clone  
          4.) Locate and rescue President

2.) Activate distress beacon:

~~~~~

Right when you start this mission, go right, and use the wall on the very right as a guide. Keep going forward until you spot two guards. Snipe them with head-shots, then take their ammo. If you head left past the guard that was on the left, you will see the escape capsule. Use the Action button (B) on it to activate the distress beacon and complete the first objective.

1.) Retrieve Presidential Medical Scanner:

~~~~~

Ok, now keep running forward, towards the crashed plane, killing any guards on the way. There should be a suitcase in the snow on the ground to your right when you get towards the plane. Take it then equip it to complete your first (actually second) objective. Now head back to the capsule, and face the plane.

3.) Retire Presidential clone:

~~~~~

Now turn around from the capsule, and follow the wall on your right. Use

this as a guide. Kill any guards that are around here, then look for a small opening in the wall that goes right. Follow it until you reach the opening of the tunnel. Kill the guards around here, then go right and down into a cave below. Equip the nightvision, and enter the cave, going into the right side. Sooner or later you'll be attacked by some guards. One of them is the Presidential Clone. Kill it to complete the second objective.

4.) Locate and rescue the President:

~~~~~

Ok, now exit the cave, turn around and face it again, and take the left route instead of the right one. Follow the left most path until you reach the surface and don't need your night vision goggles anymore. Take them off, and shoot the flying robots outside. After doing this, exit the cave, go right, and you'll see Trent and the President. Shoot Trent so that he runs off.

Now search the surrounding area for a way out into the main field. Look for the bright shining sun. Once you are in the field, protect the President, and search the middle of the field for Elvis's space ship. Once you've gotten to the space ship, you will have completed the final objective in Mission 6.

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### [8.6]. Mission 6 - Pelagic II: Exploration

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- Objectives:
- 1.) Disable primary power source
  - 2.) Deactivate GPS and autopilot
  - 3.) Activate Moon Pool lift
  - 4.) Rendezvous and escape with Elvis

#### 1.) Disable primary power source:

~~~~~

After the cut-scene, you will take control of Joanna again. After Elvis leaves you, turn right and head over to the nearby door, next to the ramp. Make sure you can see the guard inside the door, then quickly open the door and take him down with a head-shot fast. Go through the door and go right. At the end of the hallway, turn left and immediately kill the guard before he sets off the alarm. Now run to the next door and kill the guard on the other side through the glass. Go inside and take care of any more guards. Go down the hallway towards the back of the room, but go through the door to your left right when the hallway starts. Inside here, go around the wall in front of you and kill the guard that comes in, and blow up the security camera right behind the wall.

Now shoot any guards that are below you under the grates. Equip your XRayScanner and look at the power generator in the middle of the room. Turn off all the green switches to shut down the power. Now head down the stairs, but be careful because there is another camera. If you are facing the stairs, then you'll see the camera behind them. Shoot it out. Now turn to the large power generator near the stairs, and find the green button on it. Press it to shut down the main power source and to complete your first objective.

2.) Deactivate GPS and autopilot:

~~~~~

Ok, now leave out the door you came in, and turn left. Go up these stairs and kill the guards at the top. Go right and up the next flight of stairs. You'll find some scientists. Joanna will tell them to shut it down, and they

will. One of them will pull out a gun, so kill him. After they've done this, the second objective will be complete.

### 3.) Activate Moon Pool Lift:

~~~~~

Go down the stairs, and enter the door on your left. Go right and kill the guards. Now follow the long hallways until you reach a room with water in it. Go left and activate the control panel. This will unlock the large door near by. Now head into the newly unlocked door and go down the ramp. Activate the control panel at the foot of the ramp to complete your third objective.

4.) Rendezvous and escape with Elvis:

~~~~~

After completing the third objective, go back to the green stairs. Turn around, and go back through the door on the left. Go right through the door. Make your way through multiple doors and multitudes of guards and eventually you'll reach a door where you meet with Elvis. Now just follow him and protect him to complete your final objective. (NOTE: You should hear Elvis early on; this lets you know that you are going the right way.)

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[8.6]. Mission 6 - Deep Sea: Nullify Threat  
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- Objectives:
- 1.) Reactivate teleportals
  - 2.) Disable Cetan megaweapon
  - 3.) Secure control room
  - 4.) Escape from Cetan ship

#### 1.) Reactivate teleportals:

~~~~~

After the cut-scene, head through the steel door and through the tunnel. Elvis will follow you for this mission, but you don't have to protect him because he has his own weaponry. Just make sure you don't shoot him yourself. On the other side, equip your IR Scanner so that you can see the cloaked guards who are invisible. Enter the next door and shoot any red guards that you want, but Elvis can take care of them faster than you, plus he yells out obscenities when he shoots them. :)

Now head through the giant door to the right, that's up a slight ramp. Go through the next door, and shoot any guards in the area. Now follow the tunnel to the right all the way to the end. Go through the door, and follow the tunnel until it breaks off into three paths. At the end of the left path is a shield. Now go back through the door you entered this area, and take the path on the right that leads down. Head through the tunnels, killing any guards that get in your way, then you will eventually reach the area with a scientist and a guard. Kill them both, and Elvis will say something about reactivating the teleportals. He'll run to the top of the room and up the ramp, and he'll reactivate the teleportals for you. Objective 1 is complete.

2.) Disable Cetan megaweapon:

~~~~~

Ok, now leave this area and go back to where you go the shield down the left path. But instead of taking the left path, take the right one, pass through the curving tunnel, through the door, and you'll see

a teleportal straight ahead. It's the large area on the wall where it's moving around. Hop in it with Elvis. Equip the FarSight he gives you, then protect him as you make your way to the megaweapon. Run through the hallway, and through the next sets of doors until you are in a round room. Go around the outside of the room and through the door on the other side, and make your way through the door at the other end. You should see two doors, one in front of you and one to the right. Take the one on the right, and you should be in the room with the Cetan megaweapon. Elvis will run over to it and disable it to complete the second objective.

### 3.) Secure Control Room:

~~~~~

Exit the room, and take the door to your right, and follow it until you get to another teleportal. Enter it. Now use your FarSight in front of the door in front of you, and kill the two guards. Now go through the door to complete your third objective.

4.) Escape from Cetan ship:

~~~~~

Approach Dr. Carroll. After the cut-scene, you'll only have 60 seconds to exit the ship. Follow Elvis through the door to your right, and take the path until you are able to go left. Head through this door, and keep following the path until you reach a large blue door on your left. Enter it and go through the next door to exit the Cetan ship and complete your third and final objective in Mission 6.

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## [8.7]. Mission 7 - Carrington Institute: Defense

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- Objectives:
- 1.) Reactivate automatic defenses
  - 2.) Release hostages
  - 3.) Retrieve experimental weapon
  - 4.) Deactivate bomb

### 1.) Reactivate automatic defenses:

~~~~~

After the cut-scene involving Joanna stealing a gun from a guard, strafe right and kill the giant Skedar monster. Turn around and go down the ramps. Go left at the end, and run across the helipad and go through the doorway to your right, and cross the next helipad and go through the next door to your right. Now head through the door that's in front of you, turn left, then right. Look for a control panel. Activate it, then turn around and go down the tunnel that's to the right of the control panel.

Now make another right turn, and go through the large, blue doors at the end. Go left, and follow the tunnel until you reach another blue door. If you turn left, there should be another control panel. Activate it. Only one more!

Ok, now head back to the tunnel that was to the right of the first control panel. Run past the boxes and go through the doors. Continue on until you get to another door. Go in it, then turn left to find the last control panel to activate. Now activate it to complete your first objective. Return back up the ramps, then to the top of the ramps.

2.) Release hostages:

~~~~~  
Now turn to your left and run past the brown doors and take the elevator on your right. At the top, take a Combat Boost to slow things down, then go right and into the door. Kill the guards holding hostages here, then leave the room and enter the room right next to it. In here, quickly kill the guards holding hostages. Now take the elevator back down to the lobby. Ok, there are two brown double doors here, one on each side of the elevator. Exit the elevator and go right and to the last brown door on your right. Move your way around to the left and kill the guards to save as many hostages as you can.

Leave this room and go left to the other brown double-doors to your left. In here, kill the guards holding hostages and free them. Once you've done this, your second objective will be complete.

3.) Retrieve experimental weapon:

~~~~~  
In the same room, you'll find a weapon in a glass case next to the computer desk. Open the glass case to get the experimental weapon and complete your third objective.

4.) Deactivate bomb:

~~~~~  
Run back into the lobby and near where you started the mission. There are some ramps that lead down. Take them down to the end and through the halls. Make a left at the end of the hall and across the helipad. Run to the Ship and use the Data Uplink on it to download the virus. Once it's downloaded, run back through the hallway you came through, and keep right. Go through the door at the end on your right to complete your fourth and final objective.

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[8.8]. Mission 8 - Attack ship: Covert Assault  
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- Objectives: 1.) Disable shield system  
            2.) Access navigational systems  
            3.) Sabotage Engine Systems  
            4.) Gain control of bridge

1.) Disable shield system:

~~~~~  
You will start out this mission with only a Combat Knife. Switch to the Poison Tip function on the knife. Leave through the door in front of you. Head through the next area and kill the monster in here with your knife. Run around to him and take the Mauler. Now run through the hallway near the monster, and take it to the right. In here, kill the other monster with your Mauler, then follow the hall into the next room. There are three shield generators in here. Shoot them and blow them apart to complete the first objective.

2.) Access navigational system:

~~~~~  
Run back a bit and take the red elevator down. After you exit the elevator, you'll meet up with Elvis. He'll give you a AR43 Assault Rifle. Now continue down this hall and kill any monsters here with your Mauler. Follow Elvis as he says to take the lifts up. Take one of the lifts near him up, and he'll follow you up on the other one. Follow Elvis through the odd-

shaped door and kill the two monsters here. You are now in a four-way fork. Go through the door on the left. In this room, go through the odd-shaped door on the right. Kill the monster hiding inside, then go through the door at the end to find yourself in a hallway with another door at the other end. Walk towards the other door, but take a right about halfway down and go through this door. Enter this room, kill any monsters in here, then wait for Elvis to come to your aid and he'll access the navigational systems, and you'll complete your second objective.

### 3.) Sabotage engine systems:

~~~~~  
After Elvis says "Time to head upwards", leave through the same door you came in through, and go right and through the door at the end. Kill the monster in this hallway, then follow the twisting hallways until you get to a ramp that goes up on your right. Run past this ramp, then go through the blue door on your right. In here are two more doors. Go through any of them. In the next room is the engine room. Kill the monsters in here, then look at the giant engine in the middle of the room. Shoot at the two gold things on the outside of the engine until they blow. Now run out of there, and go back to the ramp that goes up.

4.) Gain control of bridge:

~~~~~  
Go up the ramp until you reach the top and a monster. Kill him then go through the next two doors on your left. Kill the two monsters in here, then go up the catwalk, and through the door at the top.

Take the next door which is an elevator, and you'll lose Elvis. Take it up, then go through the next door, which is also an elevator. Stay facing the wall because that's the way you're supposed to face when you get to the top. Kill the three monsters here fast, then exit the elevator. Elvis will come to your aid again, and he'll climb the ramp. He needs you to protect him while he takes over the bridge. Stand near the doors where you came in from, and shoot anything that comes out while he attempts to take over the bridge.

If you protected him long enough, then he'll eventually take over the bridge and you'll have completed the fourth and final objective in Mission 8.

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[8.9]. Mission 9 - Skedar Ruins: Battle Shrine  
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- Objectives: 1.) Identify temple targets  
            2.) Activate bridge  
            3.) Enter Inner Sanctum  
            4.) Assassinate Skedar leader

### 1.) Identify temple targets:

~~~~~  
Ok, one more Mission. Walk forward and peek through the opening ahead of you. There is a Skedar Monster to your right. Kill it with your Falcon 2. Equip your R Tracker in order to find the obelisks. If you look on your radar, you will see yellow dots. These are the obelisks. Whenever you find one of these, place a Target Tracer on it. Ok, run around the middle rock, and kill the two monsters in here. One of them is cloaked. In the middle of this area, you'll find one obelisk. If a yellow dot is on your green dot, then this is one of the ones you need to target. If not, then move on.

Go through the other opening at the other end, and take it to the right and follow it until you reach some more monsters. Kill them, then keep going forward. Follow the path, killing any monsters that get in your way, until you reach a fork in the path. There are two monsters here, one on each side. Kill them, then go down the right path to find another obelisk. Place a target amplifier on it if it's one of the ones you need. Now go back to the fork in the road. Run by it, then take the first right you encounter and kill the monster at the other end. Take another right near where the monster was, and kill the two other monsters. Now go and take their ammo, then take the right path and find another obelisk. Place a target amplifier on it if you need to.

Turn around and head towards the other set of stairs, but don't go up them. Turn right at the foot of the stairs to find an opening leading to another obelisk. Kill the monsters in here, then place a target amplifier on it if you need to. Once you've found three obelisks, your first objective will be complete.

2.) Activate bridge:

~~~~~

Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach an fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

## 3.) Enter Inner Sanctum:

~~~~~

Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner, then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Drop down off the right side of the bridge, and go to the left of that spinning pillar is one of those Skedar crosses, then when you go up to it, it says "Make a sacrifice to the God Of War." Then you get a gun out that you don't want, push B next to the cross, then your gun goes on the ground, and the door is now unlocked.

Now go through that door and complete your third objective.

4.) Assasinate Skedar leader:

~~~~~

The Skedar Army must be defeated in the next room, and they are in suspended animation. Only one of them will come out of the green capsules at a time. After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

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• Special Assignments

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The Special Assignments are, just as the name implies, Special Assignments that you get to play after you beat the game once. Like the other missions, you can play the Special Assignments on any one of the default difficulties:

- Agent
- Special Agent
- Perfect Agent

NOTE: I will add the rest of the walkthroughs for the Special Assignments later, but only when I have time. I have other things to do, and the Special Assignments Walkthroughs aren't my top priority. Just as long as I have a FULL WALKTHROUGH for the actual game, I am happy. If you would like to contribute the Walkthrough for any of the Special Assignments, then please send them to me. I will accept ALL contributions. Thank you.

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[9.09]. Maian S.O.S.  
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10. Perfect Agent Walkthrough

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This walkthrough was made for the Perfect Agent difficulty level. It can be used for the other difficulty levels, but you'll do more objectives that you need to in order to complete your mission.

Note: The Perfect Dark difficulty level is EXTREMELY HARD to play on, since the enemies are smart as hell, they seem to dodge bullets, can kill you with head shots, and you have WAY less ammo than in the previous difficulties. You have been warned.

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[8.1]. Mission 1 - dataDyne Central: Decfection  
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- Objectives: 1.) Disable internal security hub  
2.) Obtain keycode necklace  
3.) Download project files  
4.) Disable external comms hub  
5.) Gain entrance to the Laboratory

Starting Tips: Watch out for the cameras. There is one planted on the rooftop of dataDyne which can be shot from a nearby hallway, the other is near the bottom of a ramp on the side of the wall and can also be destructed, so be careful.

1.) Disable internal security hub:

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Once you have landed on the rooftop, turn right and head down the ramps to the lower level. Look down the next set of ramps and you should spot a guard patrolling the area. Kill him, and grab the CMP150 that he drops. After taking the guard down, go to the left of the end of the ramp, and through the door with the steel grates on it. Once inside, go through the next door that's right in front of you. Now turn left and slowly go down the ramp, but do it slow enough so that the guard near it won't see you until you pop a cap in his ass. After killing the guard, continue down the sets of ramps until you reach the bottom.

At the bottom of the ramp, go right and look for the redish control panel. Use your ECM Mines on this. Your first objective is complete.

2.) Obtain keycode necklace:

~~~~~  
Time to find Cassandra and take her necklace. Now head through the door with the steel grates on it on the far wall. Once through the door, go down the next set of ramps until you reach another guard about halfway down. Take him out with your Silenced Falcon, then go through the door. Go right after heading through the wooden door, and take out the guard ahead of you with a head shot. Another guard should come to his rescue, so take care of him as well. Push the button on the desk near where the guard was. Now go through the large doors near the glass elevator.

4.) Disable external comms hub:

~~~~~  
Put away your weapons, and Cassandra will talk to you. Punch her and take the keycode necklace. Leave this room, then go through the brownish door near the elevator and go up the stairs. Exit the elevator and turn right and destroy the camera here. Now take the elevator on the left and take it down. Kill any guards here, and go down the small flight of stairs.

Go into the door on the right. In here, place a ECM mine on the control panel and leave the room.

3.) Download project files:

~~~~~

Now head down the stairs that you were just at, and go all the way down until you get to the bottom floor. Turn right and kill any guards here. Go around the next corner and go through the big double-doors, and run down the hall. Blow up the camera at the end of this hallway near the other door. Go through the door, and keep going until you reach two doors to the left. Open the second door. But as you open it, you'll hear some guys talking about deleting files. He'll see you and call for security. Take them out as they come, and follow him as he runs away.

He'll run all the way to the elevator on the left. Activate the elevator when he just stands there. He'll now take you into a room with some control panels. Equip your Data Uplink. When he tells you he's in, then use the Data Uplink on the computer near him. Once it's downloaded, then your third objective is completed.

### 5.) Gain entrance to the Laboratory:

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It's time to for you (Joanna Dark) to gain entrance into the main laboratory. To do this, you'll have to find the elevator that leads into the laboratory. The entrance to the laboratory is via an elevator, the door to this elevator is located behind another hidden door as before. The door can be pretty tough to locate, but once you find it, the level should be fairly easy to complete. Only exit if you have completed ALL other objectives.

Now take a right at the bottom of the steps, and go into a small room with a computer and a desk in it. There should be a multi-colored wall. Press B to open it and reveal a hidden door. Kill all of the enemies in here, then work your way around the area until you reach a blue-ish elevator. Take it to complete your only objective.

[8.1]. Mission 1 - dataDyne Research: Investigation

- Objectives: 1.) Holograph Radioactive Isotope
2.) Start security maintenance cycle
3.) Shut down experiments
4.) Obtain experimental technologies
5.) Locate Dr. Carroll

1.) Holograph Radioactive Isotope:

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Exit the elevator, then go left and down the hallway until you reach a door to your right. Go through it, then immediatly go left, then right to see a door straight ahead of you. Go through it, and you should be in a large room. Go right and head through the door with the Caution sign on it. Go through the first door, and after the second door, you'll encounter two guards. Kill them both, then equip your Camspy. Now move it through the next door into the radioactive room. Move it straight ahead until you get a clean shot of the green radioactive isotope. Now press the Z trigger to holograph it. Your first objective is complete.

## 2.) Start security maintenance cycle:

~~~~~

Go all the way back to where you started the mission. Once in the room where you started (where you shoot the first guard on patrol), you'll see a steel door with grates. Wait for the little floating robot to unlock it, then go through it. Run down the hallway, and past the turnoff on your right, and go through the door at the end. Kill the guards in here, then keep going straight and past the large screen on the wall. Go right and you'll see another screen. Press B to activate it, then go to the first screen, and press B to activate that one. Objective 2 complete.

3.) Shut down experiments:

~~~~~

Go back to the large room that lead to the Radioactive Isotope. Now exit all of the Caution doors until you are back in the large room again. Go right and through the large door that says "Sector 2". On the other side, shoot the guard quickly, then go through the door on your right. Approach the scientist and he'll shut down one experiment for you. Leave, and go through the very last room to the left. There should be another scientist inside the next door. Put your gun to his head, and he'll shut down another experiment.

Head through the big metal door at the other side of this room, and go through the next door. You'll find another scientist.

Do the same thing as the others, but this guy will activate the alarm. He'll run, so follow him until he stops at a control panel. Knock him out, then press B to activate it yourself. Objective 3 complete.

## 4.) Obtain experimental technologies:

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To complete this objective, there are 3 different experimental technologies you have to retrieve. For the first one, go back into the main room, and enter the "Sector 2" door, go through the next door, then take the second right and into the room at the end. In here, kill the guard and the scientist. Once the scientist is dead, take the experimental weapon. Now leave the room and go into the door to your left across from you. In here, take the platform down, and kill the scientist and guard. Now take the experimental weapon he drops.

Go back to the main room, then continue through the only door you haven't been through yet. Be prepared because there are a ton of guards here. After you've killed all of the guards, go to the end of the corodor, go right and through the door.

Kill the guards in here, then head through the next door that says "Sector Three". You'll see some lasers blocking your path. Wait until that little robot on the ground to float near them and deactivate the lasers. Go through each of the doorways until you reach a smaller door that reads "Sector Three." Head through it.

Continue through the next door until you reach some more guards with Dragons. Kill them, take the Dragon and ammo, then use the Data Uplink on the nearby computer next to the door. This will unlock all Security doors. Go through the door, and take care of the guards in the next room. Now go through the door labeled "Restricted". Now head through the doors to your left that say

"Security", and continue through these doors until you get to the room with the last experimental technology.

5.) Locate Dr. Carroll:

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Continue through the next sets of doors, and past the sentry guns, and go through the large door at the end to complete your fifth and last objective.

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[8.1]. Mission 1 - dataDyne Central: Extraction  
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- Objectives: 1.) Access the Foyer Elevator  
2.) Reactivate office elevator  
3.) Destroy dataDyne Hover Copter  
4.) Defeat Cassandra's Body Guards  
5.) Rendezvous at the Helipad

1.) Access the Foyer Elevator:

~~~~~

Right when you start, equip the Night Vision Goggles. The primary objective of this mission is to protect Dr. Carroll. Walk forward a bit and you'll spot a guard who's sitting behind a desk. Kill him with a head shot. Now turn right from the desk, and go over to the wall and you'll find a hidden door. Open it, then kill the guard inside. Grab the ammo, then go right and kill the next two guards that you find. Now work your way around the main room you are in, killing any guards that you encounter, until you reach some stairs with guards at the top. Shoot these guards, go up the stairs, and go left and into the elevator to complete the first objective.

4.) Defeat Cassandra's Body Guards:

~~~~~

As you go up the elevator, remove the Night Vision Goggles. Now exit the elevator, go right, and go around the corner to your right and kill the guard around the bend. Now head through the doors behind him. Follow the curving hallway until you reach two of Cassandra's body guards. Kill them and take their shotguns and cartridges. Now go through the single door at the end of the hallway. In this room, kill another one of Cassandra's body guards.

2.) Activate office elevator:

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In this room, look on the desk for a control panel. Press the B button to activate it, and to activate the office elevator.

4.) Defeat Cassandra's Body Guards:

~~~~~

Backtrack to the first elevator (not the one you previously used). It should take you one floor up. Go right from the elevator, then go around the corner until you reach some more helmeted guards. Kill 'em, then head through the door to the left of the guards. In here, work your way through the inner office, go left and through the hidden sliding door. Go through the next unlocked door to find another body guard. Kill him, then head through the next door. Walk forward and you will see the elevator on your left. Ignore it for a moment, then go straight and clear the room ahead of any more body guards. Now return

to that elevator and use the door next to it.

Go up the stairs to the next floor. Go right, and you'll hear some scientists and a guard arguing. Kill the guard, then let the scientists run away. Take the Rocket Launcher.

3.) Destroy dataDyne Hover Copter:

~~~~~

Turn and face the large window to your left. Equip the Rocket Launcher, then wait until you see the Hovercopter outside. Shoot it when you get a good shot. If you hit it right, then you will have completed the second objective.

4.) Defeat Cassandra's Body Guards (Continued):

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Turn to your right and use the door near where you got the Rocket Launcher. Take the stairs here to the top floor, and through the steel grate. Once outside, kill the remaining bodyguards to complete the third objective.

5.) Rendezvous at helipad:

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Now take the ramps all the way back to the helipad. Once at the helipad, you will complete your fourth and final objective for Mission 1.

[8.2]. Mission 2 - Carrington Villa: Hostage One

- Objectives: 1.) Eliminate rooftop snipers
 2.) Activate wind generator
 3.) Locate and eliminate dataDyne hackers
 4.) Capture dataDyne guard
 5.) Rescue Carrington

1.) Eliminate rooftop snipers:

~~~~~

In order to do this, just kill all of the snipers on the rooftops in this area. Look in the objective two walkthrough for the locations of these snipers. After you've killed em all, then your second objective will be complete.

2.) Activate wind generator:

~~~~~

Now turn around and run around the center area until you pass some crates and find a path with a guard. The guard will lay down and attempt to snipe you, so take him out with a head shot, then take the CMP150. Continue down the path. Veer right, and look over the ledge to the right and use the sniper rifle to kill the two guards below. Now run off the ledge, and go down the path on the right.

Continue until you reach a path that goes left. Peek around the wall, and you'll see a guard a top the roof. Take him out with the sniper rifle, then go over to where he dropped, and take the stairs to the right. Use the wall for cover, and kill the four snipers in the main courtyard. After disposing of them, go out into the courtyard, and you should see another sniper on the roof to the left. Kill him, then go right until you reach the over-look of the ocean.

You should spot another guard far into the distance. Shoot him. Turn around and

go straight ahead and up the sets of stairs. The last sniper is straight ahead from the top of the stairs. Take care of him, then go through the door at the top.

Use your CMP150 to kill all of the guards in this room. Now go down the stairs. Go right at the foot of the stairs, and go down the very first blue hallway and into the room at the end. Kill the dumb guards here, then use the stairs at the back right of the kitchen. At the bottom of the stairs, kill the two guards, then head through the double doors on the left (the second set).

Kill the guards at the bottom of the stairs. Now go around the stairs and use the doors beneath them. Once through the doors, follow the hallway to the end and go right. Kill the three guards, then activate both control panels, the ones that are across from each other. Now head back to where you came from, and take the path that goes right. Follow it until you reach the wind mill and some guards. Kill them first, then activate the windmill. Your third objective is complete.

3.) Locate and eliminate dataDyne hackers:

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Now go back past the blue hallway, and into a room with the hackers. Kill them, but make sure that you don't shoot or destroy the computer's in this room. After killing them, this objective is complete.

4.) Capture dataDyne guards:

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The dataDyne guard you are supposed to dispose of is back upstairs, and near where you began the mission outside. Go down the outside stairs, and run around them to find another guard and a door. Kill him, then go in the door. The guard is in this room to your left. Knock him out with your fists to complete this objective. Now head back to the windmill room.

5.) Rescue Carrington:

~~~~~

Leave the Windmill room, then go straight until you reach a door. Go through it, go down the stairs, and go left again and through the door. Make your way around this area and kill every guard. One of the guards holds a card key. Once you've gotten the card key, go to the back of the room, and use it to unlock the door, and save Carrington and complete your fourth and final objective.

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[8.3]. Mission 3 - Chicago: Stealth  
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- Objectives: 1.) Retrieve drop point equipment  
          2.) Attach tracer to Limousine  
          3.) Create vehicular diversion  
          4.) Prepare escape route  
          5.) Gain entry to G5 building

2.) Attach tracer to limousine:

~~~~~

You'll begin this mission with your fists. Walk forward to the end of the ally, and wait for the guy to walk by. Now take him down with your fists, then slowly peek around the corner and take out the guard with a head shot. Now go around the corner to your left and down the stairs and through the doorway. Carefully round the next corner, and you should see a taxi across

from you. There is a guard next to the taxi. Take him out quietly, then turn right and take out the other guard. Make sure the patrolling floating robot doesn't see you, because you can't kill it.

After taking care of that guard, go down the right side of the street until you reach another hallway on the right. Kill the guard inside it. Now keep going down the street, and go up to the limo. Run up to it and place the tracer on it to complete this objective.

1.) Retrieve drop point equipment:

~~~~~

Run past the limo after placing the tracer on it. Right after passing the limo and going right, you'll get some info about a storm drain. At the end of the ally, drop down into the storm drain, then turn around and go underneath the grates to find some stuff left for you. You've also just completed the first objective.

3.) Create vehicular diversion:

~~~~~

After getting the stuff, make your way back to where the limo was, but keep going until you reach an opening in the fence. This opening leads to a sewer. Kill the guards in the sewer, then go into the sewers. Clean the area of any more guards, then leave the sewer from where you came in from, and go right to the taxi. Use the Reprogrammer on the taxi.

Wait a bit, and the taxi will crash, creating a diversion. Objective number 2 has been completed.

4.) Prepare escape route:

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Go to the right of where you made the taxi explode, and kill the guards here, then go to the top of the stairs, and put the Remote Mine on the concrete door at the top, BUT DO NOT DETONATE IT.

5.) Gain Entry to G5 Building:

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Now go into the red hallway that was across from the taxi. In the next room, knock out the two civilians. Push the trash bin next to the barrels that are in the corner, then shoot the barrels to cause an explosion. Take the BombSpy from the ground.

Back up into the hallway, and use the Bombspy to look around into the next hallway where the trash bin was. Activate the Bombspy in the area where all the guards are and you'll kill them all. Now walk to where you activated the Bombspy.

Ok, now exit this area, and go straight ahead and go into the room across from the storm drain and enter then giant elevator to complete your fourth and final objective end the first part of Mission 3.

[8.3]. Mission 3 - G5 Building: Reconnaissance

- Objectives: 1.) Disable damping field generator
 2.) Deactivate laser grid systems

- 3.) Holograph meeting conspirators
- 4.) Retrieve Dr. Carroll backup from safe
- 5.) Exit G5 Building

1.) Disable damping field generator:

~~~~~

Once you start, you'll have to face a couple of invisible guards. One of them is carrying a card key you'll need. Just wait until they start shooting at you, and you'll see the outline of them. That's when you shoot them. Once the guards are killed and you have the key card, leave through the only unlocked door.

Kill the guard at the end of the hall, then activate the control panel to the right of the door, then enter the door at the end of the hallway. In here, turn right to see a door inside some glass windows. Walking through here will activate some lights, as well as some more invisible guards. Kill them, and grab the card key from one of them. Now go through the door that's inside the glass case.

Right when you walk in, shoot the guard by surprise, then walk past the stairs, and grab the shield next to the stairs. Go up the stairs, and through the door at the top. Go right at the door and down a small hallway. Kill the two guards, then go to the Alarm that's next to the first door on your right. Go through the door next to the Alarm. If it's locked, then complete the second objective, then go through it. Kill the guard at the bottom of the stairs, then go down them. Go down the hallway to your right at the end of the stairs.

In area at the end of the hallway, kill the two guards, then run over to the control panel on the far wall. Press B to activate it, and complete this objective. Now run back up the stairs, and to the Alarm.

2.) Deactivate laser grid system:

~~~~~

Make sure the third guard doesn't get to this, so when he runs in, kill him. There are four more control panels in this area. De-activate all four of them to deactivate the lasers; they should turn green when activated.

3.) Photograph meeting conspirators:

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Now head through the door next to the alarm, and kill the guard at the bottom of the stairs. At the bottom of the stairs, go right and down the corridor. In the next room, defeat the three guards. Walk over to the large control panel and use B to disable the damping field generator. You don't need to do this, but it helps. Go back to the room with the Alarm in it.

Once in this room, turn right and face the door. There is a guard on the other side. Shoot him through the glass, then go up the stairs at the other end of this room. At the top of the stairs, go right, and crouch to get under the roof, and follow the piping to the area where you killed that guard. Now use the Camspy, and make it follow the pipes into the next room. Make sure it doesn't get seen by any guards or else you'll fail your mission. Once you get it in the room, you'll complete your third objective.

4.) Retrieve Dr. Carroll backup from safe:

~~~~~

Ok, now go forward and drop down. Kill any guards that are around you. If you set off the alarm, then just turn it off. Now go through the door to the left of the alarm, kill any guards near the stairs, then go up the stairs. Go right at the

top of the stairs, take care of any guards here, then go through the door in the green area on the right. In here, turn right, and use the Door Decoder on the control panel next to the door.

You'll have to wait 1 minute to open the vault, so wait here and kill any guards that happen to wander here. Once the minute is up, open the large blue vault in the back of the room, and take the Backup Disc from the back. Objective 4 complete.

5.) Exit G5 Building:

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Now run out of the room, and head straight and towards the explosion, and go through the hole in the wall to complete your third objective and exit Mission 3. (Note: If there is no explosion, then you'll have to go to the level where you placed the Mine on in Chicago stealth, and look for the concrete door, then detonate it yourself.)

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### [8.4]. Mission 4 - Area 51: Infiltration

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- Objectives:
- 1.) Shut down air intercept radar
  - 2.) Plant comms device on antenna
  - 3.) Gain access to hangar lift
  - 4.) Disable all robot interceptors
  - 5.) Make contact with CI spy

#### 1.) Shut down air intercept radar:

~~~~~

Right when the mission starts, strafe left until you are behind a pillar or something for cover and wait for the guards to walk by you, then kill them. Collect the MagSec's and ammo, and any grenades they drop. But watch out for the automatic machine gun. Now go the opposite way from the helipad, and down the path. Further down the path is another automatic gun, so use your MagSec to destroy it. Now go past the remains of it and around the corner.

Go slowly around the corner because there is another machine gun on your left. Shoot it, then continue forward. Turn right and face the large tower. Use your weapons (either the Falcon or the MagSec) to kill them both. Run past the tower, and kill any guards that come running through the tunnel, then, if you have any grenades, toss one through the hole in the fence to the left of the tunnel onto the snow. This will detonate any mines, and allow you to get the Rocket Launcher on the helipad. Take it, then go up the tower. At the top, press the red button to open the gate, then go back down the tower, and go into the tunnel.

At the end of the tunnel, there are guards and a machine gun to your left. Take care of all of these, then go back to the helipad where you got the Rocket Launcher. Stand on the helipad, and toss a grenade towards the cliff, and it'll detonate any more mines. Now veer left from the helipad and you'll spot a small opening in the side of the steel wall. Crouch and enter it.

Towards the end you'll find some armor. Take it, then exit the small tunnel, and kill the guard out here and follow the path to the end. Now turn right and take out the two machine guns on the wall. Turn around and go past the hole in the wall on your right, and turn left. Go down the side of the wall, and turn left again at the end, and take out the machine gun on the wall above you. Turn around, and go down the ladder and into the hole in the ground.

Go into the silver door in front of you, veer right and make your way to the back of this room. Set your Explosives on the Computer Panel in the back. As fast as you can, leave the room and go up the ladder again. First objective completed.

2.) Plant comms device on antenna:

~~~~~

Now return to the tunnel where you got the Rocket Launcher, and follow it to the other side. Go left and you'll find the antenna on a rock. Go to it, and press the green button behind it. This will lower it to your level. Now equip your Comms Rider and throw it on the antenna to complete your second objective.

3.) Disable all robot interceptors:

~~~~~

Go behind the antenna, and you'll see some robot interceptors in two openings in the walls. Blow them to pieces, then go back to the tower. Run past it, and you'll see another robot interceptor in the middle of the large area to the right of the tower. Blow it up with your Rocket Launcher. Objective 3 complete.

4.) Gain entrance to hangar lift:

~~~~~

At the top, go forward and shoot the guy in the middle of the large open area. Take the key card he drops. Go to the right of where the guy was standing, and next to the very large roll-up gates is a key-reader on the left. Press B to activate it and open the gates. Enter it, then go up the elevator on the left.

Exit the elevator, and kill the guards with your Dragon. Watch out for the guards with grenades. Once you've exited the elevator successfully, your second objective will be complete.

5.) Make contact with CI spy:

~~~~~

Run to the ramp in the back of the room and go up it. Use the path at the top and use the elevator at the end. Exit the elevator, and follow the path again until you reach another ramp. Kill any guards you encounter. Run underneath the ramp and through the open door to meet with the CI spy and finish the first part of Mission 4.

[8.4.]. Mission 4 - Area 51: Rescue

- Objectives: 1.) Destroy computer records
 2.) Locate conspiracy evidence
 3.) Obtain and use lab technician disguise
 4.) Gain access to autopsy lab
 5.) Rescue crash Survivor

3.) Obtain and use lab technician disguise:

~~~~~  
When you start, go forward and go around the corner to the right. Head up the ramp and take care of any guards that are patrolling the area. After clearing out the place, walk out off the ramp and turn right and go through the opening in the crates. Go to the end, and turn right again, and you'll be facing a guard. Kill him, then turn and face the explosive barrel underneath the crates on your left. Crouch and grab the Double Falcon 2 where the barrel used to be. Now head back towards the ramp you came in here through, and use the nearby elevator and take it up to the next floor. Kill any guards that are waiting for you at the top, then exit the elevator and head right.

Pick off the guard that's far away, then turn around and head back past the elevator. Follow the catwalk to the right until you reach a very large steel door. Go through it, then kill any guards that are on the catwalk above. Beware of any guards that use the elevator and attempt to catch you off guard this way. Kill ALL OF THE GUARDS HERE, then go all the way back to the beginning of the level where that crate was.

Once you are back here, use the Action button to push the crate, then take it back up the elevators and to the top of the catwalk. Follow the black catwalk until you reach a spot on the wall where a small X is carved into the steel part of the wall on your right. Put it right in front of this wall and shoot the crate to make it blow up, and create a hole in the wall. Go into the hole and through the tunnels. On the other side, head right, and down the hall. Take another right down the hall at the end, and go all the way down it until you reach the showering room to the right. Enter it, and you should find the Lab Disguise inside here. Put away your guns.

## 2.) Locate conspiracy evidence:

~~~~~  
Now head left and take the hallway all the way to the end, then go through the door on your right. Kill the guard here, then kill the scientist here. Once inside the circular room, go left and press the Red Button. Now turn around and equip your X-Ray Scanner. Look at the container long enough, and you'll complete your second (actually third...) objective.

1.) Destroy computer evidence:

~~~~~  
Now return to the hole in the wall where you first came in this area through. Continue down the path, running past the hole in the wall to your right, and take the first right at the end. Keep going down the path until you get to a door on the left and door on your right, both being guarded by guards. Kill the guards, then go into the door to the right. Blow up the machine gun in here, then run over to the computer across from where the machine gun was, on the far side of the room. Use the Data Uplink on it to download the virus.

Leave the room and take a left to where the hallway stops again. Now go through the door on the right. Kill the guards inside, then destroy the computer in here. Now return back to where you completed your objective.

## 4.) Gain access to autopsy lab:

~~~~~  
Go left and through the first door and kill the guard here. Take his Super-Dragon, then go through the door to the right of where the guard was. Run through here past the guard, and go through the other door. A guard will

talk to you, and let you through. Now run over to the scientist in the rear right of the room, and you'll be uncovered. Kill any guards and scientists here, then go through the next door to complete your second objective.

5.) Rescue the crash survivor:

~~~~~

Now exit the room, and go right and into another door just a few feet away on your right. In here, take out any guards that are here, take the key card, then continue through the next door. In this room, kill the guards, and take the key card another one of them drops. Go through the next door near the glass, and go around the corner and through the next door to complete your third and final objective.

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[8.4]. Mission 4 - Area 51: Escape  
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- Objectives: 1.) Locate alien tech medpack  
            2.) Rendezvous with CI spy  
            3.) Locate secret hangar  
            4.) Revive Mainan bodyguard  
            5.) Escape from Area 51

2.) Rendezvous with CI spy:

~~~~~

Immediately grab the alien with B, then run forward and out the door. Keep running down the hall and through the door at the end. Once out here, go right kill the two guards, and go through the giant brown door at the end. While still carrying the alien, go right and through the steel door at the end. You can now leave the alien here. Turn around and go back to where you killed those two guards. Once there, use the door on the right, and kill the guard in here, run around the center on the room to the back, and go down the hallway at the end. Use the door here.

Kill every single guard here, take their ammo and Superdragons. Go over to the left side of the room, and go through the steel door on the left. Once out here, turn left, and follow the brown catwalk until you get to yet another steel door. Kill any guards that get in your way. Enter the room, face right, and you'll find the CI spy. Objective number two is complete.

1.) Locate alien tech medpack:

~~~~~

But before you leave, walk over to the nearby barrel. Push it to the right side of the room near the glass. Shoot the barrel and make it explode. Walk through the glass and activate the control panel. Now turn around and run past the red area then kill the guard here. Now go into the first door on the right, and take the Alien tech medpack inside. Now go back to where you met the CI Spy.

3.) Locate secret hangar:

~~~~~

Now head back to the brown catwalk, and make sure the CI spy is still with you the whole time. Once you get to the door at the end, open it and use

the grenade launcher function of your Superdragon to kill them all fast. Now the CI spy will set explosives on a wall to make a entry to the hangar. Protect him at all costs. Once the wall has been blown up, go through the hole in the wall to complete your second objective.

4.) Revive Maian bodyguard:

~~~~~

Kill the guard straight ahead, then turn left and go down the ramp, see the Hover Bike, then go through the brown door under the ramp. Use the Alien Medpack on the little Maian here, and wait a few moments...

#### 5.) Escape from Area 51:

~~~~~

After the cut scene, exit the room and run past the ramp, protecting Elvis as you go. Run to the space ship. After the conversation, there are 2 different things that will happen:

1.) You follow Jonathan and stay behind him until he stops, then when he stops, you go in front of him and cover him as he opens the hangars, and you will complete the final objective in Mission 4. Or....

2.) You follow Jonathan, and run in front of him BEFORE he stops. Now you have to open the hangar. Run up the catwalk and follow the 2 paths and activate both of the control panels. Once you've activated both, head back down the ramp and get on the Hover Bike. Ride through the door beneath the ramp, go right, go down the hall, go right, then follow the long hallway until it stops, then go right down the ramp until you reach the end. Kill the guard at the end, go through the door in front of you. In this room, veer left and go through the door at the upper-left side of the room. Follow the hallway until it goes right, then go right. In the next room, turn left and go through the door at the left side of the room. Now go through the door on the left, and ride outside to escape from Area 51 and end mission 4.

[8.5]. Mission 5 - Air Base: Espionage

- Objectives:
- 1.) Obtain disguise and enter base
 - 2.) Check in equipment
 - 3.) Subvert security monitoring system
 - 4.) Obtain flight plans from safe
 - 5.) Board Air Force One

1.) Obtain disguise and enter base:

~~~~~

Right when you start, equip the DrugSpy. Move it around the region and drug any guards near you with it. Also, shoot the lady who comes out of the cave. When all or most of the guards are down, return the Drugspy to Joanna, then run to the lady and take the disguise and put it on and put your cross-bow away. Now use the silver doors near where you started the mission. Inside here, turn left and use the elevator. Go through the hallway and into the room with the two guys sitting at the table. Shoot them with your crossbow (set on Sedate), then take the briefcase, then use the elevator to return to the main lobby (make sure you are still unarmed).

Now go forward and go through the doors near the secretary to complete your first objective.

2.) Check in equipment:

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Ok, now continue down the hallway until you reach a room with a guard and some escalators. Take the escalator down, go right and place the suitcase on the conveyor belt. This completes the second objective.

3.) Subvert Security Monitoring:

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Now run through the doorway next to the belt, and run past the escalator to the right. Keep going around this area until you reach a set of stairs. Climb these stairs, punch the guy at the control panel, then punch the other guy, take his K7 Avenger, and kill him. Now go over to the control panel and activate it to subvert the security monitoring system and complete the third objective.

4.) Obtain flight plans from safe:

~~~~~

Run down the stairs and kill all the guards that come at you. Now make your way back to the room with the single escalator, but on the way, you'll find a brown door near the hallway. Go through it and run around the corner. Keep going to your left and go into the first door on the left. A guy will yell at you, and after that, go through the door near the desk.

Inside here, turn left and you should see a mine on a door. Shoot it to blow up the glass window here. Go through the window. Work your way to the rear of this next room to find a small control panel. First, press B to open it, then press B again to activate it. This will open the nearby safe. Take the flight plans, then go back the way you came (the area with the escalator).

5.) Board Air Force One:

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Once you get to the room with the single escalator. You should find another hallway (there are purple lines on the ground near it). Follow it and you'll find an elevator. Take it down (it goes down at an angle). At the bottom, exit the elevator, and take out the two guards down the hall. Now run into the large room and you should see Air Force One guarded by lasers. Run around it to the right, and go up the small ramp and into the elevator. When it stops, get out and go right and you should see Air Force One being guarded. Kill the guards then enter it to complete your final objective.

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[8.5]. Mission 5 - Air Force One: Antiterrorism  
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- Objectives:
- 1.) Locate and retrieve equipment
  - 2.) Locate President
  - 3.) Get President to escape capsule
  - 4.) Secure Air Force One flight path
  - 5.) Detatch UFO from Air Force One

1.) Locate and retrieve equipment:

~~~~~

After the cut-scene with the President, you'll take control of Joanna. Go through the next door and past the two guards. Keep going forward through the next few doors until you reach an area with one guard and a large red grate on the floor on the right. Enter it with the Action Button, then at the bottom, go through the next four doors until you get to the kitchen. Continue through the kitchen into the next room with the Hover Bike. Pass it, then go through the next door. In this room, walk up to the guard, punch him, then take the card key. Press the Red Button near where the guard was, then go into the room with the Hover Bike. Now press th Red Button that is in the middle of the two doors, then head back into the kitchen.

2.) Locate President:

~~~~~

Once in the kitchen, press the Red Button near the back of the room, and this will lower a tiny elevator. Get in the elevator and take it to the top. Exit the elevator, then head through the fancy door right in front of you. See those stairs? Go up them. Go right at the top of the stairs, and go right again. Go into the door behind the guard to meet with the President and complete your first objective.

3.) Get President to escape capsule:

~~~~~

Alright, now protect the President with all you got, and make your way to the red grate that leads into the basement part of the plane. Once you go through a few doors, you'll eventually reach the escape capsule. End of objective 2.

5.) Detach UFO from Air Force One:

~~~~~

Ok, now go back to the room with the stairs that lead to the President. Go through the fancy door with an "Exit" sign above it, turn left, and toss a Timed Mine in the UFO door. Now run, and if you survived, you will have completed the objective.

4.) Secure Air Force One flight path:

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After the UFO has been detached, run back to the room with the stairs that lead to the President. At the top, go right, then left around the middle part of the plane. Go through the door at the end. Kill the guard in here, then go through the next door, and into the cockpit. There are two guards in here. Kill them, BUT DO NOT SHOOT THE EQUIPMENT IN THE COCKPIT. If you go here fast enough, you should have enough time to save the plane. Press the button that's in between the where the pilots would sit. You've just saved Air Force One.

[8.5]. Mission 5 - Crash Site: Confrontation

- Objectives: 1.) Retrieve Presidential Medical Scanner
2.) Activate distress beacon
3.) Shut down enemy jamming device

- 4.) Retire Presidential clone
- 5.) Locate and rescue President

2.) Activate distress beacon:

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Right when you start this mission, go right, and use the wall on the very right as a guide. Keep going forward until you spot two guards. Snipe them with head-shots, then take their ammo. If you head left past the guard that was on the left, you will see the escape capsule. Use the Action button (B) on it to activate the distress beacon and complete the first objective.

1.) Retrieve Presidential Medical Scanner:

~~~~~

Ok, now keep running forward, towards the crashed plane, killing any guards on the way. There should be a suitcase in the snow on the ground to your right when you get towards the plane. Take it then equip it to complete your objective. Now head back to the capsule, and face the plane.

3.) Shut down enemy jamming device:

~~~~~

Now turn around from the capsule, and follow the wall on your right. Use this as a guide. Kill any guards that are around here, then look for a small opening in the wall that goes right. Follow it until you reach the opening of the tunnel. Kill the guards around here, then run to your left and past the plane wheel above the pit. Keep going until you get to a ledge that you can follow. Follow it until you get to a large open field with trees. Either avoid or blow up the automatic machine guns here, then go left past a machine gun. There is a crashed space ship here, so kill the guards, then place a Remote Mine on the front of the plane, and on the wings. Back off then detonate them. Now go back to where that plane wheel was above the pit.

4.) Retire Presidential clone:

~~~~~

Once you are back at the wheel in the snow, go left and down into a cave below. Equip the nightvision, and enter the cave, going into the right side. Sooner or later you'll be attacked by some guards. One of them is the Presidential Clone. Kill it to complete the objective.

5.) Locate and rescue the President:

~~~~~

Ok, now exit the cave, turn around and face it again, and take the left route instead of the right one. Follow the left most path until you reach the surface and don't need your night vision goggles anymore. Take them off, and shoot the flying robots outside. After doing this, exit the cave, go right, and you'll see Trent and the President. Shoot Trent so that he runs off.

Now search the surrounding area for a way out into the main field. Look for the bright shining sun. Once you are in the field, protect the President, and search the middle of the field for Elvis's space ship. Once you've gotten to the space ship, you will have completed the final objective in part one of Mission 6.

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- Objectives: 1.) Disable primary power source  
2.) Secure laboratories and research data  
3.) Deactivate GPS and autopilot  
4.) Activate Moon Pool lift  
5.) Rendezvous and escape with Elvis

1.) Disable primary power source:

~~~~~

After the cut-scene, you will take control of Joanna again. After Elvis leaves you, turn right and head over to the nearby door, next to the ramp. Make sure you can see the guard inside the door, then quickly open the door and take him down with a head-shot fast. Go through the door and go right. At the end of the hallway, turn left and immediately kill the guard before he sets off the alarm. Now run to the next door and kill the guard on the other side through the glass. Go inside and take care of any more guards. Go down the hallway towards the back of the room, but go through the door to your left right when the hallway starts. Inside here, go around the wall in front of you and kill the guard that comes in, and blow up the security camera right behind the wall.

Now shoot any guards that are below you under the grates. Equip your X Ray Scanner and look at the power generator in the middle of the room. Turn off all the green switches to shut down the power. Now head down the stairs, but be careful because there is another camera. If you are facing the stairs, then you'll see the camera behind them. Shoot it out. Now turn to the large power generator near the stairs, and find the green button on it. Press it to shut down the main power source and to complete your first objective.

2.) Secure laboratories and research data:

~~~~~

Leave the room, and go left and down the hall. Go left when you reach the first set of stairs, then head into the very first door to your left, then blow up the security camera on the right. Go down the hall and into the very first door to your left. Make sure you put away your guns before going inside though.

Punch the scientists in here unconscious before they can get away. Grab the disks that they drop, then go into the door across from this room. Knock out the next scientist, take his disk, then you will complete this objective. Now go back to the room where you shut down the primary power source.

3.) Deactivate GPS and autopilot:

~~~~~

Ok, now leave out the door you came in, and turn left. Go up these stairs and kill the guards at the top. Go right and up the next flight of stairs. You'll find some scientists. Joanna will tell them to shut it down, and they will. One of them will pull out a gun, so kill him. After they've done this, the second objective will be complete.

4.) Activate Moon Pool Lift:

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Go down the stairs, and enter the door on your left. Go right and kill the guards. Now follow the long hallways until you reach a room with water in

it. Go left and activate the control panel. This will unlock the large door near by. Now head into the newly unlocked door and go down the ramp. Activate the control panel at the foot of the ramp to complete your third objective.

5.) Rendezvous and escape with Elvis:

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After completing the third objective, go back to the green stairs. Turn around, and go back through the door on the left. Go right through the door. Make your way through multiple doors and multitudes of guards and eventually you'll reach a door where you meet with Elvis. Now just follow him and protect him to complete your final objective. (NOTE: You should hear Elvis early on; this lets you know that you are going the right way.)

[8.6]. Mission 6 - Deep Sea: Nullify Threat

- Objectives: 1.) Reactivate teleportals
2.) Disable Cetan megaweapon
3.) Secure control room
4.) Restore Dr. Caroll's personality
5.) Escape from Cetan ship

1.) Reactivate teleportals:

~~~~~

After the cut-scene, head through the steel door and through the tunnel. Elvis will follow you for this mission, but you don't have to protect him because he has his own weaponry. Just make sure you don't shoot him yourself. On the other side, equip your IR Scanner so that you can see the cloaked guards who are invisible. Enter the next door and shoot any red guards that you want, but Elvis can take care of them faster than you, plus he yells out obscenities when he shoots them. :)

Now head through the giant door to the right, that's up a slight ramp. Go through the next door, and shoot any guards in the area. Now follow the tunnel to the right all the way to the end. Go through the door, and follow the tunnel until it breaks off into three paths. At the end of the left path is a shield. Now go back through the door you entered this area, and take the path on the right that leads down. Head through the tunnels, killing any guards that get in your way, then you will eventually reach the area with a scientist and a guard. Kill them both, and Elvis will say something about reactivating the teleportals. He'll run to the top of the room and up the ramp, and he'll reactivate the teleportals for you. Objective 1 is complete.

2.) Disable Cetan megaweapon:

~~~~~

Ok, now leave this area and go back to where you go the shield down the left path. But instead of taking the left path, take the right one, pass through the curving tunnel, through the door, and you'll see a teleportal straight ahead. It's the large area on the wall where it's moving around. Hop in it with Elvis. Equip the FarSight he gives you, then protect him as you make your way to the megaweapon. Run through the hallway, and through the next sets of doors until you are in a round room. Go around the outside of the room and through the door on the other side, and make your way through the door at the other end. You should see two doors, one in front of you and one to the right. Take the one on the right, and you should

be in the room with the Cetan megaweapon. Elvis will run over to it and disable it to complete the second objective.

3.) Secure Control Room:

~~~~~

Exit the room, and take the door to your right, and follow it until you get to another teleportal. Enter it. Now use your FarSight in front of the door in front of you, and kill the two guards. Now go through the door to complete your third objective.

### 4.) Restore Dr. Carroll's personality:

~~~~~

Approach Dr. Carroll, and equip the Backup Disk in your inventory. After the cut-scene, you'll only have 60 seconds to exit the ship. Follow Elvis through the door to your right, and take the path until you are able to go left. Head through this door, and keep following the path until you reach a large blue door on your left. Enter it and go through the next door to exit the Cetan ship and complete your third and final objective in Mission 6.

[8.7]. Mission 7 - Carrington Institute: Defense

- Objectives:
- 1.) Reactivate automatic defenses
 - 2.) Release hostages
 - 3.) Retrieve experimental weapon
 - 4.) Destroy sensitive information
 - 5.) Deactivate bomb

1.) Reactivate automatic defenses:

~~~~~

After the cut-scene involving Joanna stealing a gun from a guard, strafe right and kill the giant Skedar monster. Turn around and go down the ramps. Go left at the end, and run across the helipad and go through the doorway to your right, and cross the next helipad and go through the next door to your right. Now head through the door that's in front of you, turn left, then right. Look for a control panel. Activate it, then turn around and go down the tunnel that's to the right of the control panel.

Now make another right turn, and go through the large, blue doors at the end. Go left, and follow the tunnel until you reach another blue door. If you turn left, there should be another control panel. Activate it. Only one more!

Ok, now head back to the tunnel that was to the right of the first control panel. Run past the boxes and go through the doors. Continue on until you get to another door. Go in it, then turn left to find the last control panel to activate. Now activate it to complete your first objective. Return back up the ramps, then to the top of the ramps.

#### 2.) Release hostages:

~~~~~

Now turn to your left and run past the brown doors and take the elevator on your right. At the top, take a Combat Boost to slow things down, then go right and into the door. Kill the guards holding hostages here, then leave

the room and enter the room right next to it. In here, quickly kill the guards holding hostages. Now take the elevator back down to the lobby. Ok, there are two brown double doors here, one on each side of the elevator. Exit the elevator and go right and to the last brown door on your right. Move your way around to the left and kill the guards to save as many hostages as you can.

Leave this room and go left to the other brown double-doors to your left. In here, kill the guards holding hostages and free them. Once you've done this, your second objective will be complete.

3.) Retrieve experimental weapon:

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In the same room, you'll find a weapon in a glass case next to the computer desk. Activate the computer on the desk. Open the glass case to get the experimental weapon and complete your third objective.

4.) Destroy sensitive information:

~~~~~

Now go to the elevator and take it to the top floor. At the top, go through the door at the end of the hallway to your left. Inside here, go to the piece of steel on the back wall. Use your laser to shoot the steel plate on the wall. After a while, it will destroy, and reveal the sensitive information. Destroy it with your laser to complete this objective

5.) Deactivate bomb:

~~~~~

Run back into the lobby and near where you started the mission. There are some ramps that lead down. Take them down to the end and through the halls. Make a left at the end of the hall and across the helipad. Run to the Ship and use the Data Uplink on it to download the virus. Once it's downloaded, run back through the hallway you came through, and keep right. Go through the door at the end on your right to complete your fourth and final objective.

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[8.8]. Mission 8 - Attack ship: Covert Assault  
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- Objectives: 1.) Disable shield system  
            2.) Open hangar doors  
            3.) Access navigational systems  
            4.) Sabotage Engine Systems  
            5.) Gain control of bridge

1.) Disable shield system:

~~~~~

You will start out this mission with only a Combat Knife. Switch to the Poison Tip function on the knife. Leave through the door in front of you. Head through the next area and kill the monster in here with your knife. Run around to him and take the Mauler. Now run through the hallway near the monster, and take it to the right. In here, kill the other monster with your Mauler, then follow the hall into the next room. There are three shield generators in here. Shoot them and blow them apart to complete the first objective.

2.) Open hangar doors:

~~~~~

Run back a bit and take the red elevator down. After you exit the elevator, you'll meet up with Elvis. He'll give you a AR43 Assault Rifle. Now continue down this hall and kill any monsters here with your Mauler. Dash across the area to the other ramp on the other side. Go down it and follow the tunnel to a elevator. Once the elevator stops, exit it and go left and kill the monster down here. Now take the next ramp down. At the bottom there are 2 control panels that look like the ones you destroyed earlier. Activate the one on the left to open the hangar doors.

3.) Access navigational system:

~~~~~

Now return back up the elevator and to the area where you met Elvis. Follow Elvis as he says to take the lifts up. Take one of the lifts near him up, and he'll follow you up on the other one. Follow Elvis through the odd-shaped door and kill the two monsters here. You are now in a four-way fork. Go through the door on the left. In this room, go through the odd-shaped door on the right. Kill the monster hiding inside, then go through the door at the end to find yourself in a hallway with another door at the other end. Walk towards the other door, but take a right about halfway down and go through this door. Enter this room, kill any monsters in here, then wait for Elvis to come to your aid and he'll access the navigational systems, and you'll complete your second objective.

4.) Sabotage engine systems:

~~~~~

After Elvis says "Time to head upwards", leave through the same door you came in through, and go right and through the door at the end. Kill the monster in this hallway, then follow the twisting hallways until you get to a ramp that goes up on your right. Run past this ramp, then go through the blue door on your right. In here are two more doors. Go through any of them. In the next room is the engine room. Kill the monsters in here, then look at the giant engine in the middle of the room. Shoot at the two gold things on the outside of the engine until they blow. Now run out of there, and go back to the ramp that goes up.

5.) Gain control of bridge:

~~~~~

Go up the ramp until you reach the top and a monster. Kill him then go through the next two doors on your left. Kill the two monsters in here, then go up the catwalk, and through the door at the top.

Take the next door which is an elevator, and you'll lose Elvis. Take it up, then go through the next door, which is also an elevator. Stay facing the wall because that's the way you're supposed to face when you get to the top. Kill the three monsters here fast, then exit the elevator. Elvis will come to your aid again, and he'll climb the ramp. He needs you to protect him while he takes over the bridge. Stand near the doors where you came in from, and shoot anything that comes out while he attempts to take over the bridge.

If you protected him long enough, then he'll eventually take over the bridge and you'll have completed the fourth and final objective in Mission 8.

[8.9]. Mission 9 - Skedar Ruins: Battle Shrine

- Objectives: 1.) Identify temple targets
2.) Activate bridge
3.) Enter Inner-Sanctum
4.) Destroy secret Skedar army
5.) Assassinate Skedar leader

1.) Identify temple targets:

~~~~~

Ok, one more Mission. Walk forward and peek through the opening ahead of you. There is a Skedar Monster to your right. Kill it with your Falcon 2. Equip your R Tracker in order to find the obelisks. If you look on your radar, you will see yellow dots. These are the obelisks. Whenever you find one of these, place a Target Tracer on it. Ok, run around the middle rock, and kill the two monsters in here. One of them is cloaked. In the middle of this area, you'll find one obelisk. If a yellow dot is on your green dot, then this is one of the ones you need to target. If not, then move on.

Go through the other opening at the other end, and take it to the right and follow it until you reach some more monsters. Kill them, then keep going forward. Follow the path, killing any monsters that get in your way, until you reach a fork in the path. There are two monsters here, one on each side. Kill them, then go down the right path to find another obelisk. Place a target amplifier on it if it's one of the ones you need. Now go back to the fork in the road. Run by it, then take the first right you encounter and kill the monster at the other end. Take another right near where the monster was, and kill the two other monsters. Now go and take their ammo, then take the right path and find another obelisk. Place a target amplifier on it if you need to.

Turn around and head towards the other set of stairs, but don't go up them. Turn right at the foot of the stairs to find an opening leading to another obelisk. Kill the monsters in here, then place a target amplifier on it if you need to. Once you've found three obelisks, your first objective will be complete.

2.) Activate bridge:

~~~~~

Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach an fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

3.) Enter Inner Sanctum:

~~~~~

Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner, then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Drop down off the right side of the bridge, and go to the left of that spinning pillar is one of those Skedar crosses, then when you go up to it , it says "Make a sacrafice to the God Of War." Then you get a gun out that you don't want, push B next to the cross, then your gun goes on the ground, and the door is now unlocked. Now go through that door and complete your third objective.

4.) Defeat secret Skedar Army:

~~~~~

The Skedar Army must be defeated in the next room, and they are in suspended animation. Only one of them will come out of the green capsules at a time. Kill them with either your Mauler or Callistgo guns.

5.) Assasinate Skedar leader:

~~~~~

After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

.....

• Special Assignments

.....

The Special Assignments are, just as the name implies, Special Assignments that you get to play after you beat the game once. Like the other missions, you can play the Special Assignments on any one of the default difficulties:

- Agent
- Special Agent
- Perfect Agent



NOTE: I will add the rest of the walkthroughs for the Special Assignments later, but only when I have time. I have other things to do, and the Special Assignments Walkthroughs aren't my top priority. Just as long as I have a FULL WALKTHROUGH for the actual game, I am happy. If you would like to contribute the Walkthrough for any of the Special Assignments, then please send them to me. I will accept ALL contributions. Thank you.

-----  
[9.09]. War!  
-----

....

-----  
[9.09]. The Duel  
-----

From: Nicholas Medley <gatorsrule5@yahoo.com>

In this assignment, every difficultly level starts up off dueling with a dataDyne guard. You'll both get back to back, and take six (uncontrolled) paces forward. This is where you'll take control. Problem is, your health is so low that one hit will kill you. And you only have one full clip (8 bullets) in your Falcon 2. After you take control, spin around and take aim at the guard. He will take a small hop to the side before firing. Use the scope on your gun to zoom in and pop him before he does the same to you. Easy enough. If you're on Agent, you're done. If not, grab his gun and prepare to face....

Jonathan. Once again, you'll start back to back and take six uncontrolled steps. When you spin around, you'll find that.. he's not there! Want to know why? Because he's hiding behind the partition on the side of the room. Quickly step back and watch the wall. Jonathan will roll out from behind the wall. Shoot him while he's rolling to bring him to his feet, then finish him with a nice head shot. Special Agents can consider this thing over with. However, Perfect Agents need to pick up Jonathan's magnum, because they still have one more opponent....

Trent Easton. You can take care of this traitor one of two ways: honorable or wuss. If you choose to take the honorable path, simply spin around and plug 'em. Be warned: Trent turns and fires just as fast as you do. And when he fires, he doesn't miss. Too hard for you? Then try the wuss method. This method entails the following: as soon as you get control, run for your life toward the partition. Now, get near the end of the structure, but don't put any of your body beyond the edge. Lean out and back VERY quickly.

Trent's shot should hit the wall behind you. Keep popping your head out until you get an idea of where his head is. Once you know where to aim, pop your head out one more time and use Jonathan's magnum to put a hole in the NSA director's head. "The Duel" is now complete. That wasn't so hard, now was it?

.....

## 11. Weapons

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All of the weapons in Perfect Dark have secondary functions.

+---+---+---+---+---+---+---+---+---+  
Here is a list of weapons in Perfect Dark:

+---+---+---+---+---+---+---+---+---+

- AR34 Machine Gun
- K7 Avenger
- Callisto NTG
- CMP150
- Cyclone
- Crossbow
- DataDyne dy357 Magnum
- Devastator
- Dragon
- Tranquilizer
- Falcon 2
- FarSight XR20
- Golden Magnum
- Grenades
- Combat Knife
- LapTop Gun
- Laser
- N-Bomb
- MagSec 4
- Mines (Timed)
- Mines (Proximity)
- Remote Mines
- Mauler
- Phoenix
- Psychosis Gun
- RC-P120
- Reaper
- Rocket Launcher
- Shotgun
- Slayer
- Sniper Rifle
- Super Dragon

Here are the Primary and Secondary Functions for each weapon:

+---+---+---+---+---+---+---+---+---+

\* AR34 Machine Gun: Rapid-fire machine gun

Secondary Function: Zoom function. Able to scope while moving

-----  
\* K7 Avenger: Rapid-Fire machine gun, carries a 25 round clip

Secondary Function: A "Threat Detector" which lets you know when  
danger is ahead

-----  
\* Callisto NTG: Green laser from your alien friends

Secondary Function: Also fires automatic shells

-----  
\* CMP150: Automatic machine gun with 32 bullet clips

Secondary Function: Auto-lock onto any four enemies

-----  
\* Cyclone: Automatic gun with 50 bullet clips

Secondary Function: Able to fire off all bullets at once

-----  
\* Crossbow: Shoots arrows that put guards to sleep

Secondary Function: Lethal arrows

-----  
\* DataDyne dy357 Magnum: Powerful pistol with 6 shot rounds

Secondary Function: Pistol whip ability

-----  
\* Devastator: A prototype grenade launcher that shoots "orbs"

Secondary Function: Sticky grenades that stick to walls

-----  
\* Dragon: Automatic machine gun that shoots at a rate of 10 bullets a second,  
and holds up to 30 bullets

Secondary Function: Able to turn into a proximity mine

-----  
\* Tranquilizer: Pistol able to cause enemies to fall unconcious

Secondary Function: Instant kill ability

-----

\* Falcon 2: Pistol with laser-sighting and able to be equipped with a silencer if needed

Secondary Function: Pistol whip ability

-----  
\* FarSight XR20: Able to shoot through walls with infrared sights

Secondary Function: Able to lock onto enemies and follow them

-----  
\* Golden Magnum: Able to kill in one shot

Secondary Function: Pistol whip

-----  
\* Grenades: Explosives that are able to kill on contact

Secondary Function: Turns into pinball mine, and bounces around before stopping and turning into a proximity mine

-----  
\* Combat Knife: Up close combat knife

Secondary Function: Poisoned tipped knife that Joanna throws

-----  
\* LapTop Gun: Automatic weapon with zoom. Disguised as a laptop

Secondary Function: Able to latch to walls or doors, and acts as a sentry gun that guards where you are

-----  
\* Laser: High-powered laser on Joanna's left arm

Secondary Function: Short range constant beam

-----  
\* N-Bomb: Bomb that causes guards to drop their weapons

Secondary Function: Explodes on impact

-----  
\* MagSec 4: Standard pistol that carries eight-bullet rounds

Secondary Function: Burst shots of three bullets per shot

-----  
\* Mines (Timed): Explosives that detonate after 5 seconds

Secondary Function: Unknown

- - - - -  
\* Mines (Proximity): Explosives that detonate when someone gets near it  
Secondary Function: Threat detector

- - - - -  
\* Remote Mines: Explosives that detonate when you detonate it with B button  
Secondary Function: Army detonator

- - - - -  
\* Mauler: Powerful pistol that holds 20-bullet clips  
Secondary Function: Charged-shot where you charge the shot, then let Z  
go for one huge blast

- - - - -  
\* Phoenix: Alien pistol  
Secondary Function: Fires bullets that explode on contact

- - - - -  
\* Psychosis Gun: Turns bad guys into good guys  
Secondary Function: Unknown

- - - - -  
\* RC-P120: Powerful automatic machine gun  
Secondary Function: Cloaking device

- - - - -  
\* Reaper: Extremely fast automatic, with 300 bullet rounds, and is capable  
of firing at a rate of 28 bullets per second  
Secondary Function: Turns into a chainsaw type of weapon

- - - - -  
\* Rocket Launcher: Shoots deadly rockets  
Secondary Function: Auto-lock device

- - - - -  
\* Shotgun: Powerful shotgun that reloads slowly  
Secondary Function: Fires two shots at once

- - - - -  
\* Slayer: Powerful rocket launcher that turn into jet-type rockets



- Infrared Goggles: Allows you to see enemies in infrared
- Long-range zoom goggles: Allows you to view far away objects
- X-Ray Scanner: Lets you see through walls and doors
- Data Uplink: Allows you to download/upload necessary data
- Hover Bike: Cool transportation

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### 13. Multiplayer

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#### M U L T I P L A Y E R   S E T T I N G S :

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 Here are some of the many options and settings in the multiplayer modes  
 of Perfect Dark. This is a mini-guide to the Combat Simulator.

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 S C E N A R I O   O P T I O N S :  
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-----

No Player Highlight (Combat): Other players are not highlighted, making them  
 harder to find

-----

No Pickup Highlight (Combat): Anything you pickup WILL NOT flash or shine

-----

Highlight Briefcase (Hold the Briefcase): The briefcase becomes brigher, and  
 highlighted

-----

Show on Radar (Hold the Briefcase): The briefcase is shown on the radar

-----

Highlight Terminal (Hacker Central): Data Uplink and terminal become brigher  
 and highlighted

-----

Show on Radar (Hacker Central): Data Uplink and terminal become brigher and  
 highlighted on the radar

-----

Highlight Target (Pop a Cap): The player who is the target in Pop A Cap becomes  
 highlighted

-----  
Show on Radar (Pop a Cap): The targeted player becomes a dot on the radar  
-----

Hill on Radar (King of the Hill): The hill is shown on the radar  
-----

Mobile Hill (King of the Hill): The hill moves after it is captured by a team  
-----

Time (King of the Hill): Changes the amount of time a team must keep the hill for  
-----

Show on Radar (Capture the case): Everything is shown on the radar  
-----

+===+===+===+

W E A P O N S :

+===+===+===+

Here are which weapons that go with each weapons settings:

```
|-----|
| PISTOLS |
|-----|
| Falcon 2 |
| MagSec 4 |
| Mauler   |
| Phoenix  |
| Shield   |
|-----|
```

```
|-----|
| AUTOMATICS |
|-----|
| Falcon 2   |
| Laptop Gun |
| CMP150    |
| AR34      |
| Shield    |
|-----|
```

```
|-----|
| POWER     |
|-----|
| MagSec 4  |
|-----|
```



| Shotgun  
| RC-P120  
| DY357  
| Shield  
|

| FARSIGHT  
|

| Phoenix  
| Cyclone  
| FarSight XR-20  
| Callisto NTG  
| Shield  
|

| TRANQUILIZER  
|

| Falcon 2  
| Dragon  
| Tranquilizer  
| CMP150  
| Shield  
|

| HEAVY  
|

| K7 Avenger  
| Mauler  
| Reaper  
| SuperDragon  
| Shield  
|

| EXPLOSIVE  
|

| Devastator  
| SuperDragon  
| Shield  
|

| GOLDEN MAGNUM  
|

| Falcon 2 (silenced)  
| CMP150  
| DY357-LX  
|

```
| Grenade  
| Shield  
|_____
```

```
|  
| GRENADE LAUNCHER  
|_____
```

```
|  
| CMP150  
| MagSec 4  
| AR34  
| Devastator  
| Shield  
|_____
```

```
|  
| ROCKET LAUNCHER  
|_____
```

```
| Rocket Launcher  
| Mauler  
| Dragon  
| Cyclone  
| Shield  
|_____
```

```
|  
| CLOSE COMBAT  
|_____
```

```
|  
| Combat Knife  
| Crossbow  
| Timed Mine  
| Shield  
|_____
```

```
|  
| PROXIMITY MINE  
|_____
```

```
|  
| MagSec 4  
| K7 Avenger  
| Laptop Gun  
| Proximity Mine  
| Shield  
|_____
```

+---+---+---+---+

Preset Simulations

+---+---+---+---+

Simulations are multiplayer matches you can choose from, there are 14 preset simulations in the Combat Simulator. Below is a description of each simulation.

+====+====+

NO SHIELD

+====+====+

Location: Skedar Arena

Weapons: Falcon; CMP150; Cyclone; MagSec4; AR53

Description: You have no shields equipped in this match, so you'll have to watch your health. The first person to score 10 points or after 10 minutes is over, the match ends.

+====+====+

AUTOMATICS

+====+====+

Location: Pipes

Weapons: Dragon; AR53; Cyclone; CMP150

Description: Your path to good shots are up on elevated platforms here. Try stopping on top of ladders or high platforms for good clear shots.

+====+====+

SIMULANTS

+====+====+

Location: Skedar

Weapons: Rocket Launcher; AR53; Cyclone; CMP150

Description: Your goal is to pick off all the enemy simulants in this area. Try staying high up for great ambush points.

+====+====+====+

COMPLEX FARSIGHT

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Location: Complex Labyrinth

Weapons: FarSight Rifle; K7 Avenger; Cyclone

Description: Ends when somebody gets 20 points or after 10 minutes. Use the FarSight Rifle here.

+====+====+====+====+

KING OF THE HILL

+====+====+====+====+

Location: King of the Hill

Weapons: K7 Avenger; DY357 Magnum; AR53

Description: Find the location of hills to get good shots. You can also use your radar in this match.

+====+====+====+====+

CAPTURE THE CASE

+====+====+====+====+

Location: Area 52

Weapons: N/A

Description: Your mission here is to steal a briefcase while protecting your own. First kill the enemy and then steal his case, this is the most efficient way of doing it.

+====+====+

CLOAKING

+====+====+

Location: N/A

Weapons: N/A

Description: When you collect the Cloaking device you are invisible from enemies for a limited time.

+====+====+

SLAYER

+====+====+

Location: N/A

Weapons: N/A

Description: This handy Rocket Launcher is great for use when shooting around tight corners, it definitely gets the job done in the Skedar Arena.

+====+====+====+====+

HOLD THE BRIEFCASE

+====+====+====+====+

Location: Skedar Arena

Weapons: N/A

Description: You will receive 1-pt for every 30 seconds you hold on to the briefcase here. Once you grab the case, run ahead of enemies and pick them off when they approach behind you.

+====+====+====+====+

TEMPLE EXPLOSIVES

+====+====+====+====+

Location: Temple

Weapons: Devastator; SuperDragon

Description: You only have 10 minutes to complete this one. Try and listen so you'll know which doors are opening.

+====+====+====+====+

SLOW MOTION

+====+====+====+====+

Location: Skedar Arena

Weapons: Sniper Rifle

Description: As the title suggests, this entire match is played in slow motion. This can be good for you because it's easier to pick off enemies with the sniper rifle.

+====+====+====+====+

ROCKET LAUNCHER

+====+====+====+====+

Location: Area 51; Area 52

Weapons: Rocket Launcher; Dragon

Description: Use your Rocket Launcher to kill off enemies fast, one shot and they're gone. Try and use the Dragon too.

+====+====+====+====+

TRANQUILIZER

+====+====+====+====+

Location: N/A

Weapons: Tranquilizers; CMP150; Dragon; Tranq

Description: For each enemy you defeat, you'll receive a bunch of points. Try not

to use the Tranq as much, but focus more on the Tranquilizers and CMP150.

+====+====+====+====+

Multiplayer Modes:

+====+====+====+====+

F R E E F O R A L L

+====+====+====+====+

Pop A Cap: One player is made the target for everyone else

Hold The Briefcase: Just like Flag-Tag, only with brief case

T E A M B A S E D

+====+====+====+====+

King of the Hill: One team must get a certain number of points

Capture the Flag: One team must capture the other teams flag

Touch that Box: One team must find the other team's boxes and make them their  
color

Hacker Central: One team must hack into another team's computer

+====+====+====+====+

S I M U L A N T S:

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Normal Simulants:

+====+====+====+====+

EasySim: Harmless Simulant

NormalSim: Average Simulant

HardSim: Incredibly difficult Simulant to play against

DarkSim: Incredibly fast Simulant

MeatSim: Average to slow Simulant

PerfectSim: Fast, deadly, and almost impossible to beat.

Special Simulants:

+====+====+====+====+

FistSim: Uses hands-only combat

CowardSim: Frightened Simulant who will do anything not to die

FeudSim: This Simulant finds someone in the game, and will hunt that  
player down until they are dead

KazeSim: A suicidal Simulant with a death-wish, and will do anything to  
take you and others down

JudgeSim: Simulant who will attempt to kill the player who is winning  
at the time

PeaceSim: Peaceful Simulant who takes all weapons in the arena for himself  
and for peace

RocketSim: Loves to use explosive weapons like Rocket Launchers

PreySim: Simulant who hunts down the easier opponents for easy kills

SpeedSim: Incredibly fast Simulant

ShieldSim: Simulant who takes all of the shields and armor in the arena

TurtleSim: Incredibly slow Simulant, and uses shields almost constantly

VengeSim: Hunts down the last player who killed it. Beware...

+====+====+====+====+====+====+

MORE SIMULANT DEFINITIONS:

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+====+====+

MeatSim

+====+====+

Description: One of the very low-class sims. This thing can't even find you, let alone shoot you. You start out defaultly havning this sim, although it sucks.

+====+====+

NormalSim

+====+====+

Description: As the title suggests, this sim is very average. It's not potentially dangerous, nor is it harmless (like the MeatSim) but just keep gaurd from this sim.

+====+====+

PerfectSim

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Description: This will appear once Challenge #13 is completed. Very dangerous. If you set this as an enemy, watch out! It's very highly capable of finding and shooting you down.

+====+====+

EasySim

+====+====+

Description: A little smarter than the MeatSim, a little dumber than the NormalSim, the EasySim isn't really something to worry about as an opponent. If it's on your team, try it out a few times so it can learn the basics.

+====+====+

HardSim

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Description: Almost the same quality as a PerfectSim, the HardSim is pretty smart and has a radar capable of finding you. It also can find special weapons to shoot you up, keep your guard up with the HardSim.

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14. Challenges / Firing Range

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The Challenges lie within the Combat Simulator option. It's like a multiplayer game, because you can play with up to 4 people, and it's the humans VS. the Simulants. You can get up to 4 gold stars for each challenge. You will get a star for each time you beat it with a different amount of players (i.e. 1st star with 1 player, 2nd star with 2 players, etc., etc.

+---+---+---+---+---+---+---+---+---+  
 Combat Challenges and what they unlock:  
 +---+---+---+---+---+---+---+---+---+

| CHALLENGE #  | WHAT IT UNLOCKS                                |
|--------------|------------------------------------------------|
| Challenge 1  | Nothing                                        |
| Challenge 2  | Nothing                                        |
| Challenge 3  | Nothing                                        |
| Challenge 4  | Nothing                                        |
| Challenge 5  | Complex level, Farsight XR-20 gun              |
| Challenge 6  | Hold the Briefcase scenario, Shotgun gun       |
| Challenge 7  | Warehouse level, Falcon 2 (silencer) gun       |
| Challenge 8  | Capture the Case scenario, Super Dragon gun    |
| Challenge 9  | Ravine level, Laptop gun                       |
| Challenge 10 | Hacker Central sc., Temple level, Remote mines |
| Challenge 11 | Tranquilizer gun                               |
| Challenge 12 | Falcon 2 (scope) gun                           |
| Challenge 13 | G5 Building level, Reaper gun                  |
| Challenge 14 | Cloaking device                                |
| Challenge 15 | Pop a Cap scenario, Grid level, Devastator gun |
| Challenge 16 | Facility level, Proximity mines                |
| Challenge 17 | Slayer gun                                     |
| Challenge 18 | Villa level, Pheonix gun                       |
| Challenge 19 | Combat boost                                   |
| Challenge 21 | Car Park scenario, Sewers level, Mauler gun    |































| \_\_\_\_\_ |

Use the secondary function of the Combat Knife (poison tipped), and toss the knives at the target over and over again at the Bulls-Eye until you get a score of 72 or above.

Silver:

| \_\_\_\_\_ |  
| Goal Score: 90 |  
| Ammo Limit: 18 |  
| Time Limit: 2:00 mins |  
| \_\_\_\_\_ |

Aim for the center target's Bulls-Eye, and throw the knife at it BEFORE it turns to face you so that by the time the knife gets there, the target will be facing you. Do this over and over again for the other targets (either strafe left or right if necessary) until you get a score of 90.

Gold:

| \_\_\_\_\_ |  
| Goal Score: 80 |  
| Goal Targets: 8 |  
| Time Limit: 30 sec. |  
| \_\_\_\_\_ |

Stand to the right of the computer, and line your sights up with the Bulls-Eye of the target to the right. Throw your knives at the targets as they pass by you. This is pretty simple.

>Coming Soon<

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15. FAQ (Frequently Asked Questions)

.....

1) Q: When does Perfect Dark come out?

A: On May 22nd or May 23rd in the United States

2) Q: Is it a true sequel to Goldeneye?

A: Nope. It's a whole new game, totally unrelated to Goldeneye

3) Q: How many weapons are there in Perfect Dark?

A: Over 40 different weapons

4) Q: Is there face-mapping?

A: Nope. Rare removed it from the final version of the game.

5) Q: How can I get onto the Hover Bike?

A: I'm not really sure how to do it, because the only time I did it, I just pressed a bunch of buttons at the same time, and I got lucky and somehow got on the Hoverbike

6) Q: Can I kill the flying robots in Mission 3: Chicago?

A: No, you cannot kill those damn flying robots. They have shields which you cannot break through. Don't even try.

7) Q: Is there an alternate way to beat the Mission 5: Air Force One?

A: Yeah, but it's harder: After getting the President, you can instead decide to complete your THIRD objective instead of your second one, but this forces you to activate the autopilot, and then still get the President to safety. It's a lot harder to do, since you have to protect the President for a longer time, and you put more risk on him. Just save the President first, then go and destroy the UFO from the plane: It's a WHOLE LOT easier, and it is also way faster. You'll thank me later when the President keeps on dying over and over again. ;)

8) Q: Have you found a way to get onto the Hover Bike yet?

A: Yes, and to do it just double-tap B to get on it. Thanks to Ed McGlothlin from The GIA at: ed@thegia.com!

9) Q: Where is the Firing Range?

A: In the Carrington Insitute: Take the elevator down to the first main floor, then go left and through the first double brown doors to your left.

10) Q: What is the best tip you can give me for the Firing Range?

A: My best tip? HMMMMMMMM...always aim for the Bullseyes, period.

11) Q: What can you win for completing the Firing Range?

A: Read for yourself in the Secrets Section.

12) Q: How come I don't have <insert weapon name here> in the Firing Range?

A: Because you need to open that weapon in the Solo Missions or with the Challenges.

13) Q: What is the easiest Firing Range weapon to use?

A: Hmmm...I'd have to say the Laptop Gun and the Mauler are pretty easy to use.

14) Q: How come I can't aim for the Bulls-Eye very good?

A: Because you suck. Go practice some more. :P

.....

#### 16. Cheese Locations

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#### CARRINGTON INSTITUTE

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- To get to the cheese in carrington institute, you have do the firing range trick with the hover crate(propping open the door so it doesn't close). Now leave enough room so you can run out, open the double doors leading into the firing range, run into the range, select the slayer, set it on guided rockets, and fire. Guide it outside the range. Take a right and go down the ramps leading to the basement. You obviously cant open doors as a rocket, so take a right at the fork in the ramp. Go outside into the open!

If you go up to a higher level, youll be above the entire area with the hoverbike and crates and stuff. Head over to the door to the institute, the shiny blue one, and a little higher than the level of the door. Turn right, next to the building, and there is cheese, sitting on the ledge. Its a lot easier and faster than that, just read through and follow carefully. An alternative pathway is just following the partition wall between the two helipads and staying a little right of it when you come to the big block.

-----

#### CARRINGTON INSTITUTE

-----

- Carrington institute: go though the door that the skedar guy broke down and go all the way back to the locked door and use the sniper rifle to look at the cheese.

-----

#### DATADYNE RESEARCH: INVESTIGATION

-----

- You must have a difficulty setting where "Shut down the experiments" is an



objective. Go into the first room and shut down that experiment, then go through the two big doors, and you should be in a room with glass on the floor in front of you. If you are turn left and go around the computers and pillar. There should be another glass plate over the floor. About the middle of the plate on the far left side, there is the cheese.

---

DATADYNE CENTRAL: DEFECTION

---

- In the first level the cheese is in the bottom of a tube right next to the first com hub. You will need to have all guns cheat and put a remote mine the tube next the first com hub and blow it up and it should also knock a hold in it. I found this by accident. While in the room where the cheese is one of the walls in there can be blown up to get into Cassandra's office. It might also be useful to have invincibility on to.

---

DATADYNE CENTRAL: EXTRACTION

---

- Also on the 1st stage 2nd level in the large area before the isotope and the experimental labs there is a part of the room that sinks down and there is a floor panel if you try to open it will open letting you down the ladder into the firing range. I used the farsite to find out what the ladder was for in the firing range on that level. Also if your fast enough in the room where the radio active isotope is if you run behind the isotope room. There will be a crate with a proximity mine in it.

---

DATADYNE CENTRAL: EXTRACTION

---

- Datadyne central: extraction. Blow up a wall panel in Cassandra's office to find it.

---

CARRINGTON VILLA: HOSTAGE ONE

---

- Head down into the basement of the building. Search all of the shelves within the basement area. Find the wine cellar, and you should find a piece of cheese on top of one of the wine cellar shelves.

---

CARRINGTON VILLA: HOSTAGE ONE

---

- Carrington Villa: After you go through the doors and start seeing the wine racks, it on top of the 2nd wine rack in the first hallway. You will enter the doors into a room with 2 wine racks in it. Go past them into the hall. There are 2 wine racks lining the walls the 2nd one (the one on the right wall) has the cheese on top of it. You can see a slither of it by looking up, or you can see all of it using a farsight.

---

CHICAGO: STEALTH

---

- This one is an easy one. Make your way through the first part of the level

until you get to the main streets. Look for the Pond Punk Bar (there's a sign), and go inside. Make your way to the back and into the bathrooms. Look inside the toilet to find a piece of cheese floating inside.

---

CHICAGO: RECONAISSANCE

---

- Another semi-easy piece of cheese to find. Make your way into the vents that lead to the control room. Search inside the vents to find the piece of cheese you are looking for. Ha....I love easy cheese.

---

CHICAGO: RECONAISSANCE

---

- Another semi-easy piece of cheese to find. Make your way into the vents that lead to the control room. Search inside the vents to find the piece of cheese you are looking for. Ha....I love easy cheese.

or...

- First, go in the room with the damping field generator. You should see a vent on the wall under the sloping ceiling. The cheese is in there, towards the right.

- MetroidMoo

---

AREA 51: RESCUE

---

- On area 51, 2nd mission. Once you knock a hole in the wall and get the disguise and do all the other stuff. but don't rescue Elvis go to the area where you can download the two virus's go down the long hall way and you will see a large door and 2 small that lead into the bathrooms shoot or blow up the large door in order to get guard on the other side attention and thus opening it. the door is locked by the way. go up the stairs and to the cat walk where there's a break in to and there's a small walk way there takes you into the vents stop right before you fall into the bathroom and take out a sniper rifle and look to the end of the tubes and you should see the cheese there.

---

AREA 51: ALL 3 STAGES

---

- All area 51 stages the cheese is in the same place in the vents above the bathrooms. But in the first area you either need to put it on counter top so that your friend can maybe appear there or use the FarSight. IF you got Gameshark 3.3 go to <http://www.cmgsgcc.com/index2.shtml> GameShark Code creators club for the moon jump walk, thru walls & doors. To see the cheese up close.

---

AIR BASE: ESPIONAGE

---

- Go to the area where the rail car lets off the stewardess and after you knock em all out. You go to the far left until you are agents the ropes. Go to the corner where the rope turns and goes to the wall. Take out your sniper rifle or horizon scan and look down. There should be a patch of water and when you area looking and a close enough zoom you should find it. Might have to move around a bit but it is in that area.

---

#### AIR FORCE ONE: ANTITERRORISM

---

- Air force 1 : One the plane, go downstairs to the room with the entrance to the room housing the escape pod. As you open the door you there are some pipes to your left. Go past them and turn around. Looking down, the piece of cheese is sitting there.

---

#### CRASH SITE: CONFRONTATION

---

- Hahaha I found it. Go to the area the front end on the plane crashed. Or the area where the pres. Ir. scanner is. Go to the nose of the plane. Then go right kill the blonde guy and there. Go Forward till you area where you see till the planes broken wind wing, back up, take out a sniper rifle. Then look between the broken part of the planes wing and the snow wall and the cheese should be on the ground there. If you still can't find it. Right of the plane and look kill blonde and it is in that proximity.

---

#### PELAGIC 2: EXPLORATION

---

- Pelagic 2 Right out side the power room where you use the x ray goggles look down on the floor out side of that room and it is below a floor panel around there.

---

#### DEEP SEA: NULLIFY THREAT

---

- Mission 6: Ceatan Mega Weapons Stage. Or the stage where you have to destroy the mega weapon and dr. carol dies. When you start the stage. Don't move! Take out a sniper rifle and in the hallway That has the glass on the bottom looking at the bottom of the sea. You should be in the hallway at the beginning. Look to the left with the sniper rifle and Zoom in. Look around the corner area or just scan the area. There cheese is a little off from the corner! You might see it as a yellow blip with the falcon you start out with. But the sniper is how you see it.

---

#### ATTACK SHIP: COVERT ASSAULT

---

- Skedar Battle Ship: Go out get Elvis Esc. But do NOT go in the elevators! Stand in front of them. Go to the room on the right where some of the skedar come out of. Look down thought the glass plate on the floor you might need to move around a bit but the cheese in right around there.

-----  
SKEDAR RUINS: BATTLE SHRINE  
-----

- On the skedar battle shrine. Final area. Right before you blast a hole in the wall to get into the hall way that takes you to the room that operates the bridge. Go back and to the area where on agent there is a shield there and a big crack in the wall and two skedar there as well. Use the far sight or sniper (you will have to kneel down to use the sniper look though the crack and the cheese is in there). I am now looking for it in air force 1 stage the others.

-----  
MR. BLONDE'S REVENGE  
-----

- Blonde's revenge: you are going to have to blow up a wall panel some where in Cassandra's office.

-----  
MAIAN SOS  
-----

- Maian SOS same place as in the previous stage in the vents above the bathroom.

-----  
WAR!  
-----

- WAR! Same place where that giant crack in the wall is.

-----  
THE DUEL  
-----

- The Duel: you need to use the far site for this one.

.....  
17. Secrets  
.....

| GUN  | HOW TO UNLOCK IT                                                               |
|------|--------------------------------------------------------------------------------|
| PP9I | Get all Gold Stars in the Falcon 2, Falcon 2 (Silencer), and Falcon 2 (Scope). |
| CC13 | Get all Gold Stars with the Power Weapons.                                     |
| DMC  | Get all Gold Stars in ???                                                      |
| AR53 | Get all Gold Stars in ???                                                      |



INVINCIBILITY:

+====+====+====+

Successfully complete the Area 51; Escape level with a time less than 3:50 under the Agent difficulty setting.

+====+====+====+====+====+

CLOAKING/INVISIBILITY:

+====+====+====+====+====+

Successfully complete the G5 Building: Reconnaissance level with a time less than 1:30 under the Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

+====+====+====+====+====+====+

MARQUIS OF QUEENSBURY RULES:

+====+====+====+====+====+====+

Successfully complete the Datadyne Central: Defection level with a time less than 1:30 under the Special Agent difficulty setting.

+====+====+====+

JO SHIELD:

+====+====+====+

Successfully complete the Deep Sea: Nullify Threat level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+====+====+====+

SUPER SHIELD:

+====+====+====+

Successfully complete the Carrington Institute: Defense level with a time less than 1:45 under the Agent, Special Agent, and Perfect Agent difficulty settings.

+====+====+====+

ENEMY SHIELDS:

+====+====+====+

Successfully complete the Carrington Institute: Defense level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+====+====+====+

ENEMY ROCKETS:

+====+====+====+

Successfully complete the Pelagic LL: Exploration level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+====+====+====+====+

PERFECT DARKNESS:

+====+====+====+====+

Successfully complete the Crash Site: Confrontation level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

ROCKET LAUNCHER:

+----+----+----+----+

Successfully complete the Datadyne Central: Extraction level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

SNIPER RIFLE:

+----+----+----+----+

Successfully complete the Carrington Villa: Hostage One level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

SUPERDRAGON:

+----+----+----+----+

Successfully complete the Area 51: Escape level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

LAPTOP GUN:

+----+----+----+----+

Successfully complete the Air Force One: Anti-Terrorism level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

PHOENIX:

+----+----+----+----+

Successfully complete the Attack Ship: Covert Assault level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+----+----+----+----+

PSYCHOSIS GUN:

+----+----+----+----+

Successfully complete the Chicago: Stealth level with a time less than 2:00 under the Perfect Agent difficulty setting.

+----+----+----+----+

TRENT'S MAGNUM:

+----+----+----+----+

Successfully complete the Crash Site: Confrontation level with a time less than 2:50 under the Agent difficulty setting.

+----+----+----+----+

FARSIGHT:

+====+====+====+

Successfully complete the Deep Sea: Nullify Threat with a time less than 7:27 under the Perfect Agent difficulty setting.

+====+====+====+

CLASSIC WEAPONS:

+====+====+====+

Win all golds on the firing range to unlock the PP9I, CC13, KLO1313, KF7 Special, ZZT, DMC, and RC-P45.

+====+====+====+

CLASSIC SIGHT:

+====+====+====+

Successfully complete the Datadyne Central: Defection level under the Agent, Special Agent, and Perfect Agent difficulty settings.

+====+====+====+====+====+====+

UNLIMITED LAPTOP GUN AMMO:

+====+====+====+====+====+====+

Successfully complete the Air Force One: Anti Terrorism level with a time less than 3:55 under the Perfect Agent difficulty setting.

+====+====+====+

HURRICANE FISTS:

+====+====+====+

Successfully complete the Datadyne Central: Extraction level with a time less than 2:03 under the Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

+====+====+====+

UNLIMITED AMMO:

+====+====+====+

Successfully complete the Pelagic LL Exploration level with a time less than 7:07 under the Special Agent difficulty setting.

+====+====+====+====+====+====+

UNLIMITED AMMO (NO RELOADS):

+====+====+====+====+====+====+

Successfully complete the Air Base Espionage level with a time less than 3:11 under the Special Agent difficulty setting.

+====+====+====+

X-RAY SCANNER:

+====+====+====+

Successfully complete the Area 51 Rescue level under the Agent, Special Agent, and Perfect Agent difficulty settings.



+====+====+====+

R-TRACKER:

+====+====+====+

Successfully complete the Skedar Ruins: Battle Shrine level under the Agent, Special Agent, and Perfect Agent difficulty settings or load a Perfect Dark Game Boy Color version file.

+====+====+====+

ALL GUNS:

+====+====+====+

Successfully complete the Skedar Ruins: Battle Shrine level with a time less than 5:31 under the Perfect Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

+====+====+====+====+====+====+

VELVET DARK ALWAYS AVAILABLE:

+====+====+====+====+====+====+

Successfully complete the Datayne Research Investigation level with a time less than 6:30.

+====+====+====+

HOT SHOT:

+====+====+====+

Successfully complete the Area 51 Infiltration level with a time less than 5:00 under the Special Agent difficulty setting.

+====+====+====+

HIT AND RUN:

+====+====+====+

Successfully complete the Carrington Villa Hostage One level with a time less than 2:30 under the Special Agent difficulty setting.

+====+====+

ALIEN:

+====+====+

Successfully complete the Attack Ship Covert Assault level with a time less than 5:17 under the Special Agent difficulty setting.

+====+====+====+====+====+====+

MR. BLONDE'S REVENGE MISSION:

+====+====+====+====+====+====+

Successfully complete all solo missions under the Agent, Special Agent, or Perfect Agent difficulty settings.

+====+====+====+====+

MAIAN SOS MISSION:

+====+====+====+====+

Successfully complete all solo missions under the Special Agent or Perfect Agent difficulty settings.

+---+---+---+

WAR! MISSION:

+---+---+---+

Successfully complete all solo missions under the Perfect Agent difficulty setting.

+---+---+---+

DUEL MISSION:

+---+---+---+

Collect all the weapons in the solo missions and achieve a Bronze rating or higher for each weapon at Firing Range.

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

PERFECT DARKNESS DIFFICULTY

Successfully complete all solo missions under the Perfect Agent difficulty setting.

-----  
GAMESHARK CODES  
-----

1E Enable Code (Must Be On)  
(GS 3.20 Or Higher Needed!)  
EE000000 0000

1M Master Bryan's Activator 1 P1  
D009C7E4 00??

2M Master Bryan's Activator 2 P1  
D009C7E5 00??

1D Master Bryan's Dual Activator P1  
D109C7E4 00??

3M Master Bryan's Activator 1 P2  
D009C7EC 00??

4M Master Bryan's Activator 2 P2  
D009C7ED 00??

2D Master Bryan's Dual Activator P2  
D109C7EC 00??

5M Master Bryan's Activator 1 P3  
D009C7F4 00??

6M Master Bryan's Activator 2 P3  
D009C7F5 00??

3D Master Bryan's Dual Activator P3  
D109C7F4 00??

7M Master Bryan's Activator 1 P4  
D009C7FC 00??

8M Master Bryan's Activator 2 P4  
D009C7FD 00??

4D Master Bryan's Dual Activator P4  
D109C7FC 00??

+====+====+====+====+  
LOW RESOLUTION CODES:  
+====+====+====+====+

-----  
P1 Codes  
-----

Have All Weapons  
D013EE6F 001E  
8013EE70 0007

Infinite Ammo (Right Weapon)  
D013EE6F 001E  
8013DE5B 00FF

Infinite Ammo (Left Weapon)  
D013EE6F 001E  
8013E5FF 00FF

Infinite Rounds (On Clip)  
Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4,  
Mauler, Phoenix, PP9i & CCI3:  
D013EE6F 001E  
8013EDAF 00FF

CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun,  
KLOI3I3, ZZT (9mm), DMC & RC-P45  
D013EE6F 001E  
8013EDB3 00FF

Crossbow  
D013EE6F 001E  
8013EDB7 00FF

Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7  
Special, AR53  
D013EE6F 001E  
8013EDBB 00FF

Shotgun  
D013EE6F 001E  
8013EDBF 00FF

FarSight XR-20  
D013EE6F 001E  
8013EDC3 00FF

Grenade  
D013EE6F 001E  
8013EDC7 00FF

Rocket Launcher  
D013EE6F 001E

8013EDCB 00FF

Combat Knife

D013EE6F 001E

8013EDCF 00FF

DY357 Magnum & DY357-LX

D013EE6F 001E

8013EDD3 00FF

Devastator

D013EE6F 001E

8013EED7 00FF

Remote Mine

D013EE6F 001E

8013EEDB 00FF

Proximity Mine

D013EE6F 001E

8013EEDF 00FF

Timed Mine

D013EE6F 001E

8013EEE3 00FF

Reaper

D013EE6F 001E

8013EEE7 00FF

N-Bomb

D013EE6F 001E

8013EEF3 00FF

Tranquilizer

D013EE6F 001E

8013EEF7 00FF

Combat Boost

D013EE6F 001E

8013EEFF 00FF

Psychosis Gun

D013EE6F 001E

8013EF03 00FF

All Guns (GS 3.0 Or Higher Needed!)

D013EE6F 001E

50001604 0000

8013EDAF 00FF

+---+---+---+---+---+

LOW RESOLUTION CODES (P2):

+---+---+---+---+---+

24 Have All Weapons

D0140ADF 001E

80140AEO 0007

25 Infinite Ammo (Right Weapon)

D0140ADF 001E

8013FACB 00FF

26 Infinite Ammo (Left Weapon)

D0140ADF 001E

8014026F 00FF

Infinite Rounds (On Clip)

27 Falcon 2, Falcon 2 (Silenced),  
Falcon 2 (Scope), MagSec 4, Mauler,  
Phoenix, PP9i & CCI3:

D0140ADF 001E

80140A1F 00FF

28 CMPI50, Cyclone, Callisto NTG,  
RC-PI20, Laptop Gun, KLOI3I3, ZZT  
(9mm), DMC & RC-P45:

D0140ADF 001E

80140A23 00FF

29 Crossbow

D0140ADF 001E

80140A27 00FF

30 Dragon, K7 Avenger, AR34,  
SuperDragon, Sniper Rifle, K7  
Special, AR53

D0140ADF 001E

80140A2B 00FF

31 Shotgun

D0140ADF 001E

80140A2F 00FF

32 FarSight XR-20

D0140ADF 001E

80140A33 00FF

33 Grenade

D0140ADF 001E

80140A37 00FF

34 Rocket Launcher

D0140ADF 001E

80140A3B 00FF

35 Combat Knife

D0140ADF 001E

80140A3F 00FF

36 DY357 Magnum & DY357-LX

D0140ADF 001E

80140A43 00FF

37 Devastator

D0140ADF 001E

80140A47 00FF

38 Remote Mine

D0140ADF 001E  
80140A4B 00FF

39 Proximity Mine  
D0140ADF 001E  
80140A4F 00FF

40 Timed Mine  
D0140ADF 001E  
80140A53 00FF

41 Reaper  
D0140ADF 001E  
80140A57 00FF

42 N-Bomb  
D0140ADF 001E  
80140A63 00FF

43 Tranquilizer  
D0140ADF 001E  
80140A67 00FF

44 Combat Boost  
D0140ADF 001E  
80140A6F 00FF

45 Psychosis Gun  
D0140ADF 001E  
80140A73 00FF

46 All Guns  
(GS 3.0 Or Higher Needed!)  
D0140ADF 001E  
50001604 0000  
80140A1F 00FF

.....

18. CREDITS

.....

CJayC- For accepting all of my FAQs, and for creating the best web site on  
the net!

Me- For making this FAQ! :p

Rare.com- For the story, and just for making some of the best games out there  
(Perfect Dark, Goldeneye 007, DK 64, Jet Force Gemini, The entire  
Donkey Kong series on the SNES, etc.) Thanks for making the N64  
a playable platform again. ;)

Dallas- We exchanged some info, so some credit goes to him. Thanks!

RedDog221- For the codes

Christopher Pesch <chrispesch@hotmail.com>- For some weapon functions and  
a bunch of codes!

DraSlayer@aol.com- For the Cheese Locations.

Nicholas Medley <gatorsrule5@yahoo.com>- For the "Duel" Walkthrough

From: Bellboy95@aol.com- Also for some Cheese Locations

.....

19. CONTACT INFO

.....

Shameless Self-Promotion: Other FAQs by me:

-----

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Hot Shots Golf 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

.....

My Resident Evil Code Veronica site: [www.geocities.com/residentevilcv](http://www.geocities.com/residentevilcv)

My website: [http://www.geocities.com/i\\_am\\_nemesis\\_99](http://www.geocities.com/i_am_nemesis_99)

E-Mail Address: [nemesis@flipmode.com](mailto:nemesis@flipmode.com)

E-MAIL RULES:

-----

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others

- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

This document intellectual and legal property of...

Brett

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" _____ "
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_ / / / / _ / / / / / _ / ( _ ) _ / ( _ )
/_ / \ / \ _ // / / / / \ _ // _ / / / / _ /
Franklin

```

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--AND PLEASE REMEMBER--

\*\*\*ATTENION WEBMASTERS\*\*\*

I HAVE CHANGED MY MIND ABOUT PEOPLE USING MY FAQS ON THEIR SITES. FROM NOW ON, I WILL ALLOW ANYONE WHO WOULD LIKE TO USE MY FAQS ON THEIR SITES TO USE THEM, JUST AS LONG AS YOU E-MAIL ME AND ASK ME. ALSO, YOUR SITE MUST BE LEGIT; A REAL WEBSITE. I UNDERSTAND WHAT IT'S LIKE TO HAVE PEOPLE REJECT REQUESTS TO USE YOUR FAQS ON THEIR WEBSITES, SO THAT IS WHY I HAVE CHANGED MY MIND. BUT I WILL ONLY ALLOW YOU TO USE MY FAQS JUST AS LONG AS YOU A)E-MAIL ME AND ASK ME, AND B)GIVE ME FULL CREDIT FOR ANY FAQS THAT YOU ARE USING ON YOUR WEBSITE.

HOWEVER, IF YOU DO PUT THIS OR ANY OF MY FAQS ON YOUR SITE WITHOUT MY PERMISSION, LEGAL ACTION WILL BE TAKEN IMMEDIATLY. I'D LIKE TO THANK YOU FOR READING THIS, AND I WOULD LIKE TO SAY THAT IF YOU WANT TO PUT THIS OR ANY OF MY FAQS ON YOUR SITE, THE ANSWER IS STATED CLEARLY ABOVE. SORRY IF I'M BEING RUDE, BUT I'M SICK OF PEOPLE JUST TAKING MY FAQS WITHOUT MY CONSENT. THANK YOU.

This FAQ can only appear on the following sites (w/out having to ask me):

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



-Vgstrategies.com <<http://vgstrategies.about.com>>

-GameShark.com <[www.gameshark.com](http://www.gameshark.com)>

One final word:

"Don't Do Drugs!"

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