

Perfect Dark Expert Guide

by Chaos Demon

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Perfect Dark(N64)

Expert Guide

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<http://www.gamefaqs.com>

>> "There are over one million Perfect Dark players in the world, only a select few can hold the title as an expert."

-- Cheese Elf, leading the way with 91% Accuracy

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 Version History
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March 2nd, 2002 - March 9th, 2002

- * Began the FAQ, nothing at all
- * Made the Format of the first few sections
- * Added some Strafing Game into Expert Strategies
- * Added Study the Stages and more into Expert Strategies
- * Started Simulants section
- * Completed Simulants

March 10th - March 17th

- * Started Preset Matches
- * Added two matches to Preset matches
- * Began guns section
- * Added the Pistol Class

April 21st - April 25th

- * Added five weapons to weapon section
- * Finished Expert Strategies, however I'm still open to contributions
- * Beginning full surge to finish Weapons.

July 24th

- * After not working on this FAQ for about three months, I've started again
- * Added all the weapons to the Weapon section
- * Sending in this version to CJayC (Hopefully, it's the release)

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Introduction
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Hello all of you again, my name is ChaosDemon. I have fought many battles in Perfect Dark in the past, and I'm willing to share some strategies with you, the visitor.

The following guide will give you expert analysis on the six basic simulants of the game, how to use the weapons effectively, and lastly, you will learn info. about your fellow Perfect Dark players. Yes, you may think this is useless content, but, "Know thy enemy and know thyself, then, and only then, you will come out on top." You will also find some preset matches to help improve in your skills.

Overall, read all the info. you can find in this FAQ, and you'll eventually establish yourself as an expert. Well, that's it for the introduction, let's get on with the good stuff!

=====
Basic Simulants & Analysis
=====

Each simulant will receive a rating best out of five stars.

MeatSim

Rating: 1/2

The MeatSim is the weakest simulant the game. Hmm...only 11% of all the MeatSim's attacks will connect. They also don't know where you are, so if you run into an opportunity to take them out (you probably won't fight against them, anyway), for free points.

EasySim

Rating: *

These guys are a little better than the MeatSims, but not by much. Their shooting percentage is a little better: 16%. They also don't know where you are, so you should be able to get easys shots in.

NormalSim

Rating: ***

NormalSim has all the basic abilities: knows where you are on the map, high shooting percentage, and lastly, the ability to kill people. It isn't as smart as the later simulants, but it should not be underestimated. You shouldn't be surprised if a NormalSim get a kill off you.

HardSim

Rating: *** 1/2

The HardSim is supposed to have a shooting percentage of 100%, but they will misfire occasionally. The HardSim does not have quick-reaction, so you should be able to kill it off pretty fast with a powerful weapon. It knows where you are, so keep your eye on the radar often.

PerfectSim

Rating: *****

The PerfectSim is the Perfect Simulant, because it shines on all possible aspects. The PerfectSim is not as accurate as the HardSim, but they're pretty close (91%). It is the fastest simulant in the game, and an strong strafer. They'll come out of the walls gunning, so you'll probably go down if your energy isn't very high. There's only one way to beat the PerfectSim, and that's beat it in battle. By this I mean, you can't do anything to "outwit" a PerfectSim, you can't shoot them from behind, because they'll turn around and start gunning before you can even shoot.

DarkSim

Rating: **** 1/2

"The DarkSim is designed to exceed human performance," says the game. And I know for a fact, it is. It can attack two players at the same time if it's being double-teamed. Their main strength (like mine) is to attack the head with amazing accuracy. They'll also go after the best guns to dictate their strategy. Beating the DarkSim is a little easier than the PerfectSim, because it isn't as fast as the "Perfect" one.

Weapon Usage

Falcon 2

The Falcon 2 is one of the most accurate weapons in the game, so it's your job to take advantage of that. A downfall to that is, it isn't very powerful. So to kill people with this gun, you should aim high to get the headshots in. The Falcon 2 should only be used by strafers who can dodge some decent blows by, say, the K7 Avenger.

Falcon 2 (Silencer)

Because of the Silencer attached to the Falcon 2, the firing rate is lowered down. So, getting shots into the opponent is a must, approximately three headshots is enough to take out an opponent with 100% handicap.

Falcon 2 (Scope)

Same as Falcon 2, with the exception of an attached Scope (3.00).

Mauler

This gun has the largest clip of all the pistols, weighing in at twenty. In my opinion, you shouldn't use the Charge-Up Shot unless it's absolutely necessary (when you're facing a guy with a Rapid/Burst Fire gun), because you burn away five shots, and most players can strafe out of the way. What I'm getting at is, you can kill everybody with well-placed shots in the Normal Mode.

Phoenix

First off, you should always have this gun in the Secondary Mode, unless the opponent runs up to you, trying to bring you down with him/her. Anyway, this gun relies on distant strikes, so stay far away from your target -- but not so far away that they could run away from you.

A set of double Phoenix, with the aid of some nice strafing, is enough to take out a man armed with a K7 Avenger. Yes, you think I'm bluffing, but the Avenger is cursed with a small clip, so if they miss a couple of times, you'll be able to get at least 14 explosive shells in.

Magsec 4

An average gun, I personally don't use it much. Again, get double of these things and switch to the Secondary function. Get all of the shots in, and you've got a one-hit kill. Other than the above strategy, you should really stay away from it.

DY357 Magnum

This gun has a bad shooting rate because of the recovery after a shot. But it's FREAKIN' powerful, two shots from this baby and the opponent is down. So, that's why with double D7357 Magnum, you should be able to take out the opponent pretty easily. It's important you don't over do it, though, because a quick (and skilled) player can destroy you with a little strafing and the aid of a sorry Rapid Fire gun like the CMP.

DY357-LX

The LX is armed with golden bullets, and if you played Goldeneye 007, you should know that it's one hit kill. BUT, with great power comes great responsibility </Spiderman rip>. Unfortunately, this has an even slower firing rate than the DY357, so you have to make sure your shots don't miss. A reason for that is, if you fail to take out a guy armed with a CMP, even

THAT can take you out before you can fire again.

dataDyne CMP-140

You can have double of this weapon, so use it effectively. A good way to beat people is to get many body shots in (with 100% accuracy, 64 shots will go in). Since this gun doesn't have a lot of power, you would have to rely on getting many shots in.

Carington RCP-120

This gun comes with a cloaking ability, and that gives you a major advantage to other players. Use the Cloak and run to the opponent's back-side, then fill the opponent with lead.

Also, it has the second-highest clip in the game (with 120), so you can misfire several times and still manage to kill the opponent.

Laptop Gun

You can use this gun as a second-hand to fight enemies. It's cheap, but when things just aren't going your way, deploy a Laptop Gun (prefered where there's tons of Laptop Ammo) and camp there. Usaully, the Laptop will kill everything, and anyone who survives, they'll have to answer to you (and killing him/her won't be really hard, since they'll most likely be very damaged).

Callisto NTG

You have to take advantage of the Callisto's High Impact Shells. These shots are extremely powerful, and if you manage to get one, just one, shot into the head you'll take out your opponent. It's as simple as that. Of course, the High Impact Shells aren't effective in ranged-strikes, so you'll have to use the Rapid Fire shots for return fire in from a distance.

Cyclone

You can have two of these babies, and one it's very powerful in its own right. It's your job to take advantage of that. Also, when you're running low on health, and need a quick kill in order to survive, switch to the secondary function, Magazine Discharge. When you switch to the second mode of this gun, it'll pump out 2000 shots per minute, which is the highest in the game.

AR34

The Carington Institute's top assault rifle. This gun is designed to go head-to-head against the dataDyne rifle, the lethal K7 Avenger. But now, you really start to wonder why. The K7 is just too strong for this weapon, so it's outmatched.

However, the AR34 has very good uses of its own, too. We'll start with the Secondary Function, "Use Scope." This is perfect for picking enemies off from a distance without having to worry about holding the R button.

Here's a good way of using the Scope: If you look at the radar and you spot somebody coming towards you, switch to the Scope and wait right where you are, let the enemy come to you. As soon as you see him in your scope (as you have the sight advantage), start firing away. You should get at least five shots in before the opponent returns fire.

K7 Avenger

Well, here's the dataDyne main assault weapon, it's a dandy, too. This guy is extremely powerful and has good range. The only downfall to this gun, is the small clip it's built with.

The K7 is very dangerous in 1-on-1 combat, the K7's power is just so above-average, that you can take out just about any gun one-on-one. So, take advantage of the K7's power.

Here's the downfall, the K7 is very vulnerable to a constant clash of enemies. For example, you kill one guy, and then another comes through the door and attacks you. You fire a couple rounds, and now you have to reload. But sadly, any sub-machine gun can kill a player while reloading with the K7.

Summary

- Take advantage of its power
- Be aware of the small clip
- Find tight areas to do battle

Farsight XR-20

This gun is designed by the Maian, so handling will be kind of difficult. The first thing, it is one hit kill. That's right, absolutely one shot to any where in the opponent's body will do.

The secondary function will help you find a target regardless of where he is. You understand what's going to happen, don't you? Of course you do. Time to take advantage.

First, find a position where you can't be fired at from behind (like against a wall or something similar), and make sure you have eight shots to work with. Now, switch to the secondary mode and now press and hold down R.

The screen will turn X-Ray vision. Wait for the gun to find you a target -- make sure don't miss, now -- and fire. If you hit the opponent, he's dead, if you miss, the he'll run very quickly out of the room and escape.

Now, the downfall. The Farsight takes a long time to cool down, (roughly three seconds after every shot), this is why it is not effective against many opponents. However, if this gun is in the right hands, it can really own the match.

The Devastator

The standard grenade launcher. Use this gun in situations where you are either a) outnumbered or b) in a place where a whole lot of people are fighting. If you use it correctly, it can take out up to four players close together.

The Devastator also has to reheat, so don't miss.

The Rocket Launcher

This gun is very powerful, but its clip is the smallest possible: 1. Unlike other explosive weapons, you can aim directly at a guy and fire and also kill him like that. The explosion is so big that you can take on many enemies at once.

The secondary function, Target Rocket, will lock onto one guy and the rocket you fire will follow him until he dies. I personally don't use this function much, I just go right for the kill with the first mode.

Slayer

The rocket that comes out of the Slayer is very slow, the target could evade this easily. Normally, you shouldn't use this weapon to fight, all you have to do is take advantage of the secondary function, which I'll go into now.

The secondary mode puts you into the rocket itself, and allows you to guide it around and locate targets. Here's the control sheet:

Slayer Controls

Control Stick: Move rocket around.
R button (should always be held down unless you're chasing after somebody): This keeps the rocket under control
B button: Stop the rocket
Z button: Detonate.

Refer to the Farsight part on how to use this secondary function well.

Shotgun

The Shotgun is very powerful, and should always be kept in the secondary mode. A double blast that connects twice to the body is enough to eliminate. Use the Shotgun only against Pistols and Explosives.

Reaper

player b)Your ego wouldn't be bruised, c)etc, etc...

So there, when you have some spare time, go and play around in the stages trying to find some guns.

Another point: Studying the stages will help you find the many shooting points of the level, and the trap points as well. So that's just one more reason why you should take some time to study the arena.

Reload Often

After a big fight with your friend, and you've wasted him/her, press the B button to Reload. What would happen if you didn't reload, you say? Well, imagine this situation in your head:

It's a match in the Complex, and you see a your friend, Jake, trying to take you with a Carington AR34, but you solved him with the K7 Avenger. You continue walking, when you encounter your other friend, Pete, and you fire your remaining 3 rounds, but he's not dead yet. So you reload, but before you do, he takes you with well-placed shots from the Callisto.

If you've reloaded after that duel with Jake, you would have many shots to spare after killing Pete. So, by now reloading, you just picked up a death, and yes, that's a bad thing.

Accuracy or Power?

Before going on, let's review the meaning of the two. Accuracy, means you go for the minor-damage blows to the body to get damage, rather than putting everything on the line with headshots. So, if you were an Accuracy player, you would aim to shoulders and down.

Power means you don't want to get safe-flying blows to the body, and want to inflict the most possible damage with headshots (which is how I play).

I'm no one to tell you which one's better, infact, I think they're both equal. You see, if you go for headshots, you might miss 60% of all those shots, which may prove costly. To sum it up: You'll kill opponents faster, but you may miss many.

However, with the shoulder and down shots, you'll get more of them in, but you'll kill your opponent slower. So let's call this the "safe side" of defeating people. Summary of Body Shots: Slower kills, but you will almost always kill somebody.

Now the ultimate question: Which strategy is better? My answer to that: It depends. You just have to see which style you prefer.

- How to kill the two styles -

Power, my own style. Since Power players are trying to kill you quickly, you just have to hold them off as much as you can. So, all you have to do is strafe(refer to the Strafing Game part) a lot while shooting at them.

Accuracy. There's only one sure fire way to kill them, and that's over-powering. So, it might be best if you try and get a couple of headshots in.

Note The Guns' Advantages & Disadvantages

Let's put it this way: Do I have a weakness? Yes.

Seriously though, every gun may or may not have an advantage or disadvantage, but they will always work well at one place more than another. For example, Explosive class guns will work well in tight places, as the opponent can not dodge the fire effectively.

So, which gun works well what area? I'll help you out with this little chart.

```
~~~~~
Gun          |          Area          |    Why    |
~~~~~
Pistol Class          |    Tight    | Many shots will |
                    |             | go in.           |
Rapid Fire Class    |    Open     | You have a       |
                    |             | good chances     |
                    |             | of attacking the |
                    |             | opposition with  |
                    |             | accuracy.        |
Burst Fire Class    | Tight or Open | N/A              |
Explosive Class     |    Tight    | Explosives are   |
                    |             | deadly in tight  |
                    |             | areas.           |
~~~~~
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How to Kill an Opponent...Effectively

Yes, there are many ways to kill an opponent, but there's the right way, or the wrong way. You pick which you want to learn.

Good choice, the right way it is. To kill your opposing players, you'll need to over power him, or out play him, to be more precise. Well, even if you are armed with the K7 Avenger, and the opponent holds the Falcon 2, if you shoot into the air like a maniac, you will not kill anybody.

So, to kill an opponent the right way, make sure you have put well-placed shots into him or her. Another thing is to have a gun you can work with. Anyway:

Bad Ways to kill people

- * Fire wild shots into the air and hope they land on the opponent
- * Stand in one place and fire
- * Thinking the opponent will miss numerous times, and all you do is hang around

Good Ways to kill people

- * Strafe many times to make your opponent think about where to shoot
- * Put well-placed shots into the opponent
- * Let NOBODY go, as that one point you've let go might have been the

difference between a "win" and a "loss".

* Be relentless, it's required.

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Player Profiles

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"Know thy enemy and know thyself. Then, and only then, you shall come out victorious."

-- Swamp Pump Battleguard

ChaosDemon(Chaos)

Accuracy: 61.3%

Weapon of Choice: K7 Avenger

Strengths:

- * Can (and will) attack the head with striking accuracy
- * Formidable on all matches

Weaknesses:

- * Relies on one gun too often (K7 Avenger)
- * Open areas prove to be of his one major weakness

Dark Alion

Accuracy: 91.2%

Weapon of Choice: Double Phoenix

Strengths:

- * His accuracy, obviously
- * Handles all weapons well
- * Knows all areas
- * Can fight against assault rifles

Weaknesses:

- * Will chose accuracy over power, opening up to quick strikes

Nightmare(Dark Drakker_c)

Accuracy: 36.7%

Weapon of Choice: Callisto NTG

Strengths:

- * Fires very quickly
- * Can kill just about anyone

Weaknesses:

- * Shots will seldom go in
- * Vulnerable in open areas

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So, you want your profile posted in this FAQ? Then, fill in the following sheet and send it to chaosdemon007@yahoo.ca

----The Sheet Copy & Paste into Notepad and start typing----

<SHEET STARTS>

Accuracy:

Weapon of Choice:

Strengths:

- *
- *
- *

Weaknesses:

- *
- *
- *

<SHEET ENDS HERE>

NOTE: Fill in more bullets(*) if necessary

=====
Preset Matches for Practice
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Well, pratice makes Perfect(pun).

Strafing Ability

Scenario: Combat

Stage: Random

Limits:

- * 10min
- * No Limit
- * No Limit

Weapons:

- * Falcon 2
- * RCP-120
- * CMP-130
- * Callisto
- * DY357 Magnum
- * K7 Avenger

Simulants:

- * KazeSim(Perfect)
- * DarkSim
- * PerfectSim

Teams:

Humans vs. Simulants

Your Objective: To keep the simulants' score as low as possible. This seems like any old match, but there's one twist: You may not pick up weapons. So, your only line of defense is strafing.

Why do this: This will force you to strafe numerous times, as it's your only way of survival.

Headshot Improvement

Scenario: Combat

Stage: Random

Limits:

- * 10min
- * No Limit
- * No Limit

Weapons:

- * Falcon 2
- * Falcon 2
- * Falcon 2
- * Falcon 2

- * Falcon 2
- * Falcon 2

Simulants:

- * SpeedSim(Meat)
- * SpeedSim(Meat)
- * SpeedSim(Meat)
- * SpeedSim(Meat)

Teams: NO

Your objective: To use the Falcon 2 and get as many headshots in as possible while the SpeedSim is running through the course.

Why do this: If you notice the twist, all the simulants are SpeedSim, so they'll run awfully fast, making it harder to get headshots.

Upgrade: When you get more confident in your headshooting abilities, make the SpeedSims' level into Perfect, as they can strafe so effectively.

General Skill Improvement

Scenario: Combat

Stage: Random

Limits:

- * 10min
- * No Limit
- * No Limit

Weapons:

- * Phoenix
- * Callisto NTG
- * AR34
- * K7 Avenger
- * Devastator
- * DY357-LX

Simulants:

- * PerfectSim
- * PerfectSim
- * PerfectSim

Teams:

Humans vs. Simulants

Your Objective: To try to get as many kills as possible against a team of expert simulants.

The Twist: Most players think (me, too as a matter of fact), the PerfectSims are challenging enough, and once they team up on you, they'll have one target to strike: And that's you.

Skills Gained: General fighting ability.

UPGRADE: Add an EasySim to your team, and you must protect it as well as get kills.

The Importance of a Kill

Scenario: Combat

Stage: Ruins

Limits:

- * No Limit
- * Score: 2

* Team Score: 2

Weapons:

- * Falcon 2
- * Falcon 2
- * Falcon 2
- * Falcon 2
- * Falcon 2
- * Falcon 2

Simulants:

- * CowardSim(Perfect)
- * CowardSim(Perfect)
- * CowardSim(Perfect)

Teams: No

Your Objective: To get quick kills on the Simulants.

The Twist: CowardSims will always be trying to hide from battle, making the killing difficult. Using the Falcon 2 will only make it harder, as it's strength is not much.

Skills Gained: Better killing ability, learning what a kill really means and important it is.

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Contacting

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I don't like emails, as I always end up with too many. Sure, that doesn't sound like a bad thing, but when you received dozens and dozens of emails asking things that are already written in the FAQ, you get angry pretty quickly. So, when sending an email, please try to follow these guidelines: (The more of them you follow, the better chance of getting a reply!)

1. Please, please, please look through the document before to see if your I already answered your question.
* ^^#!!!

2. Suggestions are always welcomed.
* That's right, if you have suggestions/contributions, send 'em in!

3. Criticisim is welcomed too...
* Only constructive criticisim is accepted. And no, "Your FAQ sucks," is not conctructive. You should tell me how I can improve my FAQ.

4. Don't ask anything about the walkthrough
* If it's not-complete, then chances are I haven't beaten the game yet. So, I won't be able to answer your question.

5. If you send a contribution, you probably won't get a reply back
* Yes, I have many emails that need to be read, so consider yourself thanked. If you contribute something, I really, really do appreciate it.

chaosdemon007@yahoo.ca

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FAQ Credits

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Jeff "CJayC" Veasy: For posting this [great] guide.

Rare: For creating this game, as with this game, there's no FAQ!

Myself: For being so kind and typing this darned thing up.

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