

Perfect Dark Munitions Guide 1

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Unofficial Perfect Dark Munitions Guide

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O: Intro

Thanks for picking up my first FAQ. If it makes you better at Perfect Dark, wins a bet for you, or just puts a smile on your face, I'll know my job is done.

Anyhow, I really like Perfect Dark, and decided to fill an FAQ niche with something a little different from a standard walkthrough. Partly because I think that general strategies are a bit more useful than specific strategies, and partly because I haven't quite finished the game on Perfect Agent yet. D'oh!

But I will have a bit of both general and specific strategies in this FAQ: Part II is how to use each weapon, and Part III is how to beat the firing range with each weapon. (Part I is about the various Ammunitions used in the game, but you can probably see the heading from here, so I digress.) Part IV is about "The Duel" level, which you open up by showing your skills at the Firing Range. And the newest sections, Part V and VI, are about how to counter weapons your opponents may have in the Combat Simulator, and how to approach your opponents with your own weapons - except not in that order. (i.e.: working this guide into some 'real world' useful knowledge.) Part VII really isn't about Perfect Dark, but if you're not doing too much, would you mind reading it anyway?

I: Ammunition

"Guns don't kill people. Bullets do."

-Unknown

It's true in Perfect Dark that the weapons really aren't a whole lot of help without bullets to use them with - so:

Handgun Bullets:

Can hold: 800 rounds reserve / Up to 840 rounds total

Collect: 20/gun Agent
15/gun Special Agent
10/gun Perfect Agent

Used in: Falcon 2
Falcon 2 (silenced)
Falcon 2 (scope)
Magsec 4
Mauler
Phoenix
PP9i
CC13

You'll start out with a lot of these when you're playing the solo missions, and they're not bad to have. If only you had the guns to put them in...

At any given time you'll have a lot of these (relatively speaking), because only the Mauler lets you spend more than one with each pull of the trigger (and that's in a special mode, even.) So, how do you get 840 handgun rounds? Well, you can have up to 800 rounds in reserve - while you're holding a handgun. So, if you have double Maulers, you'll load them with 40 rounds, letting you have $800+40=840$ rounds. Granted, this process is much more useful with Rockets than Handgun Bullets, but there it is.

SMG Ammo:

Can hold: 800 rounds reserve / Up to 920 rounds total

Collect: 20/gun Agent
15/gun Special Agent
10/gun Perfect Agent

Used in: CMP150
Cyclone
Laptop Gun
RC-P120
KLO1313
ZZT (9mm)
DMC
RCP-45

Over the first part of the game you'll have this ammo a lot - the problem is that it's quite easily spent. Show a little accuracy and you'll be fine.

Rifle Ammo:

Can hold: 400 rounds reserve / Up to 430 rounds total

Collect: 20/gun Agent
15/gun Special Agent
10/gun Perfect Agent

Used in: Callisto NTG
Dragon
K7 Avenger
AR34
SuperDragon (primary)
Sniper Rifle
KF7 Special

Now this is the ammo you want to get your hands on (especially since it's used up even faster than SMG Ammo.) Accuracy, accuracy, accuracy - or else you won't have any ammo for the really powerful weapons.

Magnum Bullets:

Can hold: 200 rounds reserve / Up to 212 rounds total

Collect: 10/gun Agent
7/gun Special Agent
5/gun Perfect Agent

Used in: DY357 Magnum
DY357-LX

What can I say besides, "Go ahead. Make my day." You'll have enough ammo to use when you need it, if only because the guns to put them in are single-shot only, horrendously slow, and only need more than one shot if you miss.

Shotgun Shells:

Can hold: 100 rounds reserve / Up to 109 rounds total

Collect: 10/gun Agent
7/gun Special Agent
5/gun Perfect Agent

Used in: Shotgun

I like shotgun shells, I really do, but I don't really have too much to say about them.

Reaper Ammo:

Can hold: 800 rounds reserve / Up to 1,000 rounds total

Collect: 200/gun Agent
150/gun Special Agent
100/gun Perfect Agent

Used in: Reaper

Chaingun style Ammo to make your enemies do the Chaingun Cha-cha (see Doom.)

Grenade Rounds:

Can hold: 40 rounds reserve / Up to 48 rounds total

Collect: 5/gun Agent
5/gun Special Agent
5/gun Perfect Agent

Used in: SuperDragon (secondary)
Devastator

Let's face it, folks...grenades are cool.

Rockets:

Can hold: 3 rounds reserve / Up to 4 rounds total

Collect: 1/gun Agent
1/gun Special Agent
1/gun Perfect Agent

Used in: Rocket Launcher
Slayer

Rockets are our friends! Well, actually, more like our in-laws...we try our hardest to pass them off onto other people...

Orbs:

Can hold: 100 rounds reserve / Up to 108 rounds total

Collect: (Unknown)

Used in: Farsight XR-20

They're Orbs. Who'd have thought?

Knives:

Can hold: 10 knives reserve / Up to 10 knives total

Collect: (Unknown)

Used as: Combat Knife

You know, maybe it wasn't the wisest idea to devote an entire section to specialized ammunitions that can only be used one way...

Crossbow Bolts:

Can hold: 69 bolts reserve / Up to 74 bolts total

Collect: (Unknown)

Used in: Crossbow

Crossbows are cool, if not as useful as they're intended to be. Kinda like those cartoon black bombs with fuses coming out of them. I doubt they ever actually existed, even as anachorisms.

Sedatives

Can hold: 200 sedatives reserve / Up to 208 sedatives total

Collect: 32/gun Agent
24/gun Special Agent
16/gun Perfect Agent

Used in: Tranquilizer

This is the most fun ammunition I have ever seen. See what happens when we stop being so overly violent? Now the only problem is that his may cause some anti-drug-use backlash...

Oh yeah, with the quantites you recieve the ammo in, supply won't be a problem.

Grenades

Can hold: 12 grenades reserve / Up to 12 grenades total

Collect: (Unknown)

Used as: Grenades

Like the grenade rounds, only you don't need a gun to use them. In fact, maybe I'd better move this to the Weapons section...nah.

Timed Mines

Can hold: 10 mines reserve / Up to 10 mines total

Collect: (Unknown)

Used as: Timed Mines

Like grenades, except they stick to things.

Proximity mines

Can hold: 10 mines reserve / Up to 10 mines total

Collect: (Unknown)

Used as: Proximity Mines

Like Timed mines, except...oh, I'm sure you can figure it out. I'm taking a nap.

Remote mines

Can hold: 10 mines reserve / Up to 10 mines total

Collect: (Unknown)

Used as: Remote Mines

Zzzzzzz...Zzzzzz...

N-Bombs

Can hold: 10 N-Bombs reserve / Up to 10 N-Bombs total

Collect: (Unknown)

Used as: N-Bombs

Zzzzzz...Zzzzzz...What's that, Elizabeth Hurley...of course I'll marry you...Zzzzzzz....

II: Weapons

Note: The times may be a tad innacurate - do you know how hard it is to hold an N64 controller and press the buttons on a stopwatch at the same time?

Another Note: Weapon Damage is based on where you hit your enemies in the Combat Simulator. Since I can't tell the energies of people in the single player game, I can't do damage tables on them, so here are some general strategies instead:

1: Aim for the head whenever possible. Unshielded opponents shot in the

head will go down after one shot from any weapon.

2: If time constraints do not permit a head shot, aim for the chest area. Opponents will usually go down after two or three shots to this area.

3: Though they cause the least damage, limb shots are not out of the question. Limb shots will cause your enemy to have the longest recovery time, and lead to speed reductions if they're shot in the legs, due to their limping. They also will nurse a wounded arm, but I don't know if this has any effect on their accuracy.

4: Skedar and shielded opponents are the hardest to take down, because any hit on a shielded enemy (or Skedar) only counts as a limb shot until the shield is dropped (or the Skedar starts taking visible damage.) This also applies in the Combat Simulator - so don't bother going for a headshot until your opponent's shield is lowered.

5: Enemies can be knocked out, if they are punched, pistol-whipped, or shot with tranquilizer or crossbow sedatives. As well, a successful hit from behind will knock out an enemy. Knocking out an enemy does not count as a kill. An enemy can even be shot several times, then be pistol-whipped, and it will count as a knockout and not a kill (provided that the last hit before the enemy falls down was a punch/pistol-whip, etc.) However, if the enemy is later shot or within the range of an explosive, they will be killed then.

6: Weapons can be shot out of enemies' hands, or taken from them with the disarm command. Be aware that disarmed enemies are still trouble - often they will fall back on hand-to-hand combat, warn other enemies, or pull out a secondary weapon (usually a Falcon 2). Note that shooting weapons out of people's hands does not work in the Combat Simulator - it counts as a limb shot.

Unarmed

Uses: N/A

Holds: N/A

Reloads in: N/A

Empties in: N/A

Secondary Function: Disarm

Limb Damage: 1/20 + Sedation (Disarm - 0 + Sedation)

Chest Damage: 1/20 + Sedation (Disarm - 0 + Sedation)

Head Damage: 1/20 + Sedation (Disarm - 0 + Sedation)

If you don't have a weapon, then it all comes down to this. Since the punches do miniscule damage, you should use the disarm to steal weapons from your enemies and shoot them down with their own guns. Of course, if you find a weapon yourself, just equip that one instead.

Keep in mind that any unarmed hit will cause your opponent to become disoriented - about the same amount as if they were hit by a tranquilizer dart. Also, Disarming an opponent doesn't give you the weapon then and there - it only causes it to drop on the ground, where your opponent can very well pick it up again if you're not fast enough.

Falcon 2

Uses: Handgun Shells

Holds: 8 rounds
Reloads in: 1.00 seconds
Empties in: 1.04 seconds
Secondary Function: Pistol Whip
Limb Damage: 1/8 Damage
Chest Damage: 1/4 Damage
Head Damage: 1/2 Damage
Based on: SOCOM (Special Operations COMmand Pistol)

The sidearm you start with a lot - it's not too bad and comes with a nifty laser sight. Not too useful to me, since it doesn't point out anything that can't already be seen, but nifty nonetheless. Very accurate too.

Falcon 2 (silenced)

Uses: Handgun Shells
Holds: 8 rounds
Reloads in: 1.00 seconds
Empties in: 1.04 seconds
Secondary Function: Pistol Whip
Limb Damage: 1/8 Damage
Chest Damage: 1/4 Damage
Head Damage: 1/2 Damage
Based on: SOCOM - with Supressor (Special Operations COMmand Pistol)

Another sidearm you start with from time to time. Silent but deadly - go for the headshot, pick off one enemy at a time, then get the rest when they try to see what all the commotion is.

Falcon 2 (scope)

Uses: Handgun Shells
Holds: 8 rounds
Reloads in: 1.00 seconds
Empties in: 1.04 seconds
Secondary Function: Pistol Whip
Zoom Function: 2.0x
Limb Damage: 1/8 Damage
Chest Damage: 1/4 Damage
Head Damage: 1/2 Damage
Based on: SOCOM - with Scope (Special Operations COMmand Pistol)

Yet another starting sidearm. Comes with a scope for long range headshots.

MagSec 4

Uses: Handgun Shells
Holds: 9 rounds
Reloads in: 1.39 seconds
Empties in: 1.33 seconds
Secondary Function: 3-round burst
Zoom Function: 2.4x
Limb Damage: 1/8 Damage
Chest Damage: 1/4 Damage
Head Damage: 1/2 Damage
Based on: Beretta M93R-AG Auto9 (Special thanks to LEW-TEREZ for pointing this out)

I didn't even suspect that this gun had a real-life equivalent - however, an e-mail from LEW-TEREZ revealed all: "I think I may have found the real life counterpart to the MagSec 4. I believe that it is

modeled on the Beretta M93R AG Auto 9. I found this while looking at gun replicas (airsoft BB guns). One of the only pages I can find it at is: http://www.tokyo-model.com.hk/pisto_e.html. It's the second gun there. It has two fire modes, normal fire and three shot burst, not to mention it is almost identical in design to the MagSec 4."

A good close range weapon - ironically, though it can zoom in to 2.4x, it's very innacurate at that range. Put it into the three-round burst and use it shotgun-style at close range.

Mauler:

Uses: Handgun Shells
Holds: 20 rounds
Reloads in: 0.89 seconds
Empties in: 5.39 seconds
Secondary Function: Charge-up shot
Limb Damage: 1/8 Damage (Charge-up shot: Fatal)
Chest Damage: 1/4 Damage (Charge-up shot: Fatal)
Head Damage: 1/2 Damage (Charge-up shot: Fatal)

A nice gun with a good sized clip with the bonus of having a one-shot-kill charge mode. Use the charge shot when you know a bad guy's coming to gain the advantage. Be careful not to reload when in charged mode, or you'll lose some ammo - to add insult to injury, the gun won't even retain its charge!

Phoenix:

Uses: Handgun Shells
Holds: 8 rounds
Reloads in: 2.04 seconds
Empties in: 0.92 seconds (Explosive Shells: 3.73 seconds)
Secondary Function: Explosive Shells
Limb Damage: 1/8 Damage (Explosive Shells: 1/4 + Explosion)
Chest Damage: 1/4 Damage (Explosive Shells: 1/2 + Explosion)
Head Damage: 1/2 Damage (Explosive Shells: Fatal)

I like this gun - it has that cool alien sound when it fires and the morphing reload effect is really nice. As for the actual effectiveness of the gun - two words: Explosive Shells. Oh yeah.

But, as Deus Noctis notes: "Be careful when using explosive shells, though, it does take a bit longer to fire with. Use them like you would use the Callisto's secondary fire." (After going back to the firing range and checking it out, it's almost four times as slow! Yikes!)

DY357 Magnum:

Uses: Magnum Bullets
Holds: 6 rounds
Reloads in: 2.92 seconds
Empties in: 5.11 seconds
Secondary Function: Pistol Whip
Based on: Colt Python (Thanks to Wyatt Hanks for the info)
Limb Damage: 1/4 Damage
Chest Damage: 1/2 Damage
Head Damage: Fatal

It's not a .44 Magnum, but feel free to ask punks if they feel lucky anyway. Aside from the powerful rounds, though, remember that there's a slight pre-fire delay, so lead your shots a little. Also, it takes almost a second to recover from firing a round, so take cover when

dealing with automatic weapons.

DY357-LX

Uses: Magnum Bullets

Holds: 6 rounds

Reloads in: 2.92 seconds

Empties in: 6.81 seconds

Secondary Function: Pistol Whip

Based on: Colt Python (Thanks to Wyatt Hanks for the info)

Limb Damage: Fatal

Chest Damage: Fatal

Head Damage: Fatal

This one-shot killer is a fearsome weapon, but it's even slower than the regular Magnum. Once again - good versus handguns, bad versus automatics. However, it only takes one shot with this gun, so if you can hit someone with an automatic on the first shot, go for it. Finally, be sure to reload in a safe place.

Also, with all the questions I've recieved about "Where the heck can I find the DY357-LX?!!" I should make a little addendum here. There are four possible ways to get it (as far as I know):

1: (Hardest) Trent Easton is in Mission Five - Crash Site - Confrontation, next to the real President. After disabling the automated robot defenses, Trent will say a few words before either firing at you or running off. Disarm him to get the DY357-LX!

2: In the level Maian SOS, which you can enter after finishing all the missions on Special Agent, there is a man in the cyrogenic storage room with two DY357-LX's in his hands. Use the Psychosis Gun, then let him die (or kill him) to get the Golden Magnums!

3: Complete Mission Five - Crash Site - Confrontation on Agent in under 2:50 and you'll recieve Trent's Magnum as a Cheat! (Be sure to lower the bike in the cargo bay on the previous level so you can get around this level faster.)

4: (Easiest) Enter Challenge 24 in the Combat Simulator. The weapons used on this level are Devestators, Tranquilzers, SuperDragons...and Golden Magnums. There are several on the upper level above the bridges. Collect one and it's in the firing range!

CMP150

Uses: SMG Ammo

Holds: 32 rounds

Reloads in: 1.75 seconds

Empties in: 2.25 seconds

Secondary Function: Follow Lock-on

Based on: Steyr TMP (Thanks to Magnum for the info)

Limb Damage: 1/8 Damage

Chest Damage: 1/4 Damage

Head Damage: 1/2 Damage

Magnum sent me some good pictures of this gun - unfortunately, since they would make this guide over 1 MB in size, I had to put them aside. However, an article about this weapon, with pictures, can be found at:

<http://www.remtek.com/steyr/tmp/tmp.htm>

This will be your staple gun for much of the single player game, and it's pretty good. Be sure to take advantage of the Lock-on feature, as it makes getting good hits considerably easier.

And, as Deus Noctis notes, "It is very accurate at longer ranges, making it good for taking out snipers in levels like the Villa."

Cyclone

Uses: SMG Ammo
Holds: 50 rounds
Reloads in: 2.12 seconds
Empties in: 3.42 seconds (1.70 seconds Magazine Discharge)
Secondary Function: Magazine Discharge
Limb Damage: 1/10 Damage
Chest Damage: 1/5 Damage
Head Damage: 2/5 Damage

Very nice power gun. However, stick to the regular Rapid Fire mode most of the time - the Magazine Discharge only works well when you're surrounded by enemies at close range, as it's hideously inaccurate (and really burns ammo, too).

Callisto NTG

Uses: Rifle Ammo
Holds: 32 rounds
Reloads in: 2.40 seconds
Empties in: 2.19 seconds
Secondary function: High-Impact Shells
Limb Damage: 1/8 Damage (HI-Shells: 1/4 Damage)
Chest Damage: 1/4 Damage (HI-Shells: 1/2 Damage)
Head Damage: 1/2 Damage (HI-Shells: Fatal)

The High-Impact shells are very fun when you want to play "Poor-Man's Farsight", and the regular fire mode is a very good suppression device. I'd say that you should stick with the High-Impact mode most of the time, though.

RC-P120

Uses: SMG Ammo
Holds: 120 rounds
Reloads in: 2.58 seconds
Empties in: 6.55 seconds
Secondary Function: Cloaking
Limb Damage: 1/7 Damage
Chest Damage: 2/7 Damage
Head Damage: 4/7 Damage

Oh yes. This is a ridiclously powerful gun, and I'm sure that you can think of all manner of things to do with the cloaking device. The only snag is that the cloaking device eats ammo as fast as the gun's conventional use - meaning that you'll be out of ammo and uncloaked if you don't use the cloaking power wisely. With 800 rounds, you'll stay cloaked for 34.08 seconds.

Also, when you fire, you'll de-cloak, so aim for the head before then!

Laptop Gun

Uses: SMG Ammo
Holds: 50 rounds

Reloads in: 2.45 seconds
Empties in: 3.00 seconds
Secondary Function: Deploy as Sentry Gun
Zoom function: 2.0x
Limb Damage: 1/7 Damage
Chest Damage: 2/7 Damage
Head Damage: 4/7 Damage

Not a bad little gun (Hmmm...I think I'm going into Gun Magazine mode - ever notice that there's no such thing as a bad gun when you read those magazines? Well, maybe it's an overgeneralization...) As it turns out, it does slightly more damage than other SMG's, so you can successfully win a war of attrition when confronting others with SMG's. Also take note of the 2x scope - Zooming weapons are cool.

File away the Sentry Gun mode for multiplayer games of Capture the Case. Heh heh heh. Note, however, that it can be destroyed in only a couple of shots, or an explosion. As well, it will use up 200 rounds of SMG ammunition (or all of it, if you don't have that much ammo.) However, you can pick it up again when you're done with it by standing by it and pressing B, reclaiming all the unused ammo.

Deus Noctis chimes in: "The sentry gun is also the best "revenge" weapon in the game. Throw it at your enemy just before you die and watch him crumple to the ground with you. Heh heh heh heh heh."

Dragon

Uses: Rifle Ammo
Holds: 30 rounds
Reloads in: 1.88 seconds
Empties in: 2.64 seconds
Secondary Function: Proximity Self-Destruct
Zoom Function: 2.0x
Limb Damage: 1/8 Damage (Proxy Mine: Variable (1/32 - Fatal))
Chest Damage: 1/4 Damage (Proxy Mine: Variable (1/32 - Fatal))
Head Damage: 1/2 Damage (Proxy Mine: Variable (1/32 - Fatal))

The first real bread and butter assault rifle you'll come across, it's a good gun (as just about every gun is, see above) with a fast fire rate and that nice star muzzle flash (careful, though, it's easy to see and hear, in case you're trying to play Mr./Ms. Stealth.)

Another really fun toy for Capture the Case games lies in the proximity self-destruct feature. I'd go on, but I'd titter like a schoolgirl if I said any more. He he he he he. The only problem is that you have to throw the weapon away to use the mine, so be sure to have a backup weapon handy...

K7 Avenger

Uses: Rifle Ammo
Holds: 25 rounds
Reloads in: 2.59 seconds
Empties in: 1.61 seconds
Secondary Function: Threat Detector
Zoom Function: 3.0x
Limb Damage: 3/16 Damage
Chest Damage: 3/8 Damage
Head Damage: 3/4 Damage

A cut above in the Assault Rifle world, mainly because it's accurate

at longer ranges and can put more bullets in enemies faster than the Dragon can. The only real problems are the small magazine and long reload times. You'll also want to leave the Threat Detector on all the time, because it will spot mines and other painful things for you in case you're not paying attention.

AR34

Uses: Rifle Ammo

Holds: 30 rounds

Reloads in: 2.74 seconds

Empties in: 2.41 seconds

Secondary Function: Use Scope

Zoom Function: 3.0x

Based on: FAMAS Assault Rifle (Thanks to Magnum for the proper spelling)

Limb Damage: 1/6 Damage

Chest Damage: 1/3 Damage

Head Damage: 2/3 Damage

This reminds me a bit about Goldeneye's AR33 (and Perfect Dark's AR53) - it's the real McCoy of Assault Rifles that needs no fancy features to back up its power. It's a bit innaccurate at long ranges, though - be sure to lie prone before you try any sniping with this.

SuperDragon

Uses: Rifle Ammo/Grenade Rounds

Holds: 30 rounds

Reloads in: 2.08 seconds (Grenade Launcher: 2.31 seconds)

Empties in: 2.72 seconds (Grenade Launcher: 2.30 seconds)

Secondary Function: Grenade Launcher

Zoom Function: 3.0x

Limb Damage: 3/20 (Grenade Launcher: Variable (1/32 - Fatal))

Chest Damage: 3/10 (Grenade Launcher: Variable (1/32 - Fatal))

Head Damage: 3/5 (Grenade Launcher: Variable (1/32 - Fatal))

Probably the most versatile weapon in the game, a combination Assault Rifle/Grenade Launcher. Great weapon for medium-extreme range combat because of the scope and the grenades in case your aim's a bit off. Remember, though, that the Grenade Launcher is **not** the best weapon for close combat.

Deus Noctis notes that: "It's interesting to note that these grenades will detonate on contact with anything, be it wall or enemy. Useful when you don't want to wait 4 seconds for an explosion."

Shotgun

Uses: Shotgun Shells

Holds: 9 rounds

Reloads in: 6.78 seconds (1 round: 2.50 seconds)

Empties in: 11.25 seconds (Double Blast: 6.90 seconds)

Secondary Function: Double Blast

Damage: Variable (1/32 - Fatal)

"Subtlety is not an option here." A good deal better than Goldeneye's Auto Shotgun for realism. I still can't figure out why they never worked the regular Shotgun into that game, yet left it in the cheats...oh well.

Anyway, this is not a sniping weapon - this is a close range weapon. The payload is several pellets per shot that spread out in a random

pattern - close range will ensure that several hit their mark. If you really want to wreak some havoc, go for double blast.

Also, aim for the body - better several pellets hit the chest area than one or two hit the head. Finally, remember to count your shots - the Shotgun has the longest reload time in the game! (In an emergency, though, you can stop the reload after each round has been put in the magazine by pulling the trigger. This will just stop the reload and not fire, though.)

Reaper

Uses: Reaper Ammo
Holds: 200 rounds
Reloads in: 3.66 seconds
Empties in: 7.47 seconds
Secondary Function: Grinder
Limb Damage: 1/8 Damage (Grinder: 1/8 Damage)
Chest Damage: 1/4 Damage (Grinder: 1/8 Damage)
Head Damage: 1/2 Damage (Grinder: 1/8 Damage)

This is the closest that PD gets to a chaingun, and boy is it a doozy. Unfortunately, it's innaccurate as all get-out, so you'll have to stay close to your foes to properly chop them up. Keep in mind that it has spin-up and spin-down times, too - make sure you're alone when you stop firing.

And if you run out of ammo, be sure to try the "Grinder Rush" if your opponent still happens to be close by and doesn't have a weapon. It can take up to two seconds to carve up an opponent, though, so you should probably switch to something else if you have it.

Sniper Rifle

Uses: Rifle Ammo
Holds: 8 rounds
Reloads in: 2.43 seconds
Empties in: 2.11 seconds
Secondary Function: Crouch
Zoom Function: 1.0x to 30.0x (default 4.0x)
Limb Damage: 3/20
Chest Damage: 3/10
Head Damage: 3/5

Everyone's favorite weapon from Goldeneye is back for more, and enhanced, too! To zoom in and out, use the C-up and C-down buttons while aiming. (And use the secondary mode to crouch, and tap the Aim button to stand up again.)

Crouching removes the waving of the weapon apparent while you're standing up - the only downside is that you can't get away as fast if the enemy's heading towards you.

FarSight XR-20

Uses: Orbs
Holds: 8 rounds
Reloads in: 2.75 seconds
Empties in: 13.81 seconds
Secondary Function: Target Locator
Limb Damage: Fatal
Chest Damage: Fatal
Head Damage: Fatal

The second most fun gun in the game, due solely to the secondary Target Locator feature. This little baby will look through several levels of walls to find an enemy, and keep moving along following said enemy. The orbs this weapon uses pass like a Rail-gun through several layers of walls, too!

Of course, there are a few strings attached: The Target Locator can't keep up with targets running at full speed, it's easy to get tunnel vision and completely miss people coming up next to you, and the fire rate is unbelievably slow.

Just remember to only use this gun when everyone's pretty far away, and it will become your best friend. Let's face it - killing someone through six layers of walls is just plain cool.

And, as Deus Noctis says: "This gun gets my award for "Best Simulation of an acid trip". Heh heh." That's right. So when you see the D.A.R.E program at elementary schools next summer, all they'll have to do is turn on a Nintendo with Perfect Dark, and go through the levels saying "This is Joanna." *switches to Farsight* "This is Joanna - on acid. Any quesitons?" Then they'll ask for volunteers to get through the game with only the Farsight...but I digress.

Devestator

Uses: Grenade Rounds
Holds: 8 rounds
Reloads in: 2.39 seconds
Empties in: 8.57 seconds
Secondary Function: Wall Hugger
Damage: Variable (1/32 - Fatal)

This lovely weapon does a great job of littering the surrounding area with explosions. Just remember to keep in mind the fact that the grenade lobs (that is, doesn't fly straight) and you'll be golden.

The secondary mode is also quite fun - you can use the wall hugger function to set up traps in multiplayer. Not for long though, as "The wall hugger grenades will fall down after about 5 seconds, so make sure your opponent is close." Thanks, Deus Noctis!

Rocket Launcher

Uses: Rockets
Holds: 1 round
Reloads in: 2.57 seconds
Empties in: (N/A - 1 shot)
Secondary Function: Targeted Rocket
Damage: Variable (1/32 - Fatal)

This is your standard Rocket Launcher, and most of the conventional Rocket Launching rules apply - don't use this gun at close range, be sure to account for the real long reload time, and make sure you don't miss (well, don't miss too much) with your one shot.

The rocket launcher does have an interesting feature, though. The secondary mode fires a much slower homing rocket, that will turn towards the target and everything. However, it will still detonate if it hits a wall or somesuch.

(Little tip if you're being singled out with targeted rockets...if

you know that you can't get away from the rocket, run straight towards the person that fired the rocket! If you go down, you'll take 'em with you!

Slayer

Uses: Rockets
Holds: 1 round
Reloads in: 3.41 seconds
Empties in: (N/A - 1 shot)
Secondary Function: Fly-By-Wire Rocket
Damage: Variable (1/32 - Fatal)

Here's another weapon that truly has been designed solely for amusement. The Slayer's regular launch is nothing special, and it's even slower on the reload than the regular rocket launcher. However, the secondary Fly-By-Wire rocket mode is amazing. You actually steer the rocket towards your enemies, stopping only when the rocket explodes on impact (or when you tap Z to trigger it.)

One major problem, though, is that you can't move your character while you're steering the rocket - so be sure to get into a safe place (that will remain safe for a while) before you let one fly.

Deus Noctis sends along a couple more tips too: "You can slow down fly-by-wire rockets by holding down the A button in flight. The fly-by-wire rockets do travel slower than regular rockets, so be careful."

Thanks to several people's e-mails, I now know that in addition to A; L, R, and B also slow the Slayer Fly-By-Wire rocket down.

Combat Knife

Uses: Knives
Holds: 1 or 2 knives
Reloads in: N/A - Throw Posion Knife: 1.33 seconds to re-ready knife
Empties in: (N/A - 1 knife)
Secondary Function: Throw Posion Knife
Limb Damage: 1/2 (Thrown Knife: 1/8 + 1/2 Posion Damage + Sedation)
Chest Damage: 1/2 (Thrown Knife: 1/4 + 1/2 Posion Damage + Sedation)
Head Damage: 1/2 (Thrown Knife: 1/2 + 1/2 Posion Damage + Sedation)

The knives from Goldeneye return, combined into one weapon. I never really cared much for knives, even throwing ones. I don't know why. I suppose that if they put in shriukens, I'd like this type of weapon more. Or spears. I can see it now...

Spear (not really in the game)

Uses: Spears
Holds: 1 or 2 spears
Reloads in: N/A
Empties in: N/A
Secondary Function: Pole Vault

Ah, sigh. As for the actual aspects of the weapon, I'll turn it over to Deus Noctis: "Pretty much the same as Goldeneye. Does quite a bit of damage, slow firing rate, VERY inaccurate at long ranges, and virtually no reload time.

Can be used to good effect, but I wouldn't recommend it."

However, I think that TheGeneral01 should get a word in edgewise

here: "Try this (if you wish): go to combat simulator and throw a poison knife at player 2 (or get one thrown in you) When you are hit by the knife, wait a few seconds and then try to move around without getting lost. If you don't even try it, I'll tell you, the vision problems you're having are ten times worse than Tranq darts. Not only is everything blurry and moving slow-mo, it's also getting dark!! Very cruel. At the same time, your screen's flashing orange because you're being damaged, and you're coughing, you can be very confused when you take a poison knife to the gut. Even if your adversary survives the stab wound and the poison, he should be easy to shoot, because he's nearly blind."

You'll notice that I mention poison damage, but just how much damage is there? It turns out that the poison damage is administered over six seconds - it will gradually do 1/2 damage - 1/8 at a time. (And, as TheGeneral01 noted, with about a tranquilizer dart's worth of sedation each time.) In fact, if the opponent dies from the knife or one of the first three bouts of poison, the remaining poison will be drained from their next life. Even if they pick up a shield after they're hit with the knife, the poison damage will still take place.

Unfortunately, shields will lead to a highly ineffective weapon in the combat knife - a knife hitting a shielded person is bad because:

- 1: It does only 1/8 damage, regardless of the area hit
- 2: The poison and sedation effects don't happen
- 3: The knife deflects off the shield, giving your opponent a chance to collect it!

As a final note, if you miss with the throwing the Combat Knife, it will skitter on the floor or stick in the wall. You, or your opponent, can pick it up and use it again...

Crossbow

Uses: Crossbow Bolts

Holds: 5 Bolts

Reloads in: 4.96 seconds (1 bolt: 1.76 seconds)

Empties in: 1.35 seconds

Secondary Function: Instant Kill

Limb Damage: 1/8 + Sedation (Instant Kill: Fatal)

Chest Damage: 1/4 + Sedation (Instant Kill: Fatal)

Head Damage: 1/2 + Sedation (Instant Kill: Fatal)

The crossbow can be a very potent weapon in the right hands, with the ability to sedate an opponent (with roughly twice the sedation of a Tranquilizer dart) before killing them instantly as pluses. However, it is quite hampered by its need for specialized ammo, paltry 5-round clip, and the extremely slow reload time. (However, you can stop reloading after each bolt has been put in by tapping the trigger, just like with the Shotgun.)

Also, according to Deus Noctis: "This weapon is very quiet and very accurate, so using it as a sniper or assassination weapon in the secondary function can easily turn the tide of battle in your favor."

Finally, the arrows stick in the wall if you happen to miss, and they can be picked up and reused. (For more on the fun of sedation, see below...)

Tranquilizer

Uses: Sedatives

Holds: 8 sedatives
Reloads in: 2.07 seconds
Empties in: 1.44 seconds (1.46 seconds Lethal Injection)
Secondary Function: Lethal Injection
Limb Damage: 1/32 Damage + Sedation (LI: Fatal)
Chest Damage: 1/16 Damage + Sedation (LI: Fatal)
Head Damage: 1/8 Damage + Sedation (LI: Fatal)

This is the single most enjoyable weapon in Perfect Dark. It does very little damage, it uses specialized ammunition, and it can't zoom.

What it does do is worth the price of the game itself - it fogs up your opponent's screen more and more, the more tranq's you hit with! After four, your opponent will be unable to do anything except in short bursts, is subject to constant blackouts, and won't know heads or tails about what's going on!

If you like, you can put your opponent out of their misery with the secondary very close range Lethal Injection, but it's better to just switch to another gun and headshot them down.

Of course, if you get hit by the tranquilizer, it won't be nearly as much fun, but that's the breaks. Also, though the computer does a good job of simulating being tranquilized when you sedate them, perhaps you should stick to the conventional means of using standard weapons...

How can you tell if your opponents are properly sedated? Well, apart from a quick glance at their screen (cheater!), their head bobs back and forth whenever you see them.

Laser

Uses: (N/A)
Holds: (N/A)
Reloads in: (N/A)
Empties in: (N/A)
Secondary Function: Constant Stream
Limb Damage: 1/8 Damage
Chest Damage: 1/4 Damage
Head Damage: 1/2 Damage

The Laser is another Goldeneye amalgam, this time combining the old Moonraker Laser and Watch Laser into a pretty nice short range weapon. Your aim may be a little off at first due to the southpaw use of this weapon, but it's quite effective - it needs no ammo, has a very powerful short range attack, and looks pretty nice, too boot.

Grenade

Uses: Grenades
Holds: 1 grenade
Reloads in: N/A - Grenade readies in 1.05 seconds
Empties in: (N/A - 1 grenade)
Secondary Function: Proximity Pinball
Damage: Variable (1/32 - Fatal)

Pull the pin, count to three, and throw. However the real fun comes in with the proximity pinball mode - the grenade will keep bouncing around until it comes within the range of a target of some sort (and the four second fuse doesn't apply here.) This includes yourself, so exercise caution. Don't throw grenades head on at walls - throw so it hits at an angle.

Also, though it seems a bit obvious, it just has to be said: don't hold the grenade for more than four seconds after you've pulled the pin!

Before I get to the mines, I'll let Deus Noctis talk for a while on various overt political statements. What? I can't do that? All right, we'll listen to a little talk on mines in general then:

"Note on all mines: Mines are MUCH less useful in multiplayer games now that guns and the mines themselves have a threat detector. Whenever I'm playing in a multiplayer game, I always have a threat detector turned on. It certainly makes it easier to invade the bathroom in facility/felicity so you won't always get killed by remotes."

Timed Mine

Uses: Timed Mines
Holds: 1 mine
Reloads in: N/A - Mine readies in 0.69 seconds
Empties in: (N/A - 1 mine)
Secondary Function: Threat Detector
Damage: Variable (1/32 - Fatal)

These are a lot like grenades, except that they don't bounce at all - they stick to walls and the floor, and even the ceiling! The secondary mode comes in handy for multiplayer, since you can detect traps easily, but since you can't throw mines while you're detecting, it may not be the best thing to do under fire.

"This is probably the least useful mine. Just use it as a sticky grenade if you HAVE to use it, which I wouldn't recommend doing." - Deus Noctis

Proximity Mine

Uses: Proximity Mines
Holds: 1 mine
Reloads in: N/A - Mine readies in 0.69 seconds
Empties in: (N/A - 1 mine)
Secondary Function: Threat Detector
Damage: Variable (1/32 - Fatal)

Proxy mines are my personal favorite sort of mine, just so long as you remember where you put them! An especially low trick would be to place two on the inside of a commonly accessed door and watch the fun happen. It also comes with the handy threat detector so you know when your friends are pulling this trick too.

When your opponents attack you with Proxy Mines, use another mine, or the K7 Avenger to find them, and shoot them to clear the way. Also, try very hard not to stand still, or your 'friends' may throw one onto your back. If they do, turn around and give them a big hug!

"Well, this is certainly better than the timed mine, but it's usefulness has been undermined tremendously by the threat detectors. Can be useful against enemies that don't use the threat detector. If you're the devious type, try placing them in respawn spots or on weapons/ammo boxes." - Deus Noctis

Remote Mine

Uses: Remote Mines
Holds: 1 mine

Reloads in: N/A - Mine readies in 0.69 seconds

Empties in: (N/A - 1 mine)

Secondary Function: Detonator

Damage: Variable (1/32 - Fatal)

This doesn't come with the handy threat detector, so you have to keep your eyes peeled here. Also, if you absolutely, positively, have to detonate the mines on time (and have the primary mode selected), press A and B at the same time. (Thanks to Nick Leaf for reminding me of this Goldeneye classic.)

"Now we're talking! Because this weapon doesn't have a threat detector, if you only use this mine type in multiplayer without including the K7 Avenger, you can have lots of evil fun. You can do the aforementioned tricks with the proxy mines, or you can use them as a grenade with a short fuse. Just throw it at an opponent and detonate it just as it passes by him! Mwahahahaha!" - Deus Noctis

N-Bomb

Uses: N-Bombs

Holds: 1 N-Bomb

Reloads in: N/A - N-Bomb readies in 1.05 seconds

Empties in: (N/A - 1 N-Bomb)

Secondary Function: Proximity

Damage: Variable (1/32 - 1/2: Can Penetrate Shields)

N-Bombs are the surly, cigar-chomping cousins of the Tranquilizers - they cause a fair amount of damage when they detonate, but they make everyone caught in its spherical radius see black and blurred for a while - about the same as three or four Tranquilizer hits.

Not only that, but, as Devin Pearce notes: "I noticed that you didn't mention that N-Bombs can do damage right through shields. Just thought you might want to mention this." Indeed, it's a very important aspect of the weapon, especially since enemies with shields make all other weapons less effective in general.

And one last comment from the ever-present Deus Noctis: "One of the most fun weapons in the game. It has a HUGE blast radius and will take off about half a lifebar on an unshielded opponent. The fun part, though, is that if the enemy is affected they will feel the effect of 3 tranquilizer shots! They won't even be able to tell where they are! A perfect opportunity to emerge from the shadows and smack 'em down with a Cyclone magazine discharge. The secondary function can be useful, but I don't find myself using it much...but hey. Whatever floats your boat."

Psychosis Gun

Uses: Psychosis Darts

Holds: 8 Psychosis Darts

Reloads in: N/A

Empties in: N/A

Secondary Function: (None)

Damage: N/A

The Psychosis Gun looks the same as the Tranquilizer, except that it uses Psychosis Darts instead of sedatives for ammo. The big draw with this gun is that it changes enemies into friends, and friends into enemies, when they are shot by it (presumably doing little damage). To really appreciate this weapon, finish Mission 3-1 in under 2 minutes to get the Psychosis Gun cheat. You can legitimately get this weapon in the

Maian SOS mission, but you'll only be able to collect 3 darts for it. Bummer, says I.

---- Classic Guns

(Note: All Classic Guns use the classic sight - a red crosshair instead of the green-red-blue sight. As well, the sight does not change from green to red/blue when an enemy is in the sight, it remains a red crosshair. However, the buzzing sound is still there.)

Wyatt Hanks has a note on whether or not matching the classic weapons (and Goldeneye's weapons) is justified: "All of this matching is kind of pointless though because the guns are all changed for gameplay reasons - Rate of fire: In reality the KL01313 and the ZYT would be the fastest guns of the bunch. The calibers: The M-16A2 is no where close the the same caliber as the AK-47, The FN P90 uses .22, not 9mm, etc. Third the guns are all much larger than they would normally be for obvious gameplay reasons."

These are all good points, but I personally feel even if the guns aren't represented 100% accurately, at least they're pretty darn close. It would be a rather interesting experiment to make each gun require its own caliber ammunition, though. It'd be a bit more challenging to run out of ammo for your favorite weapon and have to make do with what you can find. Maybe in the next game...

PP9i

Uses: Handgun Shells
Holds: 7 rounds
Reloads in: 1.25 seconds
Empties in: 0.85 seconds
Secondary Function: (None)
Goldeneye Counterpart: PP7
Real Life Counterpart: Walther PPK

"Bond. Joanna Bond." While it may make for an interesting premise for Danjaq's Ian Fleming novel movie adaptations...no. (Though part of the problem, admittedly, is that she's not Sean Connery. I think she could outgun Pierce Brosnan, though. And she'd maul George Lazenby, too. Roger Moore, I'm not too sure. And, as Magnum noted (right after he told me that I didn't the get George 'Lazzenby' spelling right) I completely left out Timothy Dalton. Hmmm...I don't think he'd do too well against Jo. Watch for Jo vs. The Cast of Casino Royale in the next version of this FAQ!)

Anyhow, the default gun from Goldeneye is there if you'd like it. I'd stick with the Falcon, personally. The problem is that this gun has been outclassed. Who can compete with an extra round per clip and a laser sight? Then again, it's a pretty fun gun to go through the game with, and isn't that what it's all about?

CC13

Uses: Handgun Shells
Holds: 8 rounds
Reloads in: 1.25 seconds
Empties in: 0.96 seconds
Secondary Function: (None)
Goldeneye Counterpart: DD44

Real Life Counterpart: TT33 Tokorev (Special thanks to Mod. #15 for pointing this out)

Another gun that gets by on the fun factor - it's not nearly as accurate as the Falcon 2. Even at medium range, you'll miss a whole lot of headshots. But the sound is spot on.

KLO1313

Uses: SMG Ammo

Holds: 20 rounds

Reloads in: 1.25 seconds

Empties in: 2.68 seconds

Secondary Function: (None)

Goldeneye Counterpart: Klobb

Real Life Counterpart: WVZ61 Skorpion (Special thanks to Mod. #15 for pointing this out)

Sigh. The best thing about this gun is the noise it makes when it fires - it just screams "Machine Pistol!" Unfortunately, it's horribly inaccurate and its shells have very little power. Oh well.

KF7 Special

Uses: Rifle Ammo

Holds: 30 rounds

Reloads in: 1.25 seconds

Empties in: 3.97 seconds

Secondary Function: (None)

Goldeneye Counterpart: KF7 Soviet

Real Life Counterpart: AK-47 Assault Rifle

Zoom Function: 2.0x

Everyone's second favorite Rifle from Goldeneye is back - unfortunately, as in Goldeneye, it's outclassed by the AR(5)33.

ZZT (9mm)

Uses: SMG Ammo

Holds: 32 rounds

Reloads in: 1.25 seconds

Empties in: 3.24 seconds

Secondary Function: (None)

Goldeneye Counterpart: ZMG (9mm)

Real Life Counterpart: Ingram MAC-10 (Thanks to Wyatt Hanks for the correction)

I thought the name for this gun was the Uzi, but it never hurts to be technically correct. Anyhow, this is a real room clearer - it makes you feel like one of the bad guys from the action flicks (Don't say James Bond films, now) - it's got more power than the CMP150, as well.

DMC

Uses: SMG Ammo

Holds: 30 rounds

Reloads in: 1.25 seconds

Empties in: 4.01 seconds

Secondary Function: (None)

Goldeneye Counterpart: D5K

Real Life Counterpart: Heckler & Koch MP5K Sub-Machine Gun (Thanks again to Wyatt Hanks for another correction)

Wyatt informed me that: "The DMC/DK5 is actually an MP5K which is

much smaller than the MP5 in comparison and features a forward pistol grip, no stock, and a completely different barrel and frame."

I really, really, really wish that they had put in the silenced version instead - that would have just made everyone's day. Still, not a bad SMG, though.

AR53

Uses: Rifle Ammo
Holds: 30 rounds
Reloads in: 1.25 seconds
Empties in: 3.25 seconds
Secondary Function: (None)
Goldeneye Counterpart: US AR33 Assault
Real Life Counterpart: Colt M-16/A2 Assault Rifle
Zoom Function: 2.0x

Perhaps the best all around classic weapon. It's fast, it's accurate, and it even has a zoom capability. The only snag is that the penetrating power it had in Goldeneye is no longer there. Snaps!

RCP-45

Uses: SMG Ammo
Holds: 80 rounds
Reloads in: 1.25 seconds
Empties in: 8.00 seconds
Secondary Function: (None)
Goldeneye Counterpart: RCP-90
Real Life Counterpart: FN-P90 (Fabrique Nationale Pistol 90)
(Thanks to Wyatt Hanks for the proper spelling)

In previous versions of this FAQ, I didn't know the real life counterpart of this gun (or even if it had one) but a kind e-mail from one Garrett Patton set the record straight. Take it away, Garrett!

"In your strategy guide you said that you did not know what the RCP-90's reallife counterpart was, well it is the FN-P90, or Fabrique Nationale Pistol 90. It is a fairly compact machine pistol that uses .22 hollowpoint frangibles at the rate of about 1000 RPM. Because of their small size and the fact that the shred whatever they hit upon impact, they render body armor rather unimportant after a few rounds. Thank you and i hope you give me credit if you use this. :)"

Thanks again, Garrett. I guess it didn't stand for "Really Crappin' Powerful" after all.

Anyhow, this is an unbelievable weapon - it has a huge magazine and a fast fire rate. Once you get this cheat, you'd be amazed at how much fun you'll have chopping enemies to ribbons in single player (instead of with just the Falcon 2) - it's like going from Joanna Dark to John Rambo.

--- Other Tools

Combat Boosts

Uses: Boost Pills
Holds: 4 Pills
Reloads in: N/A
Empties in: N/A
Secondary Function: Revert

Combat Boosts enable you to experience everything in extreme slow motion for ten seconds of real time, or twenty seconds of Boost-relative time, per pill. It can be countered by other players, however, if they use the "Revert" secondary command.

Combat Boosts make sniping much easier (even though you move extremely slow along with everyone else) and they also make dodging easier as well (since you can duck out of the way relatively faster.)

I'd make a joke here about it being "Matrix Mode", but since every other FAQ beat me to it, I'll go with "Chariots of Fire Mode" instead.

X-Ray Scanner

You've seen this type of vision in the Farsight XR-20, only now you can use it with any weapon. However, it's a big tradeoff. While you can see through walls to find enemies, you won't be able to see very far at all down long hallways and open spaces that you normally could. So, it's a bit more gimmicky than useful for my tastes.

Cloaking Device

Uses: Cloaking Devices
Holds: (120 seconds)
Reloads in: N/A (1.00 second to cloak/re-cloak)
Empties in: N/A

The Cloaking device is Perfect Dark's method of invisibility, and it's quite fun. When you're cloaked, your gun will appear translucent, and to your opponents, you'll appear as little more than smeared air. A good opponent can spot the smear moving and aim for it, however, so exercise caution - Invisible is not Invincible.

In Combat Simulator, each Cloaking Device that you pick up is good for 20 seconds of cloaking time. However, note that firing your weapon will cause you to de-cloak for however long you fire, and it takes a second to re-cloak - be sure that you can hit the enemy you're aiming for before you fire!

Shield

The Shield is the equivalent of Goldeneye's Body Armor - any hits taken are taken off of the shield before they are applied to the opponent. Also, any hit on a shield only counts as a limb hit, no matter where it would have landed on the opponent. Also, if you shoot a shield before picking it up, it will still work, but you can take fewer hits with it on. (Only in Single player, though. Drat!)

Finally, a shield will completely block a one-shot-kill weapon (though the shield will be used up completely.)

III: How to succeed at the Firing Range

Notes: Far and near refer to distance from Joanna. Also, you start with only the Falcon 2 and the CMP150 at the Range - to get more weapons, you must collect (or start) with them in either the Solo missions or the Combat Simulator.

Falcon 2

Bronze:

120 seconds
120 points
Unlimited Ammo

There are three close targets here - they will break after eight hits. A new target will pop up for every broken one. Pretty simple.

Silver:

15 seconds
80 points
Unlimited Ammo

One close moving target - it will flip around when it reaches the end of its line. When the back side of the target is showing, shooting it will score no points, nor will it contribute to the target's breakup. It will break after eight shots as well - a new target will appear behind the old one and follow the same pattern.

Gold:

10 seconds
170 points
24 rounds (3 full clips)

Three close-to-medium moving targets that break after eight shots move in an "L" pattern here:

```
-----1
|       | ^
2---|   | | (Targets move counterclockwise)
    |   |
    ---3
```

Well, not too bad for my first attempt at ASCII art. Anyway, the easiest way I found to do this was to start in front of the 1 and 3 targets and fire as the 3 went back - pump a full clip into 3 (80), then 4-5 rounds into 2 as it comes around (120-130), reload, and then get a full clip into 1 when it comes around (above 170).

Falcon 2 (silencer)

Bronze:

120 seconds
120 points
Unlimited Ammo

One target that flips every 2 seconds and breaks after eight shots (another pops up to the target's right.) Nothing too tough.

Silver:

120 seconds
30 points
Unlimited Ammo
Must break 9 targets

A little different from what you've seen so far - three rows of three flipping targets each! However, these targets will break after one shot. Don't get too firing crazy, though, as you'll need 3 bullseyes (or 6 zone 1's) to pass. But, let's face it, pretty simple.

Gold:

30 seconds

80 points

Unlimited Ammo

Must break 3 targets

There are three rows of one target each - they move left and right facing you and then stop for two seconds facing away - so work on your moving target skills! These targets take twelve hits to break, so you'll have to fire at least 36 rounds (and reload at least four times) to do the job. Be sure to aim a bit too.

I tend to go for the 80 points first, then start firing like a madman once I get to that point. Bullseyes be damned! Smash the suckers!

Falcon 2 (scope)

Bronze:

120 seconds

120 points

Unlimited Ammo

Stationary close-medium range targets that break after eight hits (there's just one at a time, though). You should hit 120 points in 12 shots.

Silver:

120 seconds

120 points

Unlimited Ammo

Must have => 80% Accuracy (It's not a smiley, it's greater-than-equal-to)

One target that moves in a square pattern - moves faster when close to you and slower when far from you. Reminds me of my last girlfriend, really...

Anyhow, keep in mind that you have to have at least 80% Accuracy - which means that you'll have to hit 4 out of 5 shots. By the time you play the game a little, you should make at least 4.9 of 5 shots, but I digress. It's easier to use the scope and snipe at the target far away then deal with its fast movement up close. And if you're still not accurate enough after 120 points, just keep firing at the target until your average slowly pulls up.

Gold:

10 seconds

80 points

8 rounds (1 full clip)

One target at close-medium range that moves from left to right, and doesn't flip. Pretty simple, but the Carrington guys want you to really shine on this one...doing the math says that you have to have 8

bullseyes to pass. (And the target breaks, but that's not really the point.)

You (and I) really should work on moving target skills here, but I tend to get one bullseye before the buzzer sounds and seven more while it's stopped on the right side.

MagSec 4

Bronze:

120 seconds

135 points

Unlimited Ammo

One flipping target that breaks after nine hits at close-medium range, but remains stationary otherwise (and is replaced by another after it breaks). Use the 3-round burst to destroy the target quickly.

Silver:

120 seconds

135 points

18 rounds (2 full clips)

There are two rows of 3 targets each that flip, with one close blocking target which is always facing away and moving to obstruct the other 3 targets:

- - -

- - -

<- - -> (blocking target)

Remember, you only have 18 rounds, so don't waste them on the target backs! However, you do have a really long time, so pick your shots one by one. Keep in mind that these targets break after 3 hits and are not replaced, so you may want to move over to the other targets after that happens. Also remember to turn off the 3 round burst - we're going for accuracy here.

Gold:

12 seconds

80 points

Unlimited Ammo

Must break 4 targets

These targets move in a square pattern (facing you when they move) and then stop for a second (and not face you). These targets break after 3 hits (and are not replaced). They'll move in the square pattern three times during the time limit. Don't use the three round burst - it will lower your score considerably.

What you should do is park yourself in front of the right targets (since they move towards you) and fire at whatever comes towards you. Don't forget to reload after the targets flip - you don't want to get caught empty while you can shoot the targets.

Mauler

Bronze:
120 seconds
200 points
Unlimited Ammo

One target that moves from medium to close range (with no lateral movement) that breaks after 20 hits. Is replaced by another target. Not a problem.

Silver:
120 seconds
50 rounds (2 full clips and 1/2 clip)
Must break 8 targets

Eight targets that move in a circle pattern and stop after each target has moved two spots, always facing you. Here, use the Charge-up shot and hit one target at a time. If you don't reload, the fourth shot will be a weak shot - fire the weak shot at one target and remember which one it is. You don't want to hit this target quite yet.

Repeat with the second clip, putting the fourth shot into the same target previously designated. Finally, reload and place the charged shot into the non-designated target, then place the final shot into the designated target. Voila!

As an alternative, you can simply put five regular shots in each target to get them to break...but where's the fun in that?

Gold:
15 seconds
35 rounds (1 full clip and 3/4 clip)
Must break 6 targets

Six stationary targets (two rows of three) that remain stationary but flip towards and away from you at close range.

4 5 6

1 2 3

Here, charge up a shot before the buzzer sounds, and shoot a charged shot into target 2 when it's towards you. Charge up another shot, shoot it into target 1. Charge up another shot, shoot it into target 4. While the targets are towards you, fire any remaining rounds into target 5. Reload automatically.

Charge up a shot, fire into 3. Charge up a shot, fire into 6. While the targets are still facing you, fire your remaining rounds into 5. If you get at least 5 rounds into 5, it will break.

Be sure to be quick about it, as you only get six target flips (and one of them will be wasted due to reloading and shot charging.)

As an alternative, you can try this strategy from RBJones -

"Using your 1,2,3,4,5, and 6 diagram I'll tell you a much easier way that works 99 out of 100 times, provided you do know how to play the game, even if you suck. First, get the charge up shot thingy, then hit 1target, then 2target, then 3target using the

charge shot.

IMMEDIATLY after you hit the 3 target or the RELOAD. You wont get but two or three rounds into the next charge, but its enough. Shoot the 6target with however many rounds you have in that charge, but wait until the last second when the target starts flipping for maximum roundage. It wont break, but now you dont have to reload. Hit the remaining to targets with your charge and they will break, but the split second after you hit the last target, aim for the 6 target that you shot and didnt break earlier, it will break now, and you will get gold. I can do this in 12.36 seconds, and its not that confusing when you try it, if you understand."

Phoenix

Bronze:

120 seconds

90 points

Unlimited Ammo

Two targets (that break after 8 shots and are replaced) that move in a box pattern from close to extreme range. I like to mess around with the explosive shells here, but it's really up to you.

Silver:

120 seconds

18 sounds (2 full clips and 1/4 clip)

Must break 8 targets

Time to break out those explosive shells - these targets can take a bit of punishment, so you'll have to shoot them twice with the shells to get them to break up. Also, these targets are replaced by targets that follow the same pattern (from close to extreme range moving laterally, flipping away from you when they stop), so try and go for the combo - making the splash damage of the explosive spread across more than 1 target. It will help for:

Gold:

20 seconds

3 rounds (3/8 clip)

Must break 6 targets

With 3 rounds and 6 targets, you'll have to do a bit of economizing. The three rows of two targets move laterally back and forth from close to medium range - and they meet at the midpoint of their lines. So, aim an explosive shell at the midpoint - the explosion will break up both of that row's targets. Repeat two more times and you're done!

DY357 Magnum

Bronze:

120 seconds

90 points

Unlimited Ammo

One stationary target that flips towards and away from you at close range. If you anticipate when the target flips and pull the trigger slightly before the target flips (there's a small pre-fire delay with Magnums), then you can get in two shots per flip.

Silver:
120 seconds
80 points
3 rounds (1/2 clip)

Here you'll learn the fine art of target penetration - there are three rows of three targets each: completely stationary, and which break after one shot. Here, get completely lined up with all three targets in the column (you shouldn't be able to see the targets behind the front one in that column), aim and the bullseyes, and fire. You should get three bullseyes. Repeat twice.

Gold:
12 seconds
50 points
5 rounds (5/6 clip)

More target penetration - but this time the targets have a weird flipping pattern. Instead of describe the pattern, here's what I do to exploit it - once the buzzer sounds, shoot the three targets in the center row with one penetrating shot. Then move over to the right row and aim at the bullseye, but to not fire...yet. Look at the left targets. When you can see the front of all three, fire. That should do it!

DY357-LX

Bronze:
120 seconds
90 points
Unlimited Ammo

One target that moves in a rectangular pattern, periodically stopping. Breaks after six hits, but is replaced by another target.

Silver:
30 seconds
200 points
Unlimited Ammo

Three targets (one close, one close-medium, one medium) move left to right. It starts with two on the right and one on the left. Wait until they cross in the middle to get three bullseyes with one shot (remember to lead the shot.)

After six shots, the three targets will break and reveal three more targets at medium to extreme range. Follow the same strategy - however, chances are that you have >150 points from the previous three targets, so follow the group of two targets around to finish up quicker.

Gold:
50 seconds
100 points
12 rounds (2 full clips)

One target at close range that moves laterally left and right, flips away from you at the ends of its movement, and breaks after 12 hits. You should make 1 bullseye shot per movement (remember to lead the shot a

little because of that pre-fire delay), not needing to fire on the movement where you have to reload. Accuracy counts - you can only afford 4 zone1's to get 100 points.

CMP150

Bronze:

120 seconds

240 points

Unlimited Ammo

Three flipping targets at close range. Piece of cake.

Silver:

120 seconds

80 rounds (2 full clips and 1/2 clip)

Must break 4 targets

Four targets here that move in a box pattern facing away from you and then stop facing towards you. Use the lock-on feature of this gun to pump twelve rounds into each target to break it. Remember to stop firing when the targets flip around and move and you'll be fine.

Gold:

20 seconds

350 points

Unlimited Ammo

Must break 6 targets

Three targets move in a box pattern - quickly from close to extreme range - when one breaks after twelve hits, it is replaced, for a total of six targets. The way to do this is to go to the left side, aim for the bullseye of the target there, fire until it moves laterally, tap 'R' to reset the lock-on aim, and fire at the bullseye of the approaching target.

Remember to reset the lock-on aim each time, as your shots will veer towards the other targets for low points (since you're not aiming that way) if you don't reset it.

Cyclone

Bronze:

120 seconds

750 points

Unlimited Ammo

Three stationary targets, not even flipping ones. Go hog-wild with the cool but wildly innaccurate Magazine Discharge, or just aim at the bullseyes in regular mode to get it overwith quickly.

Silver:

20 seconds

Unlimited Ammo

Must break 5 targets

Three targets that move from close to extreme range - time for Magazine Discharge, right? Well, no. The problem is that it's so innaccurate that the twenty-five required shots for each target won't

hit with a full clip at anything farther away than close-medium range!

Instead, just use Magazine Discharge on the close center target at the beginning, then use Rapid Fire on the remaining targets (two appear after the first two are broken.)

Gold:

18 seconds

400 points

Unlimited Ammo

Must break 1 target

No Magazine Discharge for you here, either - Rapid Fire will do the job fine. The front two targets at close and close medium range that move back and forth break after 25 shots, so breaking the one target shouldn't be a problem. Just aim at the center target (which doesn't break at all, apparently) and one of the other two targets in front of the center target should break from all the bullets it picks up.

Callisto NTG

Bronze:

120 seconds

480 points

Unlimited Ammo

Six stationary targets - three at close range, three at medium range. Here you can have fun with the penetrating High-Impact Shells to get two bullseyes at once.

Silver:

30 seconds

Unlimited Ammo

Must break 1 target

One target at medium range, moving laterally, is behind three blocking targets that always face away from you. Break out those High-Impact Shells and fire at where the target will be. Alternatively, you could play sniper and get the target as it peeks out from between its cover, but I don't think you'll get the forty required hits for the target to break in time.

Gold:

20 seconds

250 points

Unlimited Ammo

Must break 2 targets

There are nine targets here the follow a weird flipping pattern - instead of describing it, switch to rapid fire, wait until one of the targets flips your way, and pump twenty rounds into it to break it. Repeat.

RC-P120

Bronze:

120 seconds

1,000 points

Unlimited Ammo

One stationary target at close range. Whoop-de-doo.

Silver:

20 seconds

300 points

Unlimited Ammo

Here you'll get to use the ultra-sneaky cloaking function. The three targets at close range will face away from you at the start - cloak yourself to make the targets turn towards you, then pump 'em full of lead! Since they break after twenty hits, you'll have to cloak, pump twenty rounds into the target, re-cloak to make the targets face you again, then unload on another target.

Gold:

20 seconds

180 rounds (1 and 1/2 clips)

Must break 9 targets

Three rows of three targets each from close-medium to medium-extreme range - which all break after eight hits. However, the front row won't turn towards you unless you cloak. So:

Cloak to make the targets turn towards you, then try to destroy ALL the front targets so you don't have to cloak again (which will waste copious amounts of your limited ammo). Finish off the remaining targets - if you have to cloak again to get a straggler front target, then do so before you finish off the rest of the targets...we wouldn't want to end up without enough ammo to finish the job, right? By that same token, remember to reload before you cloak a second time.

Laptop Gun

Bronze:

30 seconds

750 points

Unlimited Ammo

Pretty simple here - you get three stationary targets at medium range (no problem if you use the 2x zoom), and when they break, they're replaced by targets at close range! Whoo-hoo!

Silver:

20 seconds

90 points

Unlimited Ammo

"There's got to be a trick to this," you're probably saying, "since the stationary three targets at close-medium range aren't facing me!" And you're right, there's a trick - use the computer twice to open up the counter and walk onto the firing range. Watch out when Johnathan Dark comes in to practice, though, he's rather miffed that he's now number two and he's packing a DY357 Magnum!

Oh, all right. You've got to throw away the laptop - use the Sentry Gun command and watch the fun happen! One word of advice, though...get to the sides of the targets to throw the Laptop Gun - otherwise it'll

bounce off the back end of a target. That would be bad.

Gold:

15 seconds

750 points

250 rounds (5 full clips)

Must break 2 targets

There are three targets here that move in a box pattern from close to medium range. I like to move over the the left side, aim at the bulleyes that come my way, and reload when necessary. Once you reach 750 points, pump the most shot-up target(s) full of lead, wherever it (they) move (s) to. Since the targets break up after fifty shots, better to break than go for accuracy (after 750 points, of course.)

Or your could use this tip from Bjorn Carlsson to get through it easier:

"I've discovered a way to easily get Gold for the Laptop Gun in the firing range. All you have to do is use the secondary fire and toss it onto the wall behind you. The Laptop Gun will quickly (and accurately) make mincemeat of the targets.

Note: This might not always work, it doesn't work for my brother but it's Perfect for me (pun intended).

Bjorn Carlsson

(I rule!!!)"

Thanks, Bjorn. I'd like to make a little addendum here, though. Having tried this a couple times, I noticed that there are much higher secores if you throw the laptop gun down a little (Don't keep the aim at eye level, look down.) Also, be sure to ready throwing the gun before the timer starts. Finally, if the gun runs out of ammo before you score 750 points, press B to pick it up: you still have 50 bullets left to use to gun down that last target with.

Dragon

Bronze:

120 seconds

450 points

Unlimited Ammo

Three flipping targets at close range that are replaced by medium range targets after they are broken by thirty shots. Make short work of this one with the zoom.

Silver:

10 seconds

10 points

1 round (1/30 clip)

Well, the target won't break with one shot. D'oh. What you need to do then is to use the proximity self-destruct and throw the weapon towards the target moving from close to medium range. Get in front of the target when you throw it, otherwise it may end up outside the gun's proximity radius. Either that, or use the Laptop Gun's Silver walkthrough to punch the target down! That'll show it. (OK, not really.)

Gold:

15 seconds

500 points

Unlimited Ammo

Must have => 90% Accuracy (It's not a smiley, it's greater-than-equal-to)

There are three targets at medium range that flip back and forth at odd times and two moving targets at close range that never flip. Concentrate on those moving targets (don't worry when the targets cross - you can still get at least 500 points and your accuracy won't drop) reloading when necessary. Just keep your crosshairs on the bullseye and that should solve the accuracy problem, even with the Dragon's shot spread.

K7 Avenger

Bronze:

120 seconds

375 points

Unlimited Ammo

One stationary target at medium-extreme range here, which is replaced by another one when it breaks after twenty-five shots. As I've said before, nothing too tough.

Silver:

120 seconds

4 rounds (4/25 clip)

Must break 4 targets

Now this one's a little tricky - no way you can break even one target with 4 shots, right? Well, pretty much. Unless you remember to turn on the threat detector. See those targets with the red outlines on them? Go for them. Be careful to step to the sides, though, as most of the targets you want to hit are not in the front row.

Gold:

15 seconds

30 rounds (1 full and 1/5 clip)

Must break 3 targets

This one's got no fancy tricks - you need to know exactly when to pull the trigger and for how long. In order to destroy the three flipping targets at medium-extreme range, you can't waste a round, or you won't have the ten rounds necessary to destroy each target.

Here, the middle target flips every two seconds and the left and right every three. So, put five to eight rounds in the middle target (and remember how many you put in there - subtract from ten to get the number of rounds you need to finish it), then put ten rounds in the left target. Then finish off the center target, then reload, then finish the right target.

Be sure to take some time to practice getting the proper number of rounds in each target, or else you'll end up putting one in the back wall.

AR34

Bronze:
120 seconds
450 points
Unlimited Ammo

Three targets with no lateral movement - from close to extreme range. Please say that you don't need help with this one.

Silver:
120 seconds
120 rounds (4 full clips)
Must break 9 targets

There are three targets (which are replaced with up to six others) moving slowly in a box pattern from close to medium range. Ten shots break a target. You may run into some minor snags here with the AR34's long range innaccuracy - since you have a lot of time, you can stay on the left side of the box pattern and let the targets come to you.

Gold:
20 seconds
500 points
Must have 100% Accuracy

Ouch. I hated this one. It was well-nigh impossible to beat...until I found the secret. So to fully appreciate the anguish I went through, take a couple of tries at it first. I'll wait.

You didn't really do it, did you? Go on, do it!

Back so soon? Ah. Surely you discovered that the lone target at medium/extreme range which only moves laterally, doesn't flip, and stops at the ends of its line is a bit tougher to hit than it seems. Mainly because the AR34 is really darn innaccurate at that range.

What I tried to do before was to always keep the crosshair trained on the bullseye - the target is just far away enough that aiming at the bullseye will ensure that the bullets hit the target (Yes, the accuracy is that bad.)

Until I stumbled onto the obvious secret. I can't believe I didn't think of it sooner. And it is: kneeling.

Kneeling down twice will dramatically improve your accuracy! Soon the notion of not even hitting the target when not keeping the crosshairs trained exactly on the bullseye dissipated into only getting a Zone 2 or 3. (And not having to start over, AGAIN, due to lack of accuracy.)

Kneeling down will actually increase your accuracy with any gun. However, I don't recommend that you do so, unless you intend to kneel down every time an enemy's coming (or in multiplayer) Thus, one of these days, I'll go back and get the Gold for the AR34 standing up.

But not today.

And that's my corageous story.

SuperDragon

Bronze:

120 seconds

450 points

Unlimited Ammo (both types)

Yes, yes, I know you're all chomping at the bit to try out the grenade launcher, but you really shouldn't. Instead, just use the rapid fire to shoot each target thirty times for the points.

(See, I tried playing around with the grenade launcher, and got 10 points a target for the explosions. Unfortunately, there are only seven targets that appear - though you only have one at close range to start and is later replaced - so you don't end up with enough points to get by.)

Silver:

120 seconds

9 bullets (9/30 clip) / 9 Grenade Rounds (1 full and 1/2 clip)

Must break 9 targets

The targets take more than nine rounds to break, so get out that Grenade Launcher - These nine targets at close to medium range flip, but don't move otherwise, so it should be pretty easy. Just remember to launch the grenades about a half second before the targets flip - and make sure that when you fire, the target *backs* are showing. That way the explosion happens while the targets can be affected, OK?

Gold:

30 seconds

60 bullets (2 full clips) / 4 Grenade Rounds

Must break 5 targets

This is one of the trickier ones - here you have to learn the fine art of grenade lobbing. Grenade rounds are affected by gravity, and so they fire in an arc instead of in a straight line. So:

There are five targets here: one is stationary in the center (and takes 10 shots to break) while the other four travel in a box pattern around it (flipped away from you while they move) - stopping in the box corners (and flipping your way) periodically.

First, take out the center target with your regular bullets - it will take ten, and should be easy to hit, even with all the other targets flying around. Now, you'll have to take out the other four targets with grenades. (You can take them out with bullets, but it takes 30 rounds, which have to be delivered over at least three passes of the targets. You get five passes of the targets before time is up. D'oh.)

To complete this one, aim the grenades for the close targets a little below the targets, and the grenades for the far targets a little above those targets. Also, fire a little before the targets settle into position and flip - it takes the grenade a little while to get there (and the target a little time to soak up the explosion.)

Shotgun

Bronze:

120 seconds

240 points
Unlimited Ammo

You get to have a little fun with stationary close range targets here (one at a time) - they'll break after two shots, so turn on your Double Blast if you'd like.

Silver:
30 seconds
Must break 9 targets

I tried to take advantage of the shotgun spread here, but the targets are too solid to break under one or two pellets. Each target requires a solid blast to break it. Since there are nine, you should be able to do this without reloading. Simply fire at the bullseye at the bullseye of any target you can get a clean shot at. There are up to three at once, at close to medium range, that move laterally and flip when they get to the ends of their lines, so it shouldn't be too much trouble at all.

Gold:
20 seconds
170 points
30 Shells (3 full clips and 3 shells)

One close range target here that moves laterally and flips at the ends of its line. Switch to Double Blast to get more points quicker. Just remember to follow the target's movement before you fire the second shot - so fire, tap left, fire, for example.

Reaper

Bronze:
120 seconds
1,000 points
Unlimited Ammo

Man, and you thought the AR33 and Cyclone were innaccurate - the Reaper can't even hold its fire to a single target! Anyhow, take the man's advice and kneel down (twice) at the beginning so that your aim is a little more bearable.

Nothing much to mention here - just three stationary targets at very close range. They flip every now and then, as well. Since ammo and time aren't problems (and spin-up and spin-down times are), I say just keep firing at the bullseye regardless of which way the target's facing. (You can, however, ease off the trigger while the targets facing away. Keep the gun spinning at a fair rate. Not that ammo's a problem, but just that you don't have to reload so often.)

Silver:
30 seconds
Unlimited Ammo
Must break 18 targets

This one's real fun. The targets here are stationary, at close to medium range, and break after nine hits. There are three targets on the range at a time, with the others replaced in seemingly random spots. Just hold the trigger and make a sweep from one target to the next, mowing them all down. You've got enough time for three reloads.

Gold:
30 seconds
750 points
Unlimited Ammo
Must break 1 target

There are three targets here that move in a box pattern - one is separated from the other two by a larger gap. They don't flip, so keep the trigger on that Reaper! (And kneel, too!) The targets take about a hundred to a hundred fifty hits to break, so pick a target to break and stick with it until it's broken. You can use the other two targets for points after you break the target.

Sniper Rifle

Bronze:
120 seconds
120 points
Unlimited Ammo

Ahhh...after all that it's really nice to have an unbelievably accurate weapon! First order of business to deal with these extreme range targets is to use C-up while aiming to change the zoom from 4.0x to 30.0x. Now that's cool. Also, if you use the secondary mode to crouch, you'll eliminate all the bouncing around that occurs while aiming. Personally, though, I'd rather try to fight the bouncing. It'll prepare you for real-world sniping.

(Disclaimer: Please don't go out and become a real-world sniper after playing this game. If you have to, say that you became a sniper playing "Deer Hunter 3D" or something.)

Silver:
120 seconds
120 points
Unlimited Ammo
Must have => 90% Accuracy (It's not a smiley, it's greater-than-equal-to)

A lot like the Bronze one, except now the targets flip, a new target appears at medium-extreme range after the targets break after eight shots, and you have an accuracy quota. No real problems.

Gold:
12 seconds
150 points
15 rounds (1 full and 7/8 clip)

Whoa! The difficulty sure ramped up a bit here. You'll have to deal with three targets that move from close to extreme range, and break after five shots. As well, you'll have to get 15 bulleyes to pass this one. Add in the fact that this must be all done in 12 seconds and you begin to see that this one will be a little tricky.

Here's what I did. First, back off the zoom a bit - zooming to 30.0x wastes too much time. Go to about 9-10x. Second, crouch only once. There will still be a bit of wobbling, but it won't be as bad as it was before. Now, zoom in on the right target, and get five bullseyes. Quickly, too. Then strafe left to the center and get three more.

Auto-reload. Then put two more bullets into the center, strafe left, then put two into the left target.

Of course, it won't work quite that way the first time you try it...just keep practicing until your sniping skills are second-to-none.

FarSight XR-20

Bronze:

120 seconds

Unlimited Ammo

Must break 3 targets

Oh yes. This is one cool weapon. If you do this properly, you can break the three stationary targets at close, medium, and far range with three shots. (Each target needs three shots to break. Move to the right and shuffle around so that you can only see one target, turn on the target locator, and fire!

Silver:

15 seconds

Unlimited Ammo

Must break 6 targets

Right, time to switch on that Target Locator again - you'll use it with this gun a lot. The deal here is that there are two rows of three flipping targets at far range - which are blocked by a row of three stationary blocking targets always facing away.

The tricky part is that the targets in the back flip. So, you should line up in front of a blocking target, turn on target locator, and fire when you get a clear shot. You'll probably fire twice, though, because you can't tell whether the targets in the back have flipped or not. So, fire, and if the targets don't break, fire again when they flip. Shift to the left/right and repeat.

Gold:

20 seconds

40 points

3 rounds (3/8 clip)

Must break 6 targets

Ok, this is all about penetrating multiple targets simultaneously. (And don't you read anything dirty into that, mister!) You've got five targets forming a long X pattern from close to extreme range, and one laterally moving target at extreme range.

Here's how I handle it: move on over to the left side of the targets and wait until the moving one is in the line of fire. Aim for the bullseyes (well, the center of the target, anyhow) and you should get 30 points. Then line up one of the far targets with the near target and fire to destroy both (and get >40 points.) Finally, shoot the last far target. It may be too far to let the threat detector show it properly, so just line it up in the sights without aiming and fire.

Devastator

Bronze:

120 seconds

Unlimited Ammo

Must break 6 targets

Two lines of three completely immobile targets here - only two at close-medium range and two at extreme range are visible at first, though. Launch a wall-hugger at the right near target - when it detonates, it should continue exploding long enough to shatter the third target that appears on the right when it appears.

After that, lob a wall-hugger on the center target of the extreme range line of three targets, and that should do it!

Silver:

50 seconds

10 Grenades (1 full clip and 2/8 clip)

Must break 6 targets

OK - you've got three stationary targets at extreme range and three targets that move from close to extreme range - with no lateral movement or flipping. What you want to do here is launch a wall-hugger grenade on the center moving target when it's moving towards you - the wall-hugger should drop at extreme range, breaking the three extreme range targets. If you're especially lucky, you can break all six with one grenade this way...if not, just switch to grenade launcher mode and take care of the remaining moving targets.

Gold:

30 seconds

6 Grenades (6/8 clip)

Must break 6 targets

OK, you start off with one flipping target at extreme range, replaced by a flipping target at close range, then this pattern repeats twice. Use the regular grenade launcher to lob a grenade at the far targets, and use the Wall-Hugger to stick grenades on close range targets. You've got to blow up one target with each grenade, so be careful. Good luck.

Rocket Launcher

Bronze:

120 seconds

Unlimited Ammo

Must break 9 targets

There are three lines of three completely stationary targets each here - one at close, one at medium, and one at extreme range. Just aim at the center target with a rocket (if you don't trust your aim, use the Targeted Rocket) and that'll do it.

Silver:

120 seconds

18 rockets

Must break 8 targets

There are eight targets that move in a box pattern from close-medium to extreme range here - we're going to take them on two by two. Start by waiting for the targets to move. Whenever a target appears close and in the center, fire a rocket, and you'll take out two targets. Repeat three times when new targets come into the center, and you've got it.

Gold:

30 seconds

40 points

4 Rockets

Must break 4 targets

You've got four targets moving in a box pattern here - two at close range and two at extreme range. The homing rocket won't help you here, so leave it on Rocket Launch. These targets are toward you for a second when they're still and away from you the rest of the time. Go to the left first, let the targets move, and then fire a rocket at the close left target as it's about to flip around. Repeat with the close right target. Then, wait for the targets to move around, and fire a rocket at the far right target about a half second before it settles into place (i.e.: still moving towards the far right corner.) The right moment is just before it passes the spot where the far left target would be.

Get the amount of time you need to wait in mind, as you'll have to destroy the far left target last, and without any visual reference, all you can rely on is timing. Also, be as accurate as you can when dealing with the far targets, 'ere you plunk a rocket into the back wall.

Slayer

Bronze:

120 seconds

Unlimited Ammo

Must break 6 targets

Nothing too tough here, just select Fly-By-Wire mode and steer the rockets to their targets. One caveat - if you miss and turn around to try again (i.e.: if you're facing the opposite of Joanna's direction) detonate the rocket when the target *back* is to you. The target just will not break up while the target is facing away from you, even if the rocket's going the right way!

(Optional: Use your right hand to grab your cowboy hat and wave it around over your head, going "Whooo-hooo-hooo!! Whhhhaaaaa-hoooo!!!", ala Dr. Strangelove, or How I learned to Stop Worrying and Love the Bomb)

Silver:

120 seconds

40 points

6 Rockets

Must break 4 targets

OK, there are four targets that move in a box pattern from close-medium to extreme range, never flipping. Now turn the Slayer off of Fly-By-Wire mode (I know, I know, it's probably the last time you ever will) and wait a few seconds, aiming at the spot where the right target was. When a target moves into the right target's position, fire the rocket! The explosion should take out the target coming in from the left, as well. Repeat when the other two targets come around.

Gold:

40 seconds

60 points

8 Rockets

Must break 6 targets

All right, all right, turn Fly-By-Wire back on! Now, what you're starting with here are three targets, one at close, medium, and extreme range - after you blow up some targets, a new one will appear at each distance. First order of business is to fire a rocket so that it detonates and hits the close target on the left side. This should spawn a second target at close range that starts on the right, but will immediately move left into the explosion. Next, fly a rocket in between the two targets at medium range and detonate. Finally, fly a rocket all the way back to extreme range and detonate it at the proper time. Yay!

Combat Knife

Bronze:

120 seconds

72 points

Unlimited Ammo

One stationary target here at close range. Nothing too tough - just make sure to jog your aim a little because the knives stick in the target, and they have a tendency to deflect incoming knives off the target. Oh yeah, and be sure to use the secondary mode to throw the knife. *insert smiley of choice here*

Silver:

120 seconds

90 points

18 knives

Three flipping targets at close range here. All three break after six hits, so be careful. Also, remember to keep the aim moving so that the knives don't deflect off other knives...that would be wasteful!

Gold:

30 seconds

80 points

8 knives

Those of you with fair math skills note that only 8 bullseyes will do here, and it's a fairly easy job. There are eight targets, each of which break after one knife, that don't flip, but move in a circle pattern (two target lengths) before stopping. So first park yourself in the center, throw a knife at the bullseys of the target there, wait for the targets to finish moving, repeat the aforementioned steps 3 times. Then move over to the left corner of the square pattern, aim at the bullseye, throw a knife, wait for the targets to stop moving, repeat 3 times. That's it!

Crossbow

Bronze:

120 seconds

72 points

Unlimited Ammo

Three stationary targets at close range here. Nothing too tough, except remember that you're not Robin Hood. (i.e. Firing a bolt and hitting another bolt will cause the bolt to deflect off its path - not penetrate to the target.)

Silver:
120 seconds
90 points
20 bolts

Three stationary targets at close/medium range here. Just remember to move your aim around a little - you really don't need that deflection.

Gold:
30 seconds
150 points
Unlimited Ammo

This one's pretty tricky. You have one target that faces you at close range when it's still, and moves laterally, turning away from you when it moves. 15 bullseyes would normally be pretty easy, but the problem is the deflection of the arrows. So, you'll have to move your aim around the bullseye slightly so that the arrows don't bounce off of each other.

Also, keep in mind that it takes about 5 seconds to fully reload. You should fully reload each time, too, as it takes longer to load 5 bolts separately than all at once. So, keep your finger off the trigger while reloading.

OK. Pop one (just one) in the target before the buzzer goes off. Then pop four in the target in the next flip. Keep the pattern of one-four-reload to get in the most shots on the target. Remember to jog the aim a little so that the arrows don't deflect off other arrows to score zero, and you should be OK.

Tranquilizer

Bronze:
120 seconds
120 points
Unlimited Ammo

This one has eight targets that move in a circle pattern slowly and stop for a second after each moves two target lengths. No problem.

Silver:
20 seconds
250 points
Unlimited Ammo

There are three flipping targets at close range here, which are replaced by targets at close-medium range after they are broken up. Since time's tight, break a target (with the eighth hit) right before it flips back - that way the target that appears to replace it will be flipped your way when the others are flipped away, and vice versa - which means you'll always have a target to shoot at.

Gold:
15 seconds
18 sedatives (2 clips and 2/8 clip)
Must break 18 targets

OK - this one's all about speed. Here, all 18 targets break after

one shot and are replaced by new ones - so you have to hit the target somewhere and not miss a shot to succeed. All within 15 seconds, too!

The first target is close and in the center, so I'll give the other targets in relation to that one:

- 2: Right and close
 - 3: Center and back far
 - 4: Right and back far
 - 5: Center and back somewhat
 - 6: Left and back far
 - 7: Left and back somewhat
 - 8: Right and close (Then auto-reload)
 - 9: Left and close
 - 10: Right and close
 - 11: Left and close
 - 12: Center and back somewhat
 - 13: Left and back somewhat
 - 14: Center and back far
 - 15: Left and back far
 - 16: Right and back far (Then auto-reload)
 - 17: Right and back somewhat
 - 18: Exactly where the first one is, close and in the center.
- Whoo-hoo!

Laser

Bronze:
120 seconds
250 points
Unlimited Ammo

Geez, this one is beyond easy. Three stationary targets at close to medium range that don't flip, and don't break (seemingly). Just aim at the closest one and hold Z for 14 seconds and you'll get it. (Use the Burst Fire, the stream doesn't have enough range.)

Silver:
20 seconds
180 points
Unlimited Ammo

Must have => 80% Accuracy (It's not a smiley, it's greater-than-equal-to)

This one's a bit tougher, and tests your moving target skills. There's one laterally moving target at close range that faces towards you when it's moving and way from you when it's still. You can get off five shots per pass, and there are five passes before time runs out. Just keep aiming at the bullseye and hope for the best!

Gold:
20 seconds
250 points
Unlimited Ammo

Must have => 100% Accuracy (It's not a smiley, it's greater-than-equal-to)

OK, there are three targets that always face you and move from close to medium range, with no lateral movement. They break after 12 hits, so be a bit careful. Not really too much to this one - I just filled it in

because I couldn't stand the gap in the FAQ anymore!

Grenade

Bronze:

120 seconds

Unlimited Ammo

Must break 3 targets

One stationary close target, replaced by one stationary medium target, replaced by another close target. Use the four second fuses on the close targets and the Proximity Pinball on the medium target. Be careful, though - these grenades have a nasty tendency to slip through the floor at times. I don't know why - could it be that they're fifth-dimensional grenades? Cubist grenades, perhaps?

Silver:

30 seconds

Unlimited Ammo

Must break 18 targets

Now this one's fun...it's a 'throw frag grenades like they're gonna muke the factory in five minutes so you better throw all you can' (see Fallout manual) type of training.

First, throw a Proxy grenade towards the back targets, then throw a four second grenade under the near targets. Before that one goes off, throw a Proxy grenade towards it so it gets caught in the explosion. Next, throw a proxy grenade towards the appearing targets in the back. Finally, throw a four second grenade under the close targets, and then a proxy grenade so that it gets caught in the explosion. Heh heh heh.

Gold:

30 seconds

6 Grenades

Must break 4 targets

Now here's where aiming grenades will come in handy. There are four targets that appear one at a time, each moving in a box pattern, flipped away from you while moving and toward you when standing still. The order is far left, far right, near left, near right.

Turn on the Proxy Pinball and wait for the target to move - then toss the grenade straight towards the target about a half-second before the target stops. This should blow up the far target, repeat with the next far target. Now, when dealing with the near targets, remember that the Proxy Pinball grenades aren't armed until their second bounce. So, line up in front of where the near target will be, and toss the proxy grenade just like before - except, look down and toss it right against the table with the computer on it! The grenade will bounce very high twice - thrice and detonate on the target. Repeat again, and that's it!

Timed Mine

Bronze:

120 seconds

Unlimited Ammo

Must break 3 targets

There are three flipping targets here at very close range. Throw a

mine on the center one. Then throw as many as you can (five is my personal best) onto the other targets to get a really loud boom.

Silver:

120 seconds

6 Mines

Must break 6 targets

OK, there are three targets that move from close to medium range, and three targets that stay at medium range. Ideally, you should put a mine on the center moving target, then watch as the target moves back, then the mine's detonation will take out all six targets! However, if you miss the target and accidentally take out the three moving targets, just lob a mine onto the center target to do the job. (Don't lob too high, though, these things stick to the ceiling.)

Gold:

12 seconds

60 points

1 Mine

Must break 6 targets

This time, you HAVE to break all six targets with one mine. To do so, just wait until the targets start moving, then throw the mine below the center closest target so that it hits the floor. It should take out all six targets when it detonates!

Proximity Mine

Bronze:

120 seconds

Unlimited Ammo

Must break 3 targets

(See Timed Mines - Bronze, above - replace 'flipping' with 'immobile' and 'boom' with 'blam'.)

Silver:

120 seconds

6 Mines

Must break 3 targets

Right, here's where the proxy part of Proxy mines comes in. Toss a mine onto the center target of the three that move from close to medium range, and watch the fun happen when all three targets line up.

Gold:

30 seconds

4 Mines

Must break 5 targets

OK, now this movement pattern is a little bit weird at first: so here's how it goes. Three targets move from close to medium range, and don't flip, and two targets (one at close range, one at medium range) move laterally and do flip. And their paths all cross, too.

You can pass this test by letting the targets move for a while: wait until the target that moves towards and away from you in the center moves toward you, and throw a proxy mine on it. With any luck, you'll set off either the close or the far laterally moving target, getting the

three towards-and-away targets for sure.

Now you've got one or two targets and three mines. If the close one's still there, toss a proxy mine on its back - it'll set it off in about 5 seconds. If the far one's still there, throw a proxy mine towards it, wait, then throw another proxy mine to set off the first, hopefully catching the target in the huge ensuing explosion.

Remote Mine

Bronze:

120 seconds

Unlimited Ammo

Must break 3 targets

(See Proximity mines - Bronze, above - replace 'five is my personal best' with 'fifty is how many the game seems to allow before causing mines to disappear' and 'blam' with 'BAH-WHOOOOOOOOMMMMMM'.)

Silver:

120 seconds

4 Mines

Must break 4 targets

Four targets move in a box pattern here, from close to close-medium range. They face you when they stop and face away when they move. Normally I'd recommend tossing one mine on each target and detonating them as they face you, but that's too wasteful. Instead, let's leave a couple of mines in your pocket by throwing mines between two targets facing you, detonating them in midair with A+B combined. (Trust me, you'll thank me for this tactic in Combat Simulator - you'd be suprised how much use there is for a .75-second fused grenade. Well, Deus Noctis wouldn't be suprised, given that he/she/it's already written that bit, as well as half the guide, but I digress. Just one more.)

Gold:

12 seconds

2 Mines

Must break 7 targets

All right. It all comes down to this. Let it be known that they saved the very hardest test for last...no, wait, they didn't. Oh well - here you have 7 targets always facing you - three in rows of two that move back and forth, and an immobile one in the center.

Throw a mine on the center one and set it off when the other targets pass by - getting the front five targets. Then throw another mine where you threw the first one, setting it off as the far two pass each other. Volia! You're done! That's it! Game Over, Man, Game Over! Right, I'm getting a drink now...

Part IV: The Duel - My very first level walkthrough:

"There are three factors that determine who wins a duel. The least important is speed. The second least important is accuracy. The most important is courage - looking your opponent in the eyes and knowing you'll have to kill him."

- Old West Wisdom, Author Unknown

Congratulations! You're now Gold certified with a good chunk of all the firearms in the game! That means that you've opened up the special assignment - The Duel. (Well, actually you opened it up when you got Bronze certified with all the weapons in the game, but let's not bother with semantics, OK?)

And what better to get you past it than this FAQ! (Don't worry, it's not quite as hard as the Facility, and it can be done faster than 2:05.)

Agent Objectives:

1: Defeat Datadyne Guard

Special Agent Objectives:

1: Defeat Datadyne Guard
2: Defeat Johnathan Dark

Perfect Agent Objectives:

1: Defeat Datadyne Guard
2: Defeat Johnathan Dark
3: Defeat Trent Easton

1: Defeat Datadyne Guard -

All three skill levels start you off here. A brief cinema shows you and the guard back to back, then you'll (uncontrolled) take a few steps forward. You have a Scoped Falcon 2 with 1 clip, and your health is so low that a single hit will kill you.

When you gain control of Joanna, turn around and aim at the guard. The guard will make a lateral jump and then fire. Your job is to fire (and hit him) before he does. You may need to fire twice or thrice to bring him down, but be careful since you only have 8 bullets.

After you kill him, if you're on Agent, you're done! If not, grab his gun for some ammo, reload, and prepare to...

2: Defeat Johnathan Dark -

A short cinema here with you and Johnathan back to back, uncontrolled walking a few steps, turn around and...he's not there! Be careful, as he's lurking in the hallway of the holochamber to surprise you. Watch carefully to see which end of the hall he comes out from (or enter the hall.)

He will go into a roll, and then fire. Hit him while he's in the roll to stall him, then finish him off with a head shot. Don't worry if you miss, however, because for some reason, he's horribly inaccurate! Special Agents are now done! Perfect Agents should grab the DY357 Magnum that he drops and prepare to...

3: Defeat Trent Easton -

Cinema, walking, turning, death. Cinema, walking, turning, death. You'll need nerves of steel to finish him off the proper duel way - turn and fire before he does. You also only get one chance, as he will turn and shoot as fast as you do. Your best shot is when he uses the "extending arm slowly out to shoot" animation - gives you a little more time than usual to set up the shot.

As an alternative, you can try what is technically known as the "wuss method." Granted, it's not that honorable, but the only other

person in the room that knows what you did ain't gonna tell, is he?

When you gain control, strafe to the right so that the hall pylon blocks Trent's shot. (Trent won't even shoot if you do this right.) Then turn around and go down the hallway. (Trent will not move.) Stop when you're close to where Trent will see (and shoot) you. It should look a little like this...

```
-----  
|  
|           O  <- Trent  
|  
|   |  
| X | <- Joanna  
|   |  
|   |  
|   |  
|   |
```

Now face in Trent's general direction and aim. While aiming, hold the sidestep left button so that Trent can see you, and release after a half second. Trent's shot should hit the wall. Now, while aiming you got a good idea of where his head was, right? If not, repeat until you find the right spot to train the crosshairs on his head with a left sidestep. Sidestep and fire!

Congratulations! You have (rather unfairly, but such is the life of a Perfect Agent) beaten a skilled government agent in a gunfight!

Part V: Aha! I've got a...

Right, you've pored over the details on all the weapons, you're a crack shot at the firing range, and you've beaten Trent Easton in a Duel. Terrif'. So: Now you're ready to face the real world of combat.

But I need your help to properly finish it! So...send in your tips on how to properly gunfight (to quizmaster@zianet.com) with all the different weapons and you'll recieve glory*(1), valuable prizes*(2), and elevated romantic appeal!*(3)

(1) What better glory is there than being credited in this FAQ?

(2) Valuable prizes void where prohibited. Void where Void. Void in Wheeling, West Virginia. Void to any decendants of Sean Connery. Void to anyone that called Transformers 'dolls' instead of 'Action Figures'. Void in Antartica. Void to whoever ate the last piece of pizza. Void to the Dallas Cowboys. Void to anyone on The Zone diet. Void to anyone that reads this message.

(3) Well, it does build self-confidence...and that's the first step...

Unarmed

Falcon 2

Falcon 2 (silenced)

Falcon 2 (scope)

MagSec 4

Mauler

Phoenix

DY357 Magnum

DY357-LX

CMP150

Cyclone

Callisto NTG

RC-P120

Laptop Gun

Dragon

K7 Avenger

AR34

SuperDragon

Shotgun

Reaper

Sniper Rifle

FarSight XR-20

Devastator

Rocket Launcher

Slayer

Combat Knife

Crossbow

Tranquilizer

Laser

Grenade

Timed Mine

Proximity Mine

Remote Mine

N-Bomb

Combat Boost

Cloaking Device

Part VI: Help! They've got a...

This section will be, after I finish it, a repository for all the ways to counter various weapons with various other weapons. But I'll need your help to do the job proper! So, send in your suggestions (to quizmaster@zianet.com) and I'll supplement them with mine to create a keen gunfighting guide that will last the ages. And if you send your tips in, you'll recieve Glo...oh wait, already did that joke. Sorry!

Unarmed

Falcon 2

Falcon 2 (silenced)

Falcon 2 (scope)

MagSec 4

Mauler

Phoenix

DY357 Magnum

DY357-LX

CMP150

Cyclone

Callisto NTG

RC-P120

Laptop Gun

Dragon

K7 Avenger

AR34

SuperDragon

Shotgun

Reaper

Sniper Rifle

FarSight XR-20

Devestator

Rocket Launcher

Slayer

Combat Knife

Crossbow

Tranquilizer

Laser

Grenade

Timed Mine

Proximity Mine

Remote Mine

N-Bomb

Combat Boost

Cloaking Device

Part VII: Miscellany

"Gee, there really are a lot of blank spots in this FAQ..."
Well, I haven't quite finished it yet. It's a work in progress.

Current Version: v.0.801 - July 14, 2000

Useless info with little to middling possible use:

The Perfect Dark Munitions Guide has 109,193 characters, 19,901 words,
and is 3,202 lines long.

Changes so far:

v.0.1-v.0.2: Filled in a lot of Weapons info, added "The Duel" and
"Ammuntion" sections.

v.0.2-v.0.3: Filled in more Firing Range and Weapons blanks.

v.0.3-v.0.4: More holes filled in.

v.0.4-v.0.5: Finally got all the Weapons done! Huzzah! Also added a
little blurb on how to get the DY357-LX.

v.0.5-v.0.6: Added a few more Firing Range thingies...it'll be finished

before Perfect Dark II, probably. Also added some Weapon Damages, more coming soon.

v.0.6-v.0.7: A general 'clean-up' edition - I fix some misspellings, added a few tips, and a little more info. Also put in the call for entries for the "Aha! I've got a..." and the "Help! They've got a..." sections. Weapon Damages finally finished! Guide officially declared Alpha!

v.0.7-v.0.8: None of you were seriously expecting it, I'm sure, but I finally finished off the friggin' firing range! Whoo-hoo! And so forth. Also put up the basic framework for the two sections I had no idea I'd be doing a month and a half ago when I started up this FAQ...

v.0.8-v.0.801: I was a complete spiv here: corrected the error in the CMP150 section where I alluded to a website for more information, then forgot to type it in. D'oh!

"Hey! You misspelled something!"
"You know, you could use the gun for this purpose..."

Like all mortals, I'm not Perfect. (Don't worry, no Perfect Dark pun here.) Well, yet anyway. If you find an improvement or mistake in this FAQ, send an e-mail to quizmaster@zianet.com and I'll fix it right up (and credit you for it)

Special thanks to -

Deus Noctis: For supplying a heaping helping of Weapon commentary.

Garrett Patton: For supplying the info on the RCP-90's real life equivalent, the FN-P90.

Mod. #15: For supplying info on the CC13's, KLO1313's, and RCP-45's real life equivalents.

Bjorn Carlsson: For the easy way to get the Laptop Gun Gold.

Nick Leaf: For the quick detonation trick for Remote Mines.

Wyatt Hanks: For a lot of info on the Classic weapons (and proper spellings.)

RBJones: For the info on how to get the Mauler Firing Range Gold.

Magnum: For info on the CMP150's basis, the Steyr TMP, the correct spelling of the FAMAS, and chiding me for leaving out a James Bond.

Devin Pearce: For noting that N-Bomb damage penetrates through shields.

TheGeneral01: For informing me that Combat Knives sedate as well as cause poison damage.

LEW-TEREZ: For finding the MagSec4's basis, the Beretta M93R-AG Auto9.

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Coming Soon:

More tips on how to properly gunfight and counter weapons!

Parting Shot:

"If something should happen to me, all the world's women will greive!"
-Edgar Rene Figaro

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