Perfect Dark Mission Failure FAQ

by Split Infinity   Updated on Feb 16, 2008

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                        SPLIT INFINITY PRESENTS
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My YouTube channel: www.youtube.com/user/SplitInfinity
                    Come! Subscribe to my videos for better games' experience!
My personal site  : kolardamir.com
---------------------------------------------------------------------------
Name of game:   Perfect Dark (for formats: PAL)
Type of guide:  Mission Failure Guide
Platform:       Nintendo 64
Version:        Joanna, released on 16th February 2008
Author:         Damir Kolar (Split Infinity) <lifearmor(at)hotmail(dot)com>
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Made in:        MS Word, Courier New, Font Size 10, Chrs/Line 79
Best viewed:    MS Word, Courier New, Font Size 10, Chrs/Line 79
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01.)                    LEGAL INFORMATION - G0100
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02.)                    TABLE OF CONTENTS - G0200
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If you need to find something quickly, press and hold CTRL (Control), then
press F button. This will bring up 'Find and Replace' box. In it type the
word you're looking for and you should be taken to it immediately. This is
much faster than scrolling thru entire guide.
For your convenience I've inserted special search codes near every section to
help you easily hop on to that section by using search code provided. Each
search code will appear only twice in whole guide - thus getting stray hits
will be impossible.


-------------------------------------------------------------------------------
SECTION NUMBER AND NAME  | CODE  | WHAT IS IT ABOUT?
-------------------------------------------------------------------------------
01.) Legal information   | G0100 | Copyright protection and legal info.
02.) Table of Contents   | G0200 | Sections of this guide.
03.) Latest Updates      | G0300 | Read what was added in last update.
04.) Introduction        | G0400 | Just some small rambling from me...
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05.) Mission Failures     | G0500 | Learn of various ways to mess up.
     Mission 1            | #M001 | dataDyne Central: Defection
                          | #M002 | dataDyne Research: Investigation
                          | #M003 | dataDyne Central: Extraction
     Mission 2            | #M004 | Carrington Villa: Hostage One
     Mission 3            | #M005 | Chicago: Stealth
                          | #M006 | G5 Building: Reconnaissance
     Mission 4            | #M007 | Area 51: Infiltration
                          | #M008 | Area 51: Rescue
                          | #M009 | Area 51: Escape
     Mission 5            | #M010 | Air Base: Espionage
                          | #M011 | Air Force One: Antiterrorism
                          | #M012 | Crash Site: Confrontation
     Mission 6            | #M013 | Pelagic II: Exploration
                          | #M014 | Deep Sea: Nullify Threat
     Mission 7            | #M015 | Carrington Institute: Defense
     Mission 8            | #M016 | Attack Ship: Covert Assault
     Mission 9            | #M017 | Skedar Ruins: Battle Shrine
     Special Assignments  | #M018 | Mr. Blonde's Revenge
                          | #M019 | Maian SOS
                          | #M020 | WAR!
                          | #M021 | Duel
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06.) Past Revisions      | G0600 | History of this guide resides here...
07.) Credits             | G0700 | All who contributed... Thank you.
08.) Contact Info        | G0800 | Find out how to reach me.
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03.)                     LATEST UPDATES - G0300
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- Version Joanna (16th February 2008)
# One contribution added.
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04.)                        INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my Perfect Dark - Mission Failure
guide. This was my first guide I made - the memories. I still remember how
proud I was when it was accepted three years ago.

After reading thru FAQ-s about Perfect Dark (PD for short) I noticed that one
aspect of the game has never been looked into more deeply. That is the reason
why this FAQ was created. This is somewhat original FAQ which deals with
something you'd rather not be doing when attempting solo missions in PD. 'And
what, pray tell, might that be?' you ask... Well, instead of completing your
missions, why not have fun instead and blow everything to smithereens even if
it means failing your mission?

Since I've changed my style over the three years I've been making guides, I'm
giving all of my old guides a facelift, making them reflect my current writing
style.




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05.)                       MISSION FAILURES - G0500
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Few notes before proceeding with your read:

- Some objectives *cannot* be put into 'failed' status. They can only be
  'incomplete' or 'completed'. Such objectives will be marked as 'Cannot be
  failed' sentence.

- I wrote this FAQ for Perfect Agent difficulty, but that doesn't mean
  it doesn't work on lower difficulties. Only difference is that you won't
  find some objectives on lower difficulties.


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                                 MISSION ONE
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dataDyne: Defection - #M001
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O1. Disable internal security hub

- Throw away all 3 of your ECM Mines. Doing so will fail first as well as
  fourth objective.
- Destroy internal security hub console.

O2. Obtain keycode necklace

- Kill either Cassandra or her secretary.
- Destroy the switch controlling the lock to Cassandra's office.
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O3. Download project files

- Kill office worker that knows the password to the computer you need to
  tamper with.
- Destroy the computer you need to tamper with.
- Office worker will delete the files you need to download if you're not quick
  enough to knock him out.

O4. Disable external comms hub

- Throw away all 3 of your ECM Mines. Doing so will fail first as well as
  fourth objective.
- Destroy external comms hub console.

O5. Gain entrance to laboratory

- Kill Cassandra or her secretary dressed in red.



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dataDyne: Investigation - #M002
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O1. Holograph radioactive isotope

- Destroy your CamSpy.
- Destroy the isotope with means of explosive weaponry.

O2. Start security maintenance cycle

- Destroy either or both computers that control maintenance robot responsible
  for security.

O3. Shut down experiments

- Kill any of 4 scientists found in this mission. Kill 'em all, I say.:)
- Destroy any of 3 computers that control progress of experiments.

O4. Obtain experimental technology

- Cannot be failed.

O5. Locate Dr. Caroll

- Destroy computer console you need to tamper with to get access to security
  sector 4.



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dataDyne: Extraction - #M003
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O1. Gain access to foyer elevator

- Cannot be failed.

O2. Reactivate office elevator

- Destroy computer console controlling the office elevator.
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O3. Destroy dataDyne hovercopter

- Cannot be failed.

O4. Defeat Cassandra's bodyguards

- Cannot be failed.

O5 - Rendezvous at helipad

- Dr. Caroll is killed.


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                                MISSION TWO
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Carrington Villa: Hostage One - #M004
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Case One:

O1. Rescue the negotiator (on Agent and Special Agent difficulty)

- If you're not quick enough in sniping two enemies trying to shoot the
  negotiator, she'll be killed.
- Kill the negotiator yourself.

Case two:

O1. Eliminate rooftop snipers (on Perfect Agent difficulty)

- Cannot be failed.

O2. Activate wind generator

- Destroy any of 3 consoles located in villa's basement you need to activate
  in order to bring wind generator back online.

O3. Eliminate dataDyne hackers

- Destroy any of 3 computers dataDyne hackers will attempt to hack once
  generator is active.
- Waste 60 seconds you're given to kill all 3 hackers.

O4. Capture dataDyne guard

- Kill any and all enemies in the level. If you are left with only Shock
  Troopers as last enemies, this objective will be failed.
  This objective can be returned to complete by knocking out one of the Shock
  Troopers in bottom level of the villa.

O5. Rescue Carrington

- Cannot be failed.


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                              MISSION THREE
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Chicago: Stealth - #M005
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O1. Retrieve drop point equipment

- Cannot be failed.

O2. Attach tracer to limousine

- Throw Tracer Bug anywhere else but on limo.
- Destroy the limo.
- If you throw Tracer Bug on limo and CIA agent guarding the limo sees you.
- If limo gets away.

O3. Prepare escape route

- Throw Remote Mine anywhere else but on blocked up doors.
- Place Remote Mine correctly, but then blow it up.

O4. Create vehicular diversion

- Destroy the taxi.
Note: Even if you fail this objective, you can create an alternate diversion
by sending a BombSpy into the place where lift control console is loacted and
blowing BombSpy up (get the BombSpy from a dumpster which you push into nearby
stack of explosive barrels and shooting the latter). This will change the
status of this objective into 'completed'.

O5. Gain entry to G5 building

- Kill any of 4 CIA agents found throughout this level.
- If control console near garage lift is activated (either by you or guards in
  the vicinity).



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G5 Building: Reconnaissance - #M006
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O1. Disable damping field generator

- Destroy the generator.

O2. Deactivate laser grid systems

- Destroy any of 4 laser grid control consoles.

O3. Holograph meeting conspirators

- Objective is failed if alarm is sounded either by a guard or you; placing
  Door Decoder on safe lock before holographing the conpirators; or blowing up
  Remote Mine before holographing the conpirators
- Objective is failed if CamSpy is destroyed before holographing the
  conpirators

O4. Retrieve Dr. Caroll backup from safe
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- Destroy safe lock in front of the vault.

O5. Exit building

- Cannot be failed.


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                             MISSION FOUR
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Area 51: Infiltration - #M007
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O1. Shut down air intercept radar

- Cannot be failed.

O2. Plant comms device on antenna

- Destroy switch console controlling the antenna.
- Throw Comms device anywhere but on the antenna.

O3. Disable all robot interceptors

- Cannot be failed.

O4. Gain access to hangar lift

- Destroy both lift access terminals.

O5. Make contact with CI spy

- Cannot be failed.



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Area 51: Rescue - #M008
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O1. Destroy computer records

- Destroy the console into which you have to implant a virus so that doors in
  the vicinity go haywire.

O2. Locate conspiracy evidence

- Destroy the switch controlling the correct containment unit.

O3. Obtain and use lab technician disguise

- Spend wandering around in the disguise more time than allowed (on PA this
  time is 90 seconds).
- Objective is failed if one of technicians (one in the showers and one in the
  room with computer containing research data) sounds the alarm.
- Run around with a drawed weapon whilst in disguise.

O4. Gain access to autopsy lab
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- Cannot be failed. However, you can't complete this objective if objective 3
  is failed.

O5. Rescue the crash survivor

- Destroy the explosive crate given at the beginning of a mission.
Note: Alternate routes can be created to make this objective incomplete again
either by setting a proxy Dragon and then shooting it or getting the Phoenix.
- Spend more than 60 seconds given to clear out the autopsy room before Elvis
  is chopped up.



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Area 51: Escape - #M009
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O1. Locate alien tech medpack

- Destroy computer console controlling the door leading to medical containment
  room.

O2. Rendezvous with CI spy

- Kill Jonathan immediately after meeting up with him.

O3. Locate secret hangar

- Cannot be failed. It will be incomplete if Jon is killed before the bomb is
  set.

O4. Revive Maian bodyguard

- Cannot be failed. It will be incomplete if objective 1 is failed.

O5. Escape from Area 51

- Either Jonathan or Elvis get killed (after Elvis is revived).
- Destroy any of two consoles controlling inner/outer hangar door.



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                                MISSION FIVE
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Air Base: Espionage - #M010
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O1. Obtain disguise and enter base

- Kill: 3 or more Alaskan guards; stewardess; receptionist; or any of two
  office workers (where you get suitcase).
- If the stewardess makes her way to base and walks all the way to the moving
  staircases, objective is failed.
- If one of office workers gets to the lobby (where receptionist is) and
  alerts the security, objective is failed.
- Destroy the alarm console located outside the main entrance.
- Let one of the guards sound the alarm.
- Stroll in a base undisguised.
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- Stroll in a base disguised, but with a drawn weapon.

O2. Check in equipment

- Fail this objective by turning security system off before depositing the
  suitcase.
- Waste 30 seconds you're given to turn security system off once suitcase is
  deposited.
- If you try to sneak through green lined hallway or the blue light tunnel
  without depositing the suitcase, your weapons will be detected and this
  objective will be failed (this will also fail objective 1 in case it has
  been completed).

O3. Subvert security monitoring system

- Destroy security control console.
- When your weapons are detected.

O4. Obtain flight plans from safe

- Cannot be failed.

O5. Board Air Force One

- Cannot be failed.

-==-
Air Force One: Antiterrorism - #M011
-==-

O1. Locate and retrieve equipment

- Destroy switch console controlling the lift.

O2. Locate President

- Draw a gun and shoot somewhere in President's room.
- Let him start to talk, but then exit the room.
- Talk to the President, but without the evidence in your inventory.

O3. Get President to escape capsule

- Kill any guard on the plane before Skedar craft makes its appearance.
- Destroy the escape pod.
- Kill President or let him get killed.
- Air Force One crashes.

O4. Secure Air Force One flight path

- Destroy the autopilot switch console.

O5. Detach UFO from Air Force One

- Waste Timed Mine you're given when you retrieve your equipment.
- Air Force One crashes.

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Crash Site: Confrontation - #M012

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    O1. Retrieve Presidential medical scanner

    - Cannot be failed.

    O2. Activate distreess beacon

    - Destroy the escape pod.

    O3. Shut down enemy jamming device

    - Cannot be failed.

    O4. Retire Presidential clone

    - Cannot be failed.

    O5. Locate and rescue President

    - Kill President or let him be killed.



    ===========================================================================
                                  MISSION SIX
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    Pelagic II: Exploration - #M013
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    O1. Disable primary power source

    - Destroy the switch console on the power generator.

    O2. Secure laboratories and research data

    - Kill any of 3 scientists found in the laboratories.

    O3. Deactivate GPS and autopilot

    - Kill any of the officers found in the control room that do *not* draw a gun
      on you.

    O4. Activate Moon Pool lift

    - Destroy the switch console used to activate Moon Pool lift.

    O5. Rendezvous and escape with Elvis

    - Kill Elvis or let him get killed.



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    Deep Sea: Nullify Threat - #M014
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    O1. Reactivate teleportals

    - Cannot be failed.
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O2. Disable Cetan megaweapon

- Waste all Farsight ammo before destroying final two power tubes (the ones
  hidden in the walls).

O3. Secure control room

- Cannot be failed.

O4. Restore Dr. Caroll's personality

- Kill Dr. Carroll with Farsight before you enter the room.

O5. Escape from Cetan ship

- Kill Elvis or let him get killed.
- Kill Dr. Caroll.
- Fail to escape in under 60 seconds.


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                              MISSION SEVEN
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Carrington Institute: Defense - #M015
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O1. Reactivate automatic defenses

- Destroy any of 3 switch consoles controlling autoguns.
- Destroy the autoguns themselves.

O2. Release hostages

- Allow 3 or more hostages to be killed.

O3. Retrieve experimental weapon

- Destroy the computer (found in firing range) controlling the lock.
- Activate the computer, but then shoot the weapon, which will fall off stage.

O4. Destroy sensitive information

- Cannot be failed.

O5. Deactivate bomb

- Kill Carrington or let him get killed.
- Fail to implant a virus into Skedar ship in under 120 seconds.
- Blow Skedar ship up by yourself.


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                              MISSION EIGHT
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Attack Ship: Covert Assault - #M016
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O1. Disable shield system

- Waste all ammo you get from first two Skedars found in shield control room.
  This objective can be returned to complete by finding more ammo and
  returning in shield control room to blast shield system to smithereens.

O2. Open hangar doors

- Destroy the left switch console found in hangar control room.

O3. Access navigational systems

- Kill Elvis or let him get killed.

O4. Sabotage engine systems

- Cannot be failed.

O5. Gain control of bridge

- Cannot be failed.


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                                MISSION NINE
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Skedar Ruins: Battle Shrine - #M017
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O1. Identify temple targets

- Fail the objective by wasting one of your Target Amplifiers, ie not using it
  on one of the special pillars.

O2. Activate bridge

- Cannot be failed.

O3. Gain access to Inner Sanctum

- Cannot be failed.

O4. Destroy secret Skedar army

- Cannot be failed.

O5. Assassinate Skedar leader

- Waste all Devastator ammo.
Note: An alternate way can be created to make this objective incomplete by
getting double Phoenixes (destroy two pillars that are not special).


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                             SPECIAL ASSIGNMENTS
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Mr. Blonde's Revenge - #M018
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O1. Plant explosive device in lab lift

- One of female guards succeeds in sealing lab lift doors.
- If one of the cameras sees you (provided you still haven't planted the
  bomb).
- Cassandra sounds the alarm and at the same time seals lab lift doors
  (provided you still haven't planted the bomb).
- Fail to reach the helipad in under 240 seconds after the bomb is planted in
  lab lift.

O2. Eliminate dataDyne Captain

- Cannot be failed.

O3. Locate and escort Cassandra to helipad

- Knock her out unconscious.
- Kill Cassandra or let her be killed.
- If planted bomb blows up before you reach the helipad together with
  Cassandra, this objective is failed.



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Maian SOS - #M019
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O1. Sabotage enemy medical experiment

- Cannot be failed.

O2. Destroy captured Maian saucer

- Cannot be failed.

O3. Activate distress signal

- Destroy the computer you must use to send the signal.



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WAR! - #M020
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O1. Kill Skedar King

- Kill Maian leader or let him get killed.

O2. Kill Skedar King 2

- Cannot be failed.

O3. Kill Skedar King 3

- Cannot be failed.
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The Duel - #M021
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O1. Defeat dataDyne guard

- Cannot be failed.

O2. Defeat Jonathan Dark

- Cannot be failed.

O3. Defeat Trent Easton

- Cannot be failed.




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06.)                        PAST REVISIONS - G0600
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- Version Joanna - Final (18th November 2007)
# Added all contributions.

- Version 2.0 (August 30th, 2001)
# Very minor update. Added have been two sites who host this guide.

- Version 2.0 (June 14th, 2001)
# More ways of failing the missions found.

- Final (?) version (January 3rd, 2001):
# Nothing new added except one new failure way.

- Version 1.0 (October 10th, 2000):
# Initial release.




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07.)                          CREDITS - G0700
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1. Companies
- Rare: for finally making worthy successor of GoldenEye
- Nintendo: for making N64 (tho' you could spit out more good games!)

2. Internet sites
- GameFAQs [www.gamefaqs.com]: for hosting my FAQ
- IGN [http://www.ign.com]: for hosting my FAQ
- Neoseeker [www.neoseeker.com]: for hosting my FAQ

3. People
- Mike Law, Griffin21836, WalknCacts: for informing of a way to fail O1 in
  Mission Eight
```

- DPLUSJ79: for sending in another way to fail O1 and O3 in Mission Seven
- Matt L.: for sending in another way to fail O2 in Mission Five
  [Antiterrorism]
- HomeyDawg: for submitting way in failing O5 in Mission One [dataDyne:
  Defection]
- JJWallet: for submitting alternate way of failing O1 in Mission Two and O3
  in Mission 3 [Recon]
- Jay2786: for submitting alternate way of failing O1 in Mission Two
- JSStevenson: for submitting a way to fail O4 in Mission Six [Nullify Threat]
- BGG11: for sending in another way to fail O2 in Mission Five [Antiterrorism]
- Icy Guy: for submitting ways to fail O3 in Mission Six [Exploration] and O3
  in Special Assignments [Mr. Blonde's Revenge]
- Ian R.: for sending in way to fail O2 in Mission Six [Nullify Threat]
- heffenfeffer: for sending in info on Mission Four


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08.)                      CONTACT INFO - G0800
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Send your comments, ideas for improvements, additional info, correction of
mistakes I may have made, and anything else via e-mail at:

lifearmor (at) hotmail (dot) com

I need to put down a few guidelines.
- as a subject of e-mail please include Perfect Dark
- please make your e-mail be readable, ie do not send me e-mails that are
  written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't
- *make sure* to check if your question is already answered within these
  pages; I may reply to one of your questions, but if you'll persevere in
  asking more questions which are answered in my guide, I'll simply direct you
  to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can
  read and understand German well, but my writing skills of German have
  rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you

2. Damir Kolar's Contributor page

http://www.gamefaqs.com/features/recognition/6434.html

3. Damir Kolar's homepage

http://kolardamir.com
http://splitinfinity.50megs.com

Yours truly,
Damir Kolar

End of Document