

Perfect Dark Multiplayer Weapons Guide

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Updated to v1.1 on Jan 29, 2004

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Perfect Dark Multiplayer Weapons Hints Tips and Reviews
By Octarine Skye
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1.) Contents
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Welcome to my weapons guide. Don't let me disillusion you. I'm going to be tearing every shred of dignity from every weapon available in the multiplayer option of Perfect Dark and making you ashamed you ever liked it. I may touch on the good sides, and i will very likely give hints on using the weapons effectively. Do note that i am studying the weapons for their multiplayer side, for use on sims and humans rather than those pathetic guards in the main game.

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2.) CopyRight
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3.) Controls
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I'm only going to touch lightly on this because i want to get down to the nitty-gritty of weapons explanation. In the basic control scheme, which most gamers will use, these are controls:

- 3D Stick- Move forwards/Backwards, look Left/Right.
- A- Changes weapon, holding brings up active-game inventory screen.
- B- Opens Doors, reloads, changes weapon function when held down.
- C Buttons- Strafe Left/Right, look Up/Down

Z- Fire.

Shoulder Buttons- Bring up manual targetting.

Start- Pause, bring up paused-game inventory.

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4.) Abbreviations and Acronyms

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I've made this section to explain some of the shorthand terms I use in this guide.

OHK- One Hit Kill

PF- Primary Function

SF- Secondary Function

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5.) Weapons Info + Review

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Weapons

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These will be used for the main part of your kill scoring, so listen up on how to use them properly.

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Unarmed

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-N/A

The in-game description of bare fists is that you can actually do a lot of damage. Ignore it. The only situation where the primary function (punch) is any use is in a OHK situation, and occasionally in the main game when for some strange reason you want your enemy alive. The secondary function, disarm, is very useful though. If you can get close enough to your enemy (and it's a big if) you can pull their gun straight out of their hands and use it on them. Some call this cheating, others call it free enterprise. One advantage of giving your enemy a smack is that it'll cause their screen to blur a bit, as if they had been sedated by a tranquiliser. This happens in both disarm and punch modes, and is especially useful for irritating human opponents. Not recommended for any good sim though, as you'll likely come off worse.

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Falcon 2

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-Handgun

This is the most basic weapon in the game. With an eight round clip and enough room to carry eight hundred bullets, when you have this pistol fully loaded you won't need the pathetic secondary function. Not that you, as a player who actually knows what it does, was going to use it anyway. For those not in the know, the pistol whip smacks your enemy around the head with only slightly more strength than a punch, and with the same effects. Joint-second best pistol, with it's silenced brother taking the same place. Very useful in a OHK deathmatch-style situation, as it has a fairly rapid reload, it's very accurate, and it can fire quite fast. Very easy to use, but not recommended for facing anyone who has a better

weapon.

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Falcon 2 (Silencer)

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-Handgun

Perhaps the most pathetic add-on ever thought of, at least from a multiplayer point of view.

While useful in the main game for maintaining your precious stealth, in multi it's a falcon

with a bit stuck on the top. As with the basic Falcon 2, good for OHK deathmatches but not much else.

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Falcon 2 (Scope)

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-Handgun

Slightly more useful than the average Falcon, the 2x magnification can provide you with the

head shot you need. Still not recommended though, as apart from the scope it is still a regular eight hundred bullet falcon. Might be worth switching a regular Falcon 2 for a scope

if sniping is your thing, but otherwise there's no difference.

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MagSec 4

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-Handgun

Is it a pistol? Is it a sub-machine gun? Nope, it's pretty pointless. The single shot mode is barely worth mentioning, it's roughly as fast as a Falcon series but with an irritating whine rather than a meaty bang. You aren't going to kill anything with the single-shot mode,

so lets move on to the only slightly better 3-Round Burst. It, as the name suggests, fires three bullets at once, at the cost of accuracy. More effective than the single shot mode, but only because it's not wasting so much time trying to kill anything. The clip is pathetically small for the purpose of the 3RB because you only get three shots before you have to reload the damn thing again. While the reload is fast, it doesn't compensate for having to do it every two seconds in a heated deathmatch. Final word: avoid like the plague.

Even in OHK situations there are much better choices.

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Mauler

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-Handgun

Now this is more like it! One thing the games developers stupidly missed out was the option

to use the bladed butt detailed in the description. Not that we mind, it means we get the fantastically powerful charge-up shot in its place. But primary functions first. The Single

Shot mode is okay for what it is, a pistol. It isn't anything particularly special, faster than most so you can squeeze in more hits, but nothing to boast about. But to make this gun

special we have the Charge Up Shot, something that proves that the guys at Rare do know how

to make a gun good. At the cost of five bullets per shot from the twenty-shot clip you get a

blast that is something special. This is my personal favourite OHK weapon, as you can use it

without feeling too cheap. It'll knock down any enemy without a shield, but therein lies

the
problem. To carve through the shield can take two charged shots. Given the time this takes
our enemy has plenty of time to whip out a gun or disarm you as you struggle to take the
shield
down. Definitely a good gun, but if there are shields in the arena, put it away and pull
out
something else.

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Phoenix

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-Handgun

The Maian's answer to the Mauler, this pistol too has an interesting secondary feature,
which
I will detail in a minute. The PF is a single shot, useful for OHK matches and finishing
off
injured enemies. Apart from that, it's just a pretty green light complete with sci-fi
sound
effects. The SF, like the Maulers, is that bit special. It fires with a slightly lower-
pitched
whine, and that whine is what makes this a useful pistol. In an all-pistols deathmatch, you
wouldn't expect pillars of flame, but that's exactly what the Phoenix does. It fires a
shell
that looks ordinary, right up till the moment it hits something. At that point it explodes
in a
small ball of fire. This costs you your fire rate, but only slightly, and the reward is
worth it.
While your enemies would have otherwise been advancing on you, they are being knocked
backwards
with their feet on fire. A huge full storage and an average clip size make this a useful
gun,
especially in matches where all other weapons are pistols, and you have a shield to deal
with
any mauler fire, and the fireball it causes is enough to take out multiple enemies in a
OHK
match.

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DY357 Magnum

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-Handgun

Quite possibly the worst pistol in the game. With a below average clip and and ammo store
it's
no fun keeping it full. A SF of the godawful pistol whip is bad. A slow button push to
fire rate
means by the time the damn thing actually fires your enemy has moved away is worse. Add to
this
a horrendous (if cool) reload and you have a weapon that should be avoided. Don't even
think of
using this, not even in a OHK match.

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DY357-LX

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-Handgun

Most definitely the cheapest weapon in the game, this was definitely put in to please the
007
Goldeneye fans who had loved the Man With the Golden Gun matches. It takes all the bad
things
from the basic DY357 and adds one thing- a OHK shot. Using it in a OHK match defeats the

point of
it completely. If you're a newbie to the game, or you're just trying to raise your rank by
bumping off a few meatsims then use it, otherwise you shoudn't need it. Try beating a
group of
sims using only the SF Pistol Whip, that's the only way to use it uncheaply.

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CMP150

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-Rapid Fire

The first machine gun you get your mitts upon in the main game, this gun is actually
pretty good.
The high fire rate, if a slightly small clip, is good. The SF is useful for locking on to
a
moving target, as if you activate it, then press a shoulder button while your target is
over
the enemy, it will lock onto their sorry ass, allowing you to fire without the worry of
aiming.
Not that you'd need it, its a very accurate gun as it is. Definitely worth a look.

=====
Cyclone

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-Rapid Fire

It's interesting, i'll give it that. It does what it says on the label, and unleashes a
cyclone
of bullets upon your sorry enemy. Horribly inaccurate, even in PF mode, it makes an
effective
corridor-cleaner. Don't expect to be able to use it to pick off distant enemies though,
you'll
only hit them by accident. It has a large clip, which makes the SF especially handy. The
SF is
Magazine Discharge, which fires off a clip all in one go. Very useful, but scarily
inaccurate.
In Target Test, choose the SF of the cyclone and target the center of a target, and you'll
see
bullets hitting the middle, the edge, flying off and missing completely. A fun gun, if
useless
in a match where there are shields.

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Callisto NTG

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-Rapid Fire

The Maian submachine gun. Fires at a respectable rate and does more damage than some, but
without the interesting alien SF the best feature would still be those bizarre Maian
reloads.
The SF is a rather unique one, it fires at a slower rate, but with no sacrificing ammo,
the
shot is by the by a lot more powerful, and can fell an enemy much faster than its PF
counterpart. Which function you choose is down to your play type though. Some prefer the
weaker, faster rapid fire, while others prefer the heavier-hitting High Impact Shells. It
must be noted that neither function is incredibly accurate, which is best to bear in mind
when
sniping.

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RC-P120

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-Rapid Fire

Quite possibly my favourite gun in the entire game. With a colossal clip and bullets slightly stronger than normal, this is a great all-round weapon. It can eat its way through a clip in seconds if you let it, but you shouldn't need to. It takes less than a quarter of the clip to fell most enemies, and the reload is not the slowest, so you should be able to deal with most enemies using this little beast. My one gripe is the SF. They took a fantastic gun, and they gave it a secondary function getting close to the unhelpfulness of the pistol whip. The cloak is pathetic, it eats all your bullets faster than you could fire them and at the end of the day it's better to be visible with ammo than just appearing with none. If you want to cloak while using this, do yourself a favour and use the cloaking device. Apart from that, it's a great gun.

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Laptop Gun

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-Rapid Fire

This is an incredibly useful piece of machinery. In PF it is a reasonably powerful submachine gun, useful for taking out lower HP-enemies, but that isn't where it shines. It's SF is that. It sets up the Laptop Gun as a sentry gun which will open fire upon passing enemies whether you're there or not. But with great power comes great disability. The Laptop frequently runs out of ammo, and you have a choice of picking it up (press B while looking at it) and running to an ammo crate to refill it, or picking and setting a new one, which automatically blows the previous one up. Both choices mean that your laptop gun requires as much attention as one of those expensive poodles. And the other disadvantage of the sentry gun feature is the accuracy. The thing will often miss the first few shots, and will continue firing at the corpse for several seconds after it has been killed, wasting the valuable ammo supply. Overall, a weapon to be feared, but you must place it correctly or it'll be pointless. A strategy weapon that is good for King of the Hill and Capture the Case, where you cannot rely on your simulant buddies.

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Dragon

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-Rapid Fire

This weapon was obviously created by someone with a sick sense of humour. The PF is an average rifle with a fairly good fire rate and okay power. Then the sick part of the design- a proximity mine strapped to the bottom which you can activate and then leave the gun on the floor, looking for all the world like a weapon dropped by a dead combatant. I don't need to explain what happens next. I would go into more detail over this gun, but I haven't had much experience with

it. If anyone wants to contact me with strategies for it i'm all ears.

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K7 Avenger

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-Rifle/Rapid Fire

A nasty mix of usefulness and patheticness, this one. On the one hand, there's the PF, which is an obscenely inaccurate rapid fire mode, with a tiny little clip. On the other, there's the zoom and threat detector, both of which can come in mighty handy. Seeing as this is the first weapon to utilise a threat detector, i'll explain it in a little more detail. It highlights dangerous (and occasionally safe) objects in the area in a red box. For example, a mine lying on the floor will be highlighted, whether it is active or not. It is particularly useful for finding Dragons which have been set to explode. Apart from that, it's your decision. I wouldn't use the damn thing in a million years, but it may be more popular among others.

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AR34

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-Rifle/Rapid Fire

This is a fairly basic rifle. Depending on whether or not you like to snipe, it can be more or less useful than its counterpart the K7 Avenger. It has a very accurate shot and the zoom feature is above average. It's also quite useful for a close-range combat weapon, as it can finish off most enemies fairly quickly. A nice weapon, not the best of its kind but certainly not the worst.

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SuperDragon

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-Rapid Fire/Grenade Launcher

The Dragon's bigger brother. The proximity mine on the bottom has turned into a handy grenade launcher, which means it takes two sorts of ammo, giving you the extra edge in a battle. A solid weapon, like its brother, but more useful, as it can be used for close and long range combat. The grenade aiming takes a little getting used to though, and often you will fire it like the machine gun when you are using the grenades, This can be a problem, especially in enclosed areas. My advice: Keep it in larger fields, in enclosed spaces sims will destroy everything with them.

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Shotgun

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-Shotgun

This is not a fun weapon in a heated battle. Small animals live and die in the time it takes this thing to reload. Not that it doesn't pack a mighty punch, quite the opposite, you can often get a OHK with it, but you only have one shot if your enemy has a faster weapon. You miss,

you'll be dead before it finishes recoiling. Use it in one on one battles or against meatsims, otherwise avoid it.

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Reaper

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-Rapid Fire/Close Combat

This gun shows that Rareware really are morally deprived.. It is the most inaccurate gun of them all, and to bring it anywhere close to normal accuracy you'll have to crouch. It is however, the most effective corridor clearer i know of. Then the funny side, the SF. The blade at the front spins, and you apply it to your enemies. If this game had been released on GCN, Xbox, or PS2, this would be the scene that would make it an 18, as you watch your enemy having their guts torn out by the rapidly spinning blades. Unfortunately it's on the N64, so we hear an "ugh!" and a little blood is spilt. Oh well. The main problem with the SF is that it takes forever to get spinning, and then you actually have to get close to your enemy, which can be a fatal attempt. There is also the same problem with the PF, it takes a long time for the gun to warm up and start spewing out bullets, until it gets to that point it's useless. In a melee, avoid like the plague. Use it on turtle-sims, who can't run away.

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Sniper Rifle

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-Rifle

Whoever made the multiplayer version of this was having a laugh. It can take ten, twenty shots to kill an enemy, and at least three headshots! When the single player game version was so good, they made this pathetic. Plus there is nearly nowhere you can actually use the sniper rifle as a sniper rifle, as only a few landscapes have anywhere a sniper could go. In a OHK match it'll be great, otherwise leave it in the armoury, it's crap.

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Farsight XR-20

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-Rifle

The second cheapest weapon in the game, beaten only by the DY357-LX. If you set up a laptop gun to defend you you're laughing. Sit on an ammo crate and snipe people off through walls. It also has a OHK effect on people running at you with no walls between you. Use it for raising your rank, anything else and you're pretty pathetic.

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Devastator

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-Grenade Launcher

This is the explosive fanatics weapon. Dedicated only to dropping grenades on things. If you like

that sort of thing, great, go have a ball. Not that it's a bad weapon, it's just that i don't like explosive weapons. The SF can be useful if someone is following you, you stick a grenade to the wall and it'll fall off and blow up just before they catch up with you. Again, i don't have much experience with this weapon, so i'd be happy if someone could volunteer some tactics for it.

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Rocket Launcher

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-Rocket Launcher

This weapon is effective, if difficult to use. Its PF launches a rocket in the direction of your choice and makes a satisfying bang when it lands. Good for clearing groups of enemies away from a distance (not that anyone would consider using it at short range for anything other than suicide). The SF locks onto a target the same way you would with a CMP150, and then it fires a slow-moving targeted rocket, which will follow the target until it can do so no longer. As i said before, good for crowd control, but not much else. Wide open spaces are a must-have. You must train with this weapon to be any real good with it.

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Slayer

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-Rocket Launcher

Another alien weapon, another innovation. The PF is a rocket launcher, but you wouldn't be using it if it was a repeat of the above, would you? The SF is what takes the Slayer from being a brainless explosion-maker to being a tactical weapon. The option to fly-by-wire and take control of the rocket is perfect for taking out virtually any target. If you chose laptop guns as well, set one up and it'll protect you from anyone who makes it past your barrage of rockets. Definitely a good weapon, although it like all explosives is a pile of greasy poop at close-range combat. But if you remembered your laptop gun that shouldn't be a problem. It's fairly easy to get the hang of, so everyone should have a go at some point.

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Combat Knife

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-Close Range Weapon

These knives can be used well in two ways, which makes them a preferred weapon of mine. The first is the king of all irritators, the poison knife throw. Stick a few of these in your enemy and they'll wheeze a bit and run off. Follow them, it'll be okay. They can't see you now, they've gone almost blind with poison. They can't see (as though tranquilised), but they also lose health as they run, up to the point at which anything is a OHK. Now is the point to switch to the SF and slit their throats while they're under the influence. It should be noted

that it
is possible to survive a poison knife and return to perfectly clear vision, but the survivor
will be on OHK. Like all good weapons, the Combat Knife has its disadvantages. For one, it cannot travel as far as other weapons. Another problem is the time it takes to grab another
knife after throwing one. And the final problem is the actual throwing, which, like grenade
launching, is an art in itself. Use them if you feel confident with them, but otherwise avoid
them.

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Crossbow

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-Close Range Weapon

The crossbow is loved and hated. The victims hate it, the users love it. But also vice-versa.

The crossbow can be a real bitch to weild. It has horrendous reloading times, almost comparable
to those of the shotgun. And it can be horribly inaccurate. But the rewards for using it are good
too. The PF can drug your enemy blind and leave them vulnerable, and the SF can take down foes
with one hit. A good medium range weapon, but it's no use in a firefight.

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Tranquilizer

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-Pistol

This weapon is horrendous. To use the only feature which does damage you have to be stood right
next to the person you're trying to kill. You can drug them a bit with the PF, but it won't stop
them running. If you think you can master it, be my guest. You'll just end up with full health
and unable to see. Not much else to say about this, you'd be better off barefist

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Grenade

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-Grenade

This is the fun weapon. The PF can be used to turn you into a suicide bomber, one of the most
effective strategies useable. Hold down Z rather than pressing it and releasing it, then run
into a crowded area and you should cause a big bang. Other ways also work, but they are much
harder to accomplish because they require exact timing, which can be very difficult. The SF you
should use in crowded areas you can escape easily, for example a tunnel with a door. Open the
door, bung it in, close the door and run. Despite being a fun weapon, it isn't a serious
weapon
in any situation where you want to stay alive for long. It gives power even to meatsims,
and
even they can't use it right. Avoid in a serious battle.

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N-Bomb

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-Grenade

This is undoubtedly my most hated weapon in the entire game. Unlike the normal grenade which kills instantly, this causes minutes of total blindness, it disarms you, and occasionally inflicts damage. The screen turns black, and a cloud of smoke comes out when it is detonated, either by impact or proximity depending on which function. Anything caught in the blast is blinded far beyond the effects of any tranquilizer, and any weapons carried are knocked out of the victims hands. Any meatsim can cause damage with it, but it takes a suicidal fool to actually die from one. Avoid at all costs, it's pointless as a killing weapon and just unfair as an annoyer.

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Timed Mine

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-Mine

The first of the mines is the most useless. For it actually to work you need a large number of enemies to stand in one place for a long period of time. Unless you are extraordinarily lucky. It can be useful for putting off anybody following you, but more often than not they will run past it just like you did. It isn't a serious weapon, so it should be kept for games like who-can-kill-themselves-quickest. The SF is a Threat Detector, if you need it.

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Proximity Mine

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-Mine

This second mine is by far the most useful, and the most deadly. They allow you to kill someone half a level away without even having to aim. Stick them to walls as you run past, nobody will follow you. It's worth noting that they won't begin functioning right away, to give you time to run away. This means someone following you closely will have no problem running past your newly-planted mine. The SF is a threat detector, useful for spotting the mines left by your foes, and should be kept on at all times when you aren't dropping them. Final word: The best explosive weapon in the game.

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Remote Mine

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-Mine

The strategists mine. not much use if you can't see where you placed it, as you could have left one anywhere nearing the end of a match. Place them in frequently busy areas, back off to a safe place where you can see where you left them, and blow them up when someone goes past. There isn't really all that much else you can do with them, bar sticking them to your enemies torso and legs and blowing it up as they run away. Bear in mind that you can detonate mines from

previous "lives" if they are still there. Not a bad weapon, but Proxim's are better.

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Laser

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-Laser

The Laser is a fairly weak weak, but it can be useful in OHK matches. If you set it to short range stream, any enemy coming near you is going to get fried. But in any other situation, leave it well alone. It is nearly as ineffective as the sniper rifle, but one plus is that it doesn't need ammo. All weapons can be effective, but i haven't found how to make this one so yet.

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Items

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These are the items, often underrated but still very useful.

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X-Ray Scanner

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This is the item that gives them all a bad name. In its defense, it does what it should do and it does it fairly well. What it does is enable you to see through walls and also see cloaked enemies which sounds great. Then you realise it turns your screen hideous shades of purple and green, and doesn't allow you to see much further than a few meters ahead of you. Use this and anyone can stand just out of your field of view and shoot the hell out of you. Avoid it, unless you have a very good reason to want to see the invisible. Most of the time they'll uncloak before you know it, leaving you with a clean shot at one.

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Cloaking Device

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This is a great item. A single one lasts long enough to get you out of trouble, and if you steal a few from your slain enemies you'll be invisible for ages. Just make sure your first shot is a good one, as you'll be visible for a few seconds the moment you fire that gun, and against some of the better simulants that isn't good. An invaluable item in a OHK scenario, and pretty damn useful everywhere else.

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Combat Boost

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This one is down to taste. If you like slow motion you'll love it, if you hate slo-mo you won't be its biggest fan. A useful item in my opinion, as it allows you much more time to react

to enemies and threats. The SF is less useful, it speeds up time. Unless you want to get out of the PF very quickly it's useless, as no human can react as fast as a reverted sim can. It can be useful, so don't dismiss it as quickly as you might.

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Shield
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The last item i cover, and it's by far the most commonly used. Having a sheild is essentially having two health bars, a prospect many people like the idea of. Highly useful in OHK situations, and pretty handy everywhere else, the shield is very versatile. It can even provide a small amount of protection from explosions, one of the games biggest killers. However all things come at a price. You having a shield means at least one of your enemies has a shield too. This can be incredibly infuriating as you waste more shots than you want to on one sim. Overall, highly recommended, but remember that others willl be carrying them too.

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5.) Conclusion
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Thanks for reading my FAQ, i appreciate it as much as you do. Hopefully i haven't attacked your favourite gun too much, and hopefully i'll have improved your strategy for the better. If you think i have missed something, or you have a strategy for one of the weapons i didn't don't hesitate to email me at noit88@gmail.com so i can add it in. Thanks again.

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