



8. Contact Information

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1. BEFORE GETTING STARTED

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YOUR CHARACTER  
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In Perfect Dark, character is everything. That is, your character. In GoldenEye nearly all the players have the same physique and no different advantages or disadvantages other than color (other than a few exceptions, such as Valentin, Oddjob, or Jaws). In PD, this is quite different. Cassandra, for example, is thin as a wire, enabling her to avoid shots, but her hair is very tall and thus allows her adversaries to get easier headshots. Carrington is fat and can be hit easily, but is short. Mr. Blonde is the tallest character, but has a wide chest. The Maians are extremely short, but have huge heads.

Wait a minute. Huge heads? Who cares about that when you can change the heads of your characters? The best character to be, in performance, is a Maian with a human head. Sure, it will look absolutely ridiculous, but you will be the smallest character there is without the huge head of a Maian. In some of the later challenges, this character will give you that extra edge that allows you to win on a consistent basis.

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SIMULANT TYPES  
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MeatSim  
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Absolute waste of silicon. It runs around the level, sometimes not even bothering to get a weapon, and will usually ignore you. On the rare occasion it does shoot at you its accuracy will be about zero, as it will never hit you. This is meant to represent a person without any arms and has to move around with his toes.

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EasySim  
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The EasySim is similar to the MeatSim in that he tries to ignore fights where possible (unless in large groups), but his accuracy is improved. Like the MeatSim, however, he is very slow. This is meant to represent a beginner to the game who's never played PD, or any other FPS for that matter.

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NormalSim  
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Heads and shoulders above the two previous Sims, the NormalSim poses an actual challenge to anyone who plays it, especially in groups. They shoot at you with decent accuracy and run around at an adequate speed, certainly enough to get away from you. It is meant to represent the casual gamer after having the game for a few days.

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HardSim  
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As its name suggests, this will give any player who has played the game for a few weeks a huge challenge, sometimes winning with ease if in groups.

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PerfectSim  
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This one does not beat around the bush. This simulant is meant to represent the most elite of the elite gamers, the ones who have mastered Perfect Dark and knows the layout of all the arenas, and the locations of all shields and weapons. It has accuracy easily above 70% and always speed-strafes. Its reaction time is impeccable and awe-inspiring.

The PerfectSim, despite its name, has several weaknesses. For it is only a computer program running out of the little black box we call the N64, it can not learn strategies or formulate its own plan against you. Many people find the PerfectSim as an impossible barrier to pass, but this is far from impossible. Once you exploit the following weaknesses, the PerfectSim will still be a very, very difficult adversary, but it will not seem as impossible as before.

- The PerfectSim always goes to the shield first. It is a shield mongoloid and will even go to the shield if it has no weapons. There's nothing you can do to stop it, other than kill it. Even under heavy fire the PerfectSim's thirst for a shield will not stop. Exploit this by hanging around the area with the shield, and killing it on its way. The only reason you should not do that is if it violates the following rule.

- Never, under any circumstances, remain in an area with multiple levels or ramps unless you want to get mowed down immediately, or if you know for certain he is far away.
- The PerfectSim will always know where you are, and will hone in on your location within seconds. Even without radar it has this power. Due to this, try to hang out in rooms with as little entrances as possible.
- When you see the PerfectSim he will not shoot at you while moving, he will always stop. Do not expect him to speed strafe into a room and shoot at you while moving diagonally across the floor. No, he does not do that. He will STOP dead in his tracks and begin to shoot. This is a huge advantage for you, especially if you can catch him in a door-way.
- He always remains on the main path, never in a small room while camping. He is always moving, constantly looking for you.

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 DarkSim  
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This does not represent anything, only the programmer's cruel, sick joke on the most advanced of gamers. The DarkSim cheats without any consequences to it. Here is a following list of how it cheats...

- It is faster than any speed strafer.
- It instantly gets the best weapons. Only seconds after respawning it will have, for example, double Cyclones.
- 100% accuracy over the most ridiculous distances. I've been killed in some instances without even being able to see the enemy. This point in particular is extremely annoying.
- They always get head shots.
- They always know where you are located.

And that about covers it up. The only weakness they have is that when they attack from behind a corner they will warp about five videogame-feet from the corner, stand there, and attack at surprising speed. Due to this, if you are fast enough you can kill them very quickly because they stand in place. However, their speed is so astonishing I've had the red screen of death before my Z-button is even depressed. Ouch.

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 T H E     S C E N A R I O S  
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NOTE: There are more modes than this (pop a cap, for example) but these are the only scenarios featured in challenges.

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Combat  
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Standard deathmatch. For every person you kill you earn one point.

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Hacker Central  
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This is quite interesting. Randomly placed in the arena are two objects that appear on radar: a computer terminal and a data uplink. You first get the uplink, then find the terminal, and begin to download files. While downloading you are totally open to enemy attack, and have no way to defend yourself. It takes a very long time to download a single file, but on the upside each file you download nets you two points. Whoever has the uplink, when killed, will send the uplink back into the arena, in another random location.

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King of the Hill  
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Classic KOTH. A random area of the level is highlighted in green and placed on the radar. Stand in this area and it will turn the color of your team (red, yellow, blue, etc.). If you stand in this area for 30 seconds you get 1 point \* the number of players from your team who are on the hill. For example, if you have two people on the hill, you get two points.

If an enemy comes on the hill, the timer stops. It will only begin once the enemy is killed, or runs away. If everyone on the hill is killed then it will return to a green color, meaning anyone can take it.

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Hold the Briefcase  
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This is similar to the "Living Daylights" mode in GoldenEye. You pick up the suitcase and a timer begins, after 30 seconds the person with the case (or his team) gets a point. If that person is killed then the case will fall to the floor and anyone can collect it. If you have the case, you can shoot and behave exactly as before (unlike in GoldenEye, where you couldn't shoot any weapons).

Of other note, the person with the case will always glow a light-green color.

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## Capture the Case

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This is, without a doubt, my favorite mode of the game. It's exactly like capture the flag, except with suitcases (and sub-machine guns and hand grenades, instead of water pistols and water balloons). Each team has their own randomly selected part of their level that is their base. A suitcase is here, and everyone respawns here. The idea is to go to someone else's base, steal their suitcase, and get it back and place it inside of your case before you get killed. Each time you do this you earn an amazing three points!

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T H E U L T I M A T E C H E A T  
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Helpful reader # 4567 has this to say...

"This trick needs 2 players. At the advanced options screen, have player 1 create a simple sinerio, then save it. Now, go to "Load Settings", highlight it, but DON't select it. Now player 2 should join. have that person select the challenge u want to beat, then keep hitting "A" until "...and waiting" appears on their half of the screen. Now player 1 will select the sinerio that he had highlighted, then hit start. The challenge will start, but with your custom sinerio. When you beat it, the game thinks you beat that challenge!"

- Datamouse1 <poodleman@hotmail.com>

So, basically, you can have a scenario with you against a MeatSim, and if you win against him the game thinks you beat the Challenge...how nice. I'd personally prefer to beat it for real, but that's just me.

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## 2. C H A L L E N G E S 1 - 1 0 : T H E C A K E W A L K

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You read it up there, all these challenges are pretty much cakewalks. In fact, I'm surprised I even bothered to write strategies for them! But since it is 1/3 of the challenges, and the fact it only took a few minutes of my time, I thought nothing of it.

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## C H A L L E N G E    O N E

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Scenario: Combat  
Arena: Skedar  
Opposition: ShockSim (Meat)  
Weapons: Falcon-2  
          CMP-150  
          Sniper Rifle  
          dy357 magnum  
          Dragon  
          Disabled

Points needed to win: 4  
Time Allowed: 5 minutes  
Difficulty: None

Wow, this is really kind of sad. The poor shocktrooper will just wander around the arena with a Dragon in hand, never really shooting at you. In fact, I think a good challenge is to make him hit you! If you go right up to him he'll usually run away, and if you shoot him he'll die within seconds. When he does shoot you -- a rare occasion to be sure -- he'll spray bullets all over the place.

Basically what I'm trying to say here, is if you die here you might as well give up on beating the challenges -- let alone the game!

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## C H A L L E N G E    T W O

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Scenario: Combat  
Arena: Area 51  
Opposition: ShockSim (Meat)  
Weapons: Combat Knife  
          Falcon-2  
          Cyclone  
          Dragon  
          Rocket Launcher  
          Disabled

Points needed to win: 6  
Time Allowed: 5 minutes  
Difficulty: None

Ahh, Mr. Shock is back for more I see! Hahaha, and this time we get rocket launchers! The fastest way is to grab a Dragon and mow him down upon sight, and finish the game off in under a minute, relentlessly hunting him down and killing him before he even gets a weapon. But playing around with rocket launchers can also be a cause of much enjoyment. Allow him to get one and he will usually kill himself in his pathetic attempt to get at you! I've actually won 6 to -5 before (remember, a suicide subtracts one point from your total, and since he never scores, well...).

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C H A L L E N G E    T H R E E

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Scenario: Combat

Arena: Pipes

Opposition: TechSim 1 (Meat)  
            TechSim 2 (Meat)

Weapons: MagSec-4  
          CMP-150  
          Timed Mine  
          Dragon  
          AR-34  
          Disabled

Points needed to win: 8

Time Allowed: 5 minutes

Difficulty: 1/10

The pipes arena is mostly a bottomless pit, and the idea is to stay as high in the level as possible, staying away from the pipes that criss-cross the black abyss below. The reason I actually put a difficulty rating is because if you don't watch yourself and are real careless the enemies can shoot you off the pipes and to your death, and because you now face two Sims instead of only one.

Also, try sticking a timed mine on one of them and watch them run away, then explode, killing their partners as well. Mmmm, double kill award here I come!

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C H A L L E N G E    F O U R

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Scenario: King of the Hill

Arena: Skedar

Opposition: CISim1 (Easy)

Weapons: MagSec-4  
          CMP-150  
          Dragon  
          K7 Avenger  
          Shield  
          Disabled

Points needed to win: 4

Time Allowed: 10 minutes

Difficulty: None

Oh, no!!! AN EASYSIM! Now we're in really in trouble! LOL, damn this is so easy it's unbelievable. All you have to do is get double CMP-150's, go to the hill (check the radar) and sit there until the clock runs out (about 24 seconds), then you get a point. Do it four times, and you win.



The opposition is pathetic, it might actually hit if you stand still but if you move around there's no chance. To add further insult to injury there are shields scattered around the level. You may as well be invincible!

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C H A L L E N G E F I V E

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Scenario: Combat  
Arena: Complex  
Opposition: CassSim (Easy)  
Weapons: Cyclone  
          Hand Grenade  
          AR-34  
          FarSight XR-20  
          Shield  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 1/10

This takes place in the classic Complex, from GoldenEye, and is so easy it boggles my mind. The only time I've actually died on this is when Cassandra was in the same room as I and I accidentally shot the grenade she was holding...oops. :p

Once you get the FarSight XR-20 you should find a nice, cozy camping spot and then use its secondary function to kill the CassSim over and over, before she even has a chance to get a weapon. Watching her body fall limp as I blast through 10 walls, killing her on the other side of the map, is just so fun.

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C H A L L E N G E S I X

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Scenario: Hold the Briefcase  
Arena: Area 52  
Opposition: WorkSim 1 (Meat)  
            WorkSim 2 (Meat)  
            WorkSim 3 (Meat)  
            WorkSim 4 (Meat)  
Weapons: CMP-150  
          dy357 magnum  
          Shotgun  
          K7 Avenger  
          Shield  
          Disabled

Points needed to win: 6  
Time Allowed: 10 minutes  
Difficulty: None

Let's see, 30 seconds to get a point for the briefcase.  $30 * 6 = 180$  seconds, plus 20 seconds (max) to get the case in the first place, so this game should only last about 200 seconds! That's a little over three minutes...kind of sad. There are shields in the ditches around the towers, and another in the tunnel in the long halls with metal doors, but you probably won't need them. Although you face many enemies, they are all pretty sad. Double CMP-150's or twin dy357's will take them down within seconds. You can camp in a guard tower or the big shelter with glass windows if you wish, but I prefer to run around the level and have some fun with the locals. It's not as if you have any chances of dying; with a shield you're practically untouchable.

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C H A L L E N G E    S E V E N

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Scenario: King of the Hill  
Arena: Warehouse  
Opposition: JoSim (Easy)  
Weapons: Falcon-2 (silenced)  
          MagSec-4  
          Cyclone  
          Hand grenade  
          Shield  
          Disabled

Points needed to win: 5  
Time Allowed: 10 minutes  
Difficulty : 1/10  
Other options: One Hit Kills

The weapon to get here is the Cyclone, which the simulant often seems to pick up. Once you get double Cyclones, she won't have an icecube's chance in hell of even touching you. Once you get on the hill train your sights on the entrances and watch the radar. As soon as she enters she will die instantly. On rare occasions she has been known to kill both people with a badly tossed hand grenade, but the chances of this happening are pretty low.

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C H A L L E N G E    E I G H T

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Scenario: Capture the Case  
Arena: Skedar  
Opposition: SnipeSim (Easy)  
Weapons: MagSec-4  
          K7 Avenger  
          Shotgun  
          Super Dragon  
          Shield  
          Disabled

Points needed to win: 9

Time Allowed: 10 minutes

Difficulty: None

Wow, talk about simple. Since each capturing of the case is three points, you only need to capture the enemy's case three times. However, the bases are located on opposite sides of the level, so there's going to be a lot of running. Damn I hate this challenge...it's easy, but boring. I wish the Skedar arena was more compact, then this might be a little more intense. Well, I guess not, considering we're facing a freaking EasySim!

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C H A L L E N G E    N I N E

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Scenario: Combat

Arena: Ravine

Opposition: TrentSim (Normal)

Weapons: Falcon-2

dy357 magnum

Timed Mine

Laptop Gun

FarSight XR-20

Disabled

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: 1/10

Other options: One Hit Kills

NormalSim, eh? He won't be much of a threat here. Gather up a FarSight, also known as camper's delight, and find yourself a nice room to camp in. If you're afraid Trent might sneak in before you can kill him, set up a Laptop Sentry on a wall next to you. Then just use the FarSight to blast him to kingdom come only seconds after he respawns. Remember to point the gun in the direction of the dot on the radar, otherwise it will take forever to track him.

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C H A L L E N G E    T E N

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Scenario: Hacker Central

Arena: Temple

Opposition: GuardSim (Easy)

Weapons: CMP-150

Cyclone

Remote Mine

AR-34

Shield

Disabled

Points needed to win: 4

Time Allowed: 10 minutes

Difficulty: None

Use the radar to find the data uplink, then pick up an AR-34 or Cyclone, then head to the computer terminal. If the enemy is nearby, kill him. If not, then hack into the computer using the uplink. He usually respawns far away from the terminal, so you can usually get all four points without killing him more than once. If he does come in, then ignore him if you're almost done, or mow him down if you just started. It only takes two downloads (two points each) to end this game.

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### 3. CHALLENGES 11 - 20 : THE MOANERS

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Yes, ladies and gentlemen, as the title suggests these challenges are actually, well, challenging! On many of them you will die not only once, but twice, or even three times! Strategy starts to become very important here.

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#### CHALLENGE ELEVEN

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Scenario: King of the Hill  
Arena: Complex  
Opposition: BlondeSim (Normal)  
Weapons: MagSec-4  
          Tranquilizer  
          Shotgun  
          K7 Avenger  
          Shield  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 4/10

This will probably go the entire 10 minutes, or near there, because getting 10 points (one point per hill) can take awhile. The trick to this level is to know where the shields and Avengers are located. There is one shield near the area with the vents you can crawl through, right in the middle of the open space, and another shield is located on the catwalk you can reach by climbing up the ladder (it looks more like a vent). The Avengers are located in many areas, most noticeably in the

large dugout, the sniper's post, and near the area where the second shield is located. With both a shield and Avenger, you should be able to survive for the remainder of the game. Train your eyes on the radar when you have the hill, and predict which entrance Mr. Blonde will come through, then mow him down.

Another nasty trick is to use the Tranquilizer on him near the start and middle of the match. After about four direct hits his speed and accuracy will fall like a sack of potatoes. After that he will pretty much be a MeatSim. But it will only last about four minutes or so...but still, that's a pretty good deal.

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C H A L L E N G E     T W E L V E

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Scenario: Combat  
Arena: Skedar  
Opposition: JoSim (Hard)  
Weapons: Falcon-2 (scope)  
          Sniper Rifle  
          Shotgun  
          Super Dragon  
          Shield  
          Disabled

Points needed to win: 3  
Time Allowed: 10 minutes  
Difficulty: 3/10  
Other options: Slow-motion

Although your enemy is a HardSim, you probably won't notice due to the fact that everything is in slow-motion -- MATRIX STYLE BABY -- which allows you to have reaction speeds many times that of your opponent. The weapon to get here is the Super Dragon, which is located in the middle of the big room that is more like a hole, and has four pillars positioned in each corner. Whatever you do, DO NOT let the enemy get this weapon, because they will use its secondary function (grenade launcher) with pin-point accuracy, killing you within seconds. If this does happen, the best you can do is stay away and snipe her. If this isn't an option, run as fast as you can towards her. Although you'll die, she'll kill herself, and therefore no one will score (she earns a point for killing you, but then it is subtracted for suicide).

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C H A L L E N G E     T H I R T E E N

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Scenario: Combat  
Arena: G5 Building  
Opposition: CIASim (Normal)  
Weapons: Falcon-2  
          Tranquilizer

Laptop Gun  
Hand Grenade  
Reaper  
Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 4/10  
Other options: One Hit kills

Get a weapon and make your way to the room that has a catwalk circling the wall, which leads to another small room, which again leads to a hallway illuminated in sky blue light. This is a dead-end, and if you look you should see a metal bridge going over a bottomless pit (which you can't reach). You should also find a laptop gun and ammo boxes. Isn't it obvious? Throw a laptop sentry on the corner and let it do all the work for you. The sim will get mowed down before he even sees you! With this strategy this challenge has no real difficulty. However, if you're actually man enough to fight him head-on it can be a slight challenge, but if you pay attention you should still get him everytime. Another sneaky tactic to add to the laptop strategy is to litter the room before the dead-end hallway with bouncing proximity grenades. Hehehehoho!

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C H A L L E N G E      F O U R T E E N

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Scenario: Capture the Case  
Arena: Area 52  
Opposition: GuardSim (Normal)  
              TroopSim (Easy)  
Weapons: Cyclone  
          Super Dragon  
          K7 Avenger  
          FarSight XR-20  
          Cloaking Device  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: None or 2/10

The difficulty of this level fluctuates depending on where the bases are located. The one where there is no challenge is the one where you are in the house that has the sliding door and an Avenger, and they are about 20 feet away in the middle of nowhere. They will run off deep into the level to collect weapons, and you can simply run back and forth, stealing their case and returning it to your base multiple times before they return.

However, the above is a rare occasion. Usually the bases will be located near and around the huge outdoor area that has four sniper towers and a

trench running along the inside. This is the best place to build up weapons: get a FarSight, then pick up the cloaking device in the trench. The second cloaking device is located in the hole you have to duck in, located inside of the long corridors that have breakable glass. The reason the cloaking devices are important is that the HardSim will always guard the case while the other tries to get yours. The HardSim will always cloak himself and have the FarSight, and he will kill you in only one hit before you know what's happening. But if you cloak yourself he will remain visible, and you can kill him easily and steal the case.

The remaining sim, the one after your case, usually will get lost and be unable to find your base. On the rare occasion that he steals it, use the FarSight's secondary function to hunt him down and kill him easily. The case will return to your base.

Rinse and repeat, and this win is yours.

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C H A L L E N G E     F I F T H T E E N

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Scenario: Hold the Briefcase

Arena: Grid

Opposition: LabSim1 (Normal)  
              LabSim2 (Meat)

Weapons: MagSec-4  
          Dragon  
          Shotgun  
          Devastator  
          Shield  
          Disabled

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: 5/10

The problem with this challenge is the fact that, regardless of difficulty, the simulants have pin-point accuracy with the devastator (a grenade launcher) over long distances. Even the MeatSim will make you painfully aware of this fact.

The first problem is taking the case away from the AI. This is actually the hardest task of the level, because they stick together, and with two grenades hurtling at you through the air, this becomes quite difficult. The trick is to shield yourself (there are two shields: one on the rampway that leads to the room with a glass lab, the second in the Matrix-pillars on the highest floor, on the same level as the glass bridge) so you can at least survive being hit by a blast, even for a brief instant. Now get a launcher of your own, and get on the highest point of the level: the floor with the glass bridge and Matrix-pillars. From this vantage point you can kill the group of sims very easily, and all of their shots will ricochet off the pillars and bounce back to ground level. Basically, if you are higher than them, they can't touch you.

Also be aware of the fact that the person who has the case will have a green color to them.

Once you have the case it becomes a matter of camping out and killing them off whenever they attempt to kill you to get the case back. It takes about 30 seconds of holding the case to get a point, so you're going to know how to camp, and how to camp good. The best place to camp, in my experience, is in the room with the glass laboratory. You have ready access to devastator and its ammunition, and you can get a shield very easily by going down the rampway.

There are two entrances to this room: one from the Matrix-pillars, the other from the ramp with shield. In my experience the AI will come up the ramp 95% of the time, and with a devastator. When they come from the Matrix-pillars room they either have a Shotgun or a MagSec, which is far less dangerous than a grenade to the torso. Your best bet is to lay a proximity Dragon near the Matrix-pillars, stay inside the glass labs, and face the ramp. When someone comes up, shoot two or three grenades and watch them be blown away. If you take any damage, go down the ramp and pick up the shield. If the Dragon explodes, don't leave the room to get another one, simply watch your radar to make sure you aren't attacked from behind. As long as you pay close attention to the radar and stay inside the glass lab, you'll be OK. Because of the glass windows, the AI will not shoot grenades inside the lab. Therefore, you can shoot a grenade next to the glass and they will die from the explosion. They are not smart enough to do the same thing, and even if they could you would be able to simply back away.

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C H A L L E N G E     S I X T E E N

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Scenario: Combat

Arena: Facility (I refuse to call it Felicity)

Opposition: BioSim (Perfect)

Weapons: Falcon-2

    K7 Avenger

    Super Dragon

    Proximity Mine

    Shield

    Disabled

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: Man's way -- 8/10

    Coward's way -- 2/10

Other Options: No Radar

The problem with this is that there is no radar, so you have no idea in hell where he is, but he has EVERY idea where you are. And believe me, when a PerfectSim catches you off guard, you are dead-meat. There are basically two strategies for this challenge: the coward's way, and the man's way.



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The coward's way:

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Camp yourself in either the bathroom or the room with the gas tanks. Both places have proximity mines galore, and only one entrance. Litter the entranceway with proximity mines and when the hapless PerfectSim tries to enter he will be blown to kingdom come. After about two or three times of doing this he will stop, and wait for you to come out, which is unusually uncharacteristic of him. Wait out the remainder of the 10 minutes and you should win by a few points.

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The man's way:

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Full out fighting, baby. As soon as the match starts get both a shield and a Super Dragon, preferably in that order. There are two halves to this level, and you start out on opposite sides. The first shield is at the base of the stairway that leads to the bathroom, and the Super Dragon is in the dead-end room nearby. In the other half, the shield is in the closet at the end of the long corridor, and the Super Dragon is in the room with the support pillar.

Once armed, go to the point where the two halves meet: for reference, in GoldenEye these doors were locked in the one player game. The PerfectSim will be just coming here, and as soon as the door opens and you can see his arm start firing your super dragon. The PerfectSim will not shoot until he can see you with his eyes, and he always positions himself in the center of the doorway, so you can cause some extra damage before he shoots by hitting his arm.

Continue to unload and he should die rather pathetically, even with his shield. You of course will take some damage, but if your reflexes are up to par he will usually only drain about half of your shield. Each millisecond counts, if you that slower then he will start to eat into your health. After his death immediately go to the closet at the end of the long corridor and re-shield yourself. You do not want to go into the area with the bathroom because of the fact he can easily surprise you (he could come from the bathroom, the door next to the bathroom, the door under the stairs, or the double-doors underneath the bathroom) and kill you before you realize what's happening.

After he dies and respawns, check the long corridor to make sure he didn't respawn behind you. If he did, he's easy pickings as he won't have a weapon and won't try to get one until he gets a shield.

Rinse and repeat. I've actually won 10-0 using this method before.

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C H A L L E N G E     S E V E N T E E N  
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Scenario: King of the Hill  
Arena: Temple  
Opposition: DanSim (Perfect)  
Weapons: dy357 magnum  
AR-34  
Reaper  
Slayer  
Shield  
Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 5/10

Although your opponent is a PerfectSim, he is not that huge of a threat. Half the time he will kill himself with a Slayer, and with an AR33 you can still kill him because you usually won't be that close together, meaning his accuracy will be quite low. If you're a decent shot, you should be able to pick him off in such a situation unless he ambushes you. If, on the other hand, he picks up a Reaper, you're screwed. In which case he will mow you down from across the biggest of rooms. This is extremely annoying because the Reaper is infamous for its horrible accuracy, and the AI seems to be able to find a way around this while in mid-stride. Oh well, this is a rare occasion and when it does happen you can kill him with an explosive later.

There are two weapons to look for here: the AR-34 and the Slayer. Shields are nice, but not required, so don't feel you have to go out of your way to get a shield. The AR-34 you should use in transition from one hill to another. The Slayer you will use as the defensive mechanism. Once you have the hill, focus your attention on the radar and always point in his direction. When you can tell he's about to enter the room, shoot off the missile at the wall and he will die. Sometimes he will even kill himself with his own Slayer. It will then be about 30 seconds before he will shield and arm himself, so the hill is pretty much yours.

Also be aware of the fact that when he opens one of the sliding stone doors that he will not begin shooting until it is all the way open. Thus, you can mow him down before he fires a single shot.

If he manages to obtain the hill first, don't go in with your AR-34 firing unless you have no other choice (e.g. you're behind by one, only 40 seconds left in the game). Instead, use the Slayers secondary function to shoot a missile inside the room, and when you get near ol'e Danny boy, detonate it with a press of the Z trigger. He won't attempt to run away, so he'll be a sitting duck. The hill is now yours for the taking!

I've tested this strategy extensively, and finds it works very well. However, I'm not sure why, but sometimes the AI will begin shooting controlled-Slayer missiles into your room, and will detonate it as soon as it sees you. If this starts to happen, allow him to take the hill, because he will kill you very easily otherwise. When he gets the hill he will stop, then you can do the same to him and kill him easily.

Like I said before, I don't know what triggers that, but it's a pretty scarce happening. In the end, you should win by a landslide if you did everything right (10-2 or 10-1 is common).

---

C H A L L E N G E     E I G H T E E N

---

Scenario: King of the Hill

Arena: Villa

Opposition: ElvisSim (Perfect)

MaianSim (Meat)

Weapons: Falcon-2

Phoenix

Tranquilizer

Laptop Gun

Shield

Cloaking Device

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: 6/10

1. The cloaking device can be found in one of the areas with grass and stairs. When you climb the stone stairway a thin path branches off at the top, and at the end is the device. Once you find it you'll slap yourself silly.

2. The Laptop Gun is located on the top of a catwalk, and on top of a pillar that can only be reached by jumping off of sad catwalk. You know you're on the right path when you reach the hallway that has support pillars along the wall (the "ribs", as I call them).

3. The shield is in a room directly ahead of the cylinder that has a Laptop Gun in front of it. This way you can get both the gun and the shield in only a single pass.

Before attempting anything, you'll want to find a Tranquilizer and the cloaking device. Cloak yourself and hunt down the PerfectSim and rush at him kamikaze style, pumping his small body full of sedatives. Even if he's shielded they will affect him, causing his accuracy and reaction time to fall considerably. He is still dangerous, but much more easier to take down, even if he ambushes you. This will make him an almost non-factor for about two or three minutes, enough for you to get a substantial lead.

You're going to want to stock up on cloaking devices (50-60 seconds worth), and everytime you pass through the area that has it, be sure to pick another one up. When you get the hill, cloak yourself and use the Laptop Gun. When the poor Maian saps wander onto it, line up the head shot and mow them down. The PerfectSim will sometimes not even get to

the hill if you filled him with enough sedatives. He'll wander around the level, seemingly lost.

However, the sedative's effects will stop after a few minutes, in which case you can fill him up some more (probably dying in the process, unless you're shielded) or continue to play. If you continue to play, it would be wise to set up Laptop Sentries whenever you have the hill.

If for whatever reason they take the hill first, be sure to cloak yourself before trying to take it. Then mow them down with the Laptop Gun.

This challenge is pretty easy if you know the layout of the level, and where all the goodies are (Laptop Gun, Cloaking Device, and shield).

---

C H A L L E N G E      N I N E T E E N

---

Scenario: Combat  
Arena: G5 Building  
Opposition: CassSim (Hard)  
            TrentSim (Easy)  
Weapons: CMP-150  
          Shotgun  
          Rocket Launcher  
          FarSight XR-20  
          Shield  
          Combat Boost

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 4/10

The only time you will find yourself getting killed is when one of them shoots a rocket at you, but they will kill themselves in the process 90% of the time so it all levels out in the end. The FarSight and shields are all located on the top bridges that connect one section to another. Camp up here and use the FarSight's secondary function to zoom in on your enemies and kill them easily.

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C H A L L E N G E      T W E N T Y

---

Scenario: Combat  
Arena: Sewers  
Opposition: PilotSim (Hard)  
Ally: AirSim (Normal)  
Weapons: Mauler  
          Falcon-2

MagSec-4  
dy357 magnum  
Shield  
Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 6/10  
Other options: One Hit Kills

The idea of this challenge is to kill the enemy while defending your poor NormalSim, which isn't exactly the most intelligent of allies you're going to get in the near future. If the enemy kills both of you, he gets two points. Everytime you kill him, you get one point. So defending your ally is remarkably important.

This challenge is extremely difficult, but with the following strategy it becomes somewhat easy, but still very time consuming.

First off, hold the "A" button until the quick-menu select screen comes up. Tap the "Z" trigger twice to activate the Buddy command menu. Now tell your Simulant to "Follow." She will know tag along. Make your way to the middle of the level, it has a shield near a gray hole that you can fall through, and several MagSec-4's and ammunition boxes nearby. You can tell you're near because you will run up several ramps, leaning in at an angle. Camp right here, where the shield is, and equip a MagSec-4 on its secondary function: three-round burst. Make sure both you and your friend has a shield on, as now it will take two shots to kill each of you, instead of one.

Now duck all the way down, and watch the radar. There are only two ways into this room: the hallway or the elevator lift. Watch your radar very closely and it will be painfully obvious which one he will enter through. Kill him immediately, being sure to fire as fast as you can. If you duck you have little chance of getting hit, and even if you do you have a shield. Your ally will sometimes run off and try to take care of business herself, so select "Hold" from the ally command. She will now stay put.

Once you kill the enemy once, be sure to grab the MagSec he had, because this will enable you to have double MagSec's, making the chances of him living once you shoot at him almost nil. Camp here for the remainder of the round and you should win.

Uh-oh. These are the kind of challenges you're mother warned you about, the kind your father lectured about. Although some of them are somewhat easy, the majority of them are so difficult that even the most advanced of gamers will grit their teeth in frustration as they fail a challenge for the 10th time in an hour. Luckily, some very good strategy, planning, and the least of your worries, skill, will allow you to beat a majority of them.

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C H A L L E N G E      T W E N T Y   -   O N E

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Scenario: Hacker Central  
Arena: Grid  
Opposition: JoSim (Hard)  
Weapons: Mauler  
          Reaper  
          Shotgun  
          Callisto NTG  
          Cloaking Device  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 4/10

Once you know where the cloaking device is, this level is a cakewalk. It's no more difficult than the first one with this strategy. The cloaking device you want is at the bottom of the ramp that leads to the glass laboratory. Ignore JoSim and the data uplink and simply camp on the cloaking device, picking it up everytime it respawns. When you get 80 or 100 seconds worth of it, go to the computer console and blow the enemy away with your Callisto NTG on high impact shells, and collect all her weapons (including another cloaking device). Now, using your radar, hunt down the data uplink and obtain it. Go back to the computer and start downloading files. When she gets near, cloak. Now just stay cloaked the rest of the match while you download files. You should get 10 points very easily, finishing the match below even the five minute mark.

---

C H A L L E N G E      T W E N T Y   -   T W O

---

Scenario: Hold the Briefcase  
Arena: Base  
Opposition: PresSim (Perfect)  
          GuardSim (Normal)  
Weapons: Falcon-2  
          Sniper Rifle  
          Crossbow  
          K7 Avenger

Shield  
Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 9/10  
Other options: One Hit Kills

Yep, this is just about near impossible to most people. So you've tried this challenge 50 times and got buried everytime by the team of sims, eh? Lucky for you I'm here to save the day. ;)

First off, if you get the case first that is fantastic. But it's not necessary. Unless the case is right there in front of your face, do not go out of your way to get it. Before doing anything, you'll want to make your way to the enormous room that has a gigantic stack of metal crates in the back. In the middle of this room is a K7 Avenger, pick it up. Now run up the slanting, transparent ramp (?) to the top, where you will find several catwalks of similar material. Grab the box of Avenger ammunition -- unless that is you like having only 20 rounds -- and leap off the part of the path that has no metal wall. You will be able to catch onto a ladder, climb up, and pick up a shield.

With a shield and Avenger, you're all set. Now you just need the case. If the AI has already gotten the case (95% of the time, they will) then wait to see what happens. Don't start panicking if they get three or four points. If they start camping, you're in a pickle. If you try to go into their domain, you'll probably die. It's much easier if they are on the move, because you can catch them off guard. But with a shield and Avenger, you have pretty good chances. Even if you die 10 times from trying to get the case, DO NOT give up. Kills don't score and even if you only manage to kill the guy with the case that is great, because it will reset their timer and not allow them to score for at least another 30 seconds.

Once you do get the case, immediately run back to the room where you got the Avenger and shield. Go to the large, clear ramp. Stay right here. From this location you can see all entranceways to the room: two on the top, near the catwalks, and two on ground level. I hate to generalize like this, but the AI will always come through the top-left door on the catwalks. I'm not saying they won't come through any other of the three doors, but I've played this level extensively and it's never happened.

But even if they do, so what? You have a shield, an Avenger, and have a large cover that you can even see through. Time it right, strafe out, and mow them down. Be aware that the PresidentSim is Perfect, and the other one is only Hard. With Perfect you need lightening speed reaction time, while with Hard you don't.

Now, when they are on the catwalks, they always seem to get "stuck." It's a weird glitch, but the PresSim will do it about 99% of the time. I've never seen him do otherwise. The GuardSim never seems to get caught, instead he'll go down the nearby ladder, but that's pretty good because you can kill him as he falls through the air, rather easily in

fact. He won't be able to kill you since you're behind the ramp.

And if the PresSim gets stuck, DO NOT try to unstick him. You'll feel like a complete moron when you go up there to kill him, and instead he kills you, grabs the case, and runs to the other side of the level. Let well-enough alone, and laugh as you pick up the points. You'll win the match after about three or four minutes of camping here, the perfect camping spot. Feel free to pitch a tent, start a fire, and roast some marshmallows. Er...maybe marshmallow's are a bad idea. How about some hotdogs instead?

-----  
C H A L L E N G E      T W E N T Y   -   T H R E E  
-----

Scenario: Combat  
Arena: Complex  
Opposition: CloneSim (Hard)  
              StripeSim (Hard)  
Weapons: MagSec-4  
          Grenade  
          Laptop Gun  
          RC-P120  
          Shield  
          Combat Boost

Points needed to win: 2  
Time Allowed: 10 minutes  
Difficulty: 2/10  
Other options: Slow Motion

This looks simple enough. You only need two points to win, but this makes it much easier for you to not only win, but lose. Only two deaths and the enemy team will win.

First off, get an RC-P120. Obviously, it's the best gun in the entire round, if not the game itself. Now go through the level until you get near the two hooligans (check the radar), and then cloak yourself. When you get close, start shooting and kill them both rather easily. Two points for you. End of game.

-----  
C H A L L E N G E      T W E N T Y   -   F O U R  
-----

Scenario: Capture the Case  
Arena: Fortress  
Opposition: GuardSim1 (Easy)  
              GuardSim2 (Easy)  
              AirSim1 (Easy)  
              AirSim2 (Easy)



Weapons: CMP-150  
Tranquilizer  
Devastator  
Super Dragon  
dy357-LX  
Disabled

Points needed to win: 9  
Time Allowed: Infinite  
Difficulty: 4/10

Each time you steal the case you get three points, so using my mathematical genius, I have calculated that you only need to steal the case and return it to your base three times to win the match.

The weapon of choice for this level is so blatantly obvious I shouldn't even have to tell you: twin golden magnums. It only takes a few seconds to get...just go to one sniper post, then a second, and there you go, twin golden magnums. Takes down any enemy with a single bullet. And besides, watching dual magnums reload is almost as fun as sex.

The problem with this level is the fact that any Sim, even a Meat, will kill you almost instantaneously if they have picked up a Devastator. Pin-point accuracy over hundreds of feet. Which is why you should keep a heavy eye on your radar when exiting any of the bases. Going through the catwalks above the bottomless pit is suicide, don't even attempt it. Just use the elevators to go down, snatch the case, and get back to your base and pray that no whacko with a grenade launcher sees you. With dual golden guns, you should clear house with relatively little effort.

-----  
C H A L L E N G E      T W E N T Y   -   F I V E  
-----

Scenario: Combat  
Arena: Ravine  
Opposition: ShockSim1 (Perfect)  
              ShockSim2 (Hard)  
Weapons: Mauler  
          N-Bomb  
          K7 Avenger  
          FarSight XR-20  
          Cloaking Device  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 2/10

Remember when we used to mow down Mr. Shock when we started this entire challenge fiasco? He's back for revenge, and he brought along a friend to play with as well.

Unfortunately for him, having FarSight's and cloaking devices scattered around this level makes this almost too easy. Pick up a FarSight and some ammo, and camp on top of the cloaking device. This way if one of them respawns near you and manages to get into the same room as you before you can react, they won't be able to see you. Then just use the FarSight's secondary function and blast them all to kingdom come. 10-0, you.

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C H A L L E N G E      T W E N T Y   -   S I X

---

Scenario: King of the Hill

Arena: Ruins

Opposition: TechSim 1 (Perfect)

            TechSim 2 (Hard)

Weapons: Falcon-2

          Mauler

          Cyclone

          Laptop Gun

          Reaper

          Disabled

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: 8/10

With this challenge you're going to need to know the arena's layout intimately. Like your lover's body. Know every crevice, know how deep every tunnel goes, how high the hills are, how sweet their breasts taste in your mout-- uh, that is to say, you should know the level very well. Yeah.

Basically the only weapons you need are Maulers (twin Maulers are very easy to come by) and the Laptop Gun. Everything else is more or less useless. Use the Laptop Gun to defend/take away bases, and twin Maulers to defend it and while in transition. A single charged blast is a one-hit-kills shot, especially to the chest. With two, the enemy doesn't stand a chance.

Once you have the hill and the laptop gun is set, it's history, because most of the bases are relatively easy to defend. The only one that's nearly impossible to defend would be the one that's in the room covered in snow, and there is a Mauler in the center, surrounded by two boxes of ammunition. The radar is useless here as the enemy can either come from above, behind, or in front. If I were you I'd set a Laptop Sentry, go someplace else, allow them to be mowed down, THEN come back. It will take them awhile to restock on weapons, just enough for you to get the point.

The Laptop Gun, by the way, is most easily accessed by going up one of the yellowish tunnels (the same kind of texture used in the walls of Skedar Ruins in the solo mission) and about four or five of these all go

into the center of the level, where a Laptop Gun and two boxes of ammunition are all yours for the taking. The Laptop Sentry is vital for defending many of the bases, because if the enemy manages to kill you, the Laptop will take care of them, and NO ONE will get the base. Sounds fair to me!

In reality, the only real problem people have with this level is knowing where the bases are located, but once you play this challenge enough and know the level layout, that problem will vanish.

And it really is unfair how the enemy has almost 90% accuracy with the Reaper over the most insane of distances. That really pisses me off. But oh well...Double maulers will take care of them in an instant.

-----  
C H A L L E N G E      T W E N T Y   -   S E V E N  
-----

Scenario: Hacker Central  
Arena: Sewers  
Opposition: CIASim (Perfect)  
Weapons: Falcon-2  
          MagSec-4  
          CMP-150  
          Rocket Launcher  
          Shield  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 7/10

Ugh...this challenge is hard, but for all the wrong reasons. As soon as you see the enemy he will fire off a targeted rocket, and if you live long enough, he'll shoot off a second and a third. If he gets hurt even a little, he'll immediately go and pick up a shield, then come right back at you. The bastard!

The chances of you winning this challenge greatly depends on where the computer terminal is located. If it's in the room with the ladder that goes to some green water and an R-launcher, and a beam near the ceiling that has a shield on it, your chances are extremely low. Forget trying to get the data uplink and then downloading even a single file, you will literally get blown into little pieces the second the CIASim enters the room. You will cover the wall. Your only hope is to wait for the Sim to get the uplink, and when he's trying to download the files, totally helpless, you direct a nice warhead at the back of his skull. Defend the terminal for the remainder of the 10 minutes and you win.

If, on the other hand, the terminal is near the very top of the stage, you are in luck. Not only will it take awhile for the Sim to reach that point, but he will usually kill himself when he shoots a rocket at you. If not, take care of him yourself. In the time it takes him to get a

shield, a rocket launcher, some ammunition, and run all the way back to your position, you will have downloaded at least a single file, for two points at that. Kill him again and the cycle begins anew, with you winning 10-0 in under five minutes.

-----  
C H A L L E N G E      T W E N T Y   -   E I G H T  
-----

Scenario: Capture the Case

Arena: Villa

Opposition: GuardSim1 (Dark)  
              GuardSim2 (Dark)

Weapons: Falcon-2  
          Falcon-2 (silencer)  
          dy357 magnum  
          AR-34  
          Shotgun  
          Disabled

Points needed to win: 10

Time Allowed: 10 minutes

Difficulty: 9/10

Ha.....ha.....you have to be kidding me. DARKSIMS?! TWO OF THEM?! Holy Jesus in a can! These mothers will blow you away before your finger can even depress the Z-trigger, let alone before you get a single shot off! Screw strategy, you're going to need some serious luck.

Thankfully, I'll tell you how to recognize this luck. Keep playing the level until you have your base where there is the wooden catwalk that has stairs leading up to it, and there's an AR-34 and a box of ammunition sitting right next to your case. NOT the one that is sitting on a pillar (in challenge 18 there were Laptop guns there). No, no, this one is actually a bridge. The AR-34 assault rifle is the only weapon in the entire arena that will give you a chance of beating these elite-of-elite Sims head-on, and everytime you respawn you get immediate access to its holiness.

Everytime you get this "luck" (not really, I think there's a pre-determined order of base order, if you play the level about five or six times you'll get it. Just exit if you don't have it and try again) the enemy base will be only a hop, skip, and a speed strafe away. When the challenge first begins the enemies will run deep into the level, instead of taking the short route. But who cares, this will enable you to score within about 20 seconds of playtime. Run back and you might even score again. But after twice, things get tough, and fast. They will return and in all likely-hood mow you down. The only chance you have is to start shooting as soon as they turn the corner, and get chest shots. You'll lose health for sure, but at least they will die.

When one of them guards the base you are also in luck, because oftentimes you can take them by surprise. Figure out where to point the aiming reticule, strafe out, and blast them to smithereenies.

With practice, and some "luck" with the position of the bases, this challenge is yours. I dare anyone to beat this challenge without having their base be the one with the wooden bridge and an AR-34 right there.

-----  
C H A L L E N G E      T W E N T Y   -   N I N E  
-----

Scenario: Combat  
Arena: G5 Building  
Opposition: WorkSim1 (Dark)  
            WorkSim2 (Dark)  
Weapons: Falcon-2  
          Cyclone  
          dy357 magnum  
          CMP-150  
          Dragon  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: Man's way -- 11/10  
            Coward's way -- 5/10

Seconds after the match begins, the team of DarkSims you must face immediately acquire twin Cyclones, a Dragon, a magnum, and another Dragon and warps right in front of you. Sure, of course they don't cheat. ;)

There are two main methods to this challenge.

=====  
The man's way  
=====

I gave this a difficulty of 11/10...which means it is on the fringes of being an impossibility. The man's way consists of, well, getting a weapon, running into a room, and taking them out! Now, against a SINGLE DarkSim you have a chance of coming out with only a little damage to your health bar if you have extremely fast reaction times and incredible aim, but two at the same time? You may as well shut the N64 off, because there's no way in hell that's going to happen.

=====  
The coward's way  
=====

Being a coward is actually quite beneficial! Instead of screaming in agony as two DarkSims pound into your small body with dual sub-machine

guns, you get to laugh hysterically as you watch both their bodies fall in pools of their own blood.

How do you achieve such an incredible feat? It's actually quite simple, and it may be a programmed trick just for this challenge (or one of the most useful glitches I've ever come across in my gaming career). On the bottom floor of the building there is a dug-out against a wall, and if you climb into this you will find it is rather deep. As a Maian with a human head, if you duck all the way down and push against the upper-LEFT hand corner, the enemy can't touch you. They can't fall in the hole. 99% of their bullets will hit the very edge, not hitting you. It's important, though, that you are in the upper LEFT hand corner. Not right, but LEFT. L-E-F-T. Got that?

Now shoot them in the head, and enough weapons will fall into the hole to supply the Chinese for several years. It's ridiculous. Whatever weapon you want to use will work, just shoot them in the chest as fast as you can. Within two or three minutes you will win, everytime they come they won't be able to hit you. The only tough part of this is getting a weapon and finding the hole before the enemies find YOU.

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C H A L L E N G E      T H I R T Y

---

Scenario: King of the Hill  
Arena: Skedar  
Opposition: BlondeSim (Dark)  
              CassSim (Dark)  
Ally: JoSim (Normal)  
Weapons: Falcon-2  
          Falcon-2 (scope)  
          MagSec-4  
          Mauler  
          dy357 magnum  
          Disabled

Points needed to win: 10  
Time Allowed: 10 minutes  
Difficulty: 12/10

I can't really give you any strategies for this, considering I haven't actually beaten the challenge yet, but I posted a message about this on the Nintendork's Message Board (kick-ass site, by the way) and got quite a few helpful replies.

Thread Subject: "Does anyone have any idea how to beat Challenge 30?"

Marshmallow says:

"'Cuz I sure as hell don't. For those of you who forgot, allow me to refresh your memory. It's in the Skedar arena, pistols, king of the hill, you and a NormalSim against two DarkSims (Blondie and Cassandra).

I've had some luck telling my partner to go in and attack one of them, and while they're distracted I shoot them in the back. But then the other one usually comes and \*\*\*\*s everything up. This is definitely the most difficult challenge there is, they bury me with scores of 10-0 or 10-1. The best I ever got was 4 points."

---

Kamakazzi says:

"It's all luck here. Your friendly sim won't do crap for you, basically, except work as a distraction. Just get double Maulers, use the charge bast, and pray that every single time you face the enemy, close or far, that you can blast him/her away with one or two shots, 'cuz if you don't, they'll whup ya. Then they'll probably get points, and you'll still be looking for a weapon. Then they'll whup ya again, the cycle will continue, and you'll lose. Also, when you get a hill, have your friend sim stay in the hill with you; obviously, you'll get an extra point for having her in there with you. I think there is some skill involved, but not much, because it's like a lottery: hope your chances somehow favor you one lucky match."

---

marshmallow says:

"No, that's not the answer I wanted! You're \*supposed\* to say, "I know! This level is really hard, but it's pretty easy when you..." then you spill the beans on everything!  
Oh well, thanks anyway."

---

jz64:

"I really don't know what to tell you about a strategy, because there isn't one, but these little tips may help:

1. Hope it's your lucky day.
  2. Dual Maulers are the only weapons worth \*\*\*\*.
  3. Place your sim in an area where a hill will develop, this may get you a point later on or distract the sims.
  4. Never attack sims on the second level, always do it from the first level. Sometimes they won't even notice you and it's just a matter of scoring a headshot while they run back and forth on the hill.
  5. Attacking sims while they're on their way to a hill sometimes results in them not even returning fire, but you can't count on it consistently.
  6. Hope your 1.2 using self has half the aim my I do. ;)"
-

TheMusicMan says:

"I haven't reached 30 yet - in fact, it's the only challenge I haven't unlocked. I've gotten challenges 1-25 completed, but I'm having a bit of trouble with 26 and 29. Haven't tried the others.....hacker central and rocket launchers do not sound appealing to me for some reason.....=^)"

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White\_Knight says:

"I found that the hacker central with rockets was pretty easy. Once you get the uplink, kill the sim then quickly try and get a download. By the time that's done he will be near you so try and kill him again, then quickly get another download. Don't try for two in a row without killing the sim because he'll always get you in the middle of your second download."

---

The Crazy Killah:

"I can't believe I am helping out Marshmallow, this may be the best moment of my entire life. I know, I am a loser, anyway...I know! This level is really hard, but it's pretty easy when you think about the differences between the simulants and yourself. You can basically ignore your teammate which is what I did. The weapons available in the arena are the Falcon 2, Mag Sec, Falcon 2 (Scope), Dy357 Magnum, and Mauler. Unless you get really lucky, the Magnum is too slow and the MagSec is too weak. So the Mauler and the Falcon are your only options. Memorize their locations. While you're at it memorize the layout of the level. Okay, a simulant knows only to attack you and guard the hill. It is basically a kamikaze sim with the ability to hold hills. When you beat the other challenges, did you learn what sims have trouble against?

Opponents who crouch, strafe a hell of a lot, and opponents who they are face to face with (I don't know why but it is true). Also remember that they are not the best radar users ever. For example, let's say the hill is the place with the Falcon 2 (Scope) where it is a dead end hallway with a left turn before it. Crouch twice and hide in the left hand corner. If you have a mauler(s) make sure it is fully charged. If you have either falcon, remember it can shoot really damn fast if you quickly tap Z. Auto Aim is recommended. So you are crouching at the hill and you see one at the far end. Chances are they will miss you to the right. Their second shot is close to 50% hit or miss. They either hit or miss high. The third shot they will get you. You have about a .8 second window to kill the sim, and I suppose if you are at this board you have the ability to do it. Remember to strafe. Remember the usually charge right at you and then stop maybe 10 videogame feet from you. If you can't consistently kill them go to simulator and practice against 8 HardSims 'til you get better. The hill should be yours.

There are some X factors that can help or hinder you. For example, your helper sim. Set her to follow you, cause I just realized now that you



get 2 points if you are both on the hill. If the two opponents are on the hill make sure to take out at least one because each point is damn valuable. Remember that they are not smarter than you and that you can ambush them really easily when they come around corners. So remember to hide and not stand in plain site. Also remember to call them your bitch everytime you kill one, it pumps you up and you play better when pumped up. I beat the challenge twice, I just haven't felt like playing it again. I won the first time 10-9 I came back from 9-4, the second time 10-5. Just remember, you own the game, it does not own you.

Now you can help me get the villa cheat."

---

marshmallow says:

"I have no trouble holding the hill, that seems to be the easy part. The part I have a bitch with is either taking the hill away from them or getting TO the hill before they blow me away. They get 101% headshots from like the other side of the entire level and it really pisses me off."

---

TheMusicMan says:

"When I beat the godd\*\*\*ed 26th Challenge, I'll start trying the 30th. You could always have your simulant buddy follow you around so that when you DO get the hill, they'll be with you so you get two points instead of just one. I figured you guys knew that by now, but I thought I thought to just reiterate it for you.....y'know, just in case."

---

ParagonX9 says:

When you want the NormalSim to follow you I choose "Protect". With the "Follow" command they might chase after enemies while you're running to the hill, but "Protect" they have slightly more self-control I think. And when you're finally on the hill make sure you put them on "Hold" or "Hold the Hill" so they stay put and not wander off stupidly. An alternate strategy you can use is instead of becoming King of the Hill as soon as possible, just camp on it instead. The best one is at the dead end where just before a passageway veers up and to the left. Stand at the other end of the passageway, keeping the hill in sight, but do not capture the hill yet. Just wait for the sims to come to the hill, blast them long distance with Maulers (it isn't hard to miss in that cramped area) and \*then\* go capture the hill, or wait for them to come again. Hopefully you can waste some time and a small lead in the beginning may pull you through in the end. ;)"

---

Green Bull says:

"I wouldn't choose "Follow", cause if you get killed, chances are they'll get the f\*ck knocked out of them too. Just recently I've started using "Hold Hill".

And if you do choose Follow, make sure when you get The Hill to change it to Hold or Hold Hill, like somebody said before. Because if you don't and a bad guy comes around the corner, your Simulant will go after them. And if you're already firing at them when they go after them, well, your Simulant will get in your line of fire. And then it's dead. That pisses me off when that happens.

Sometimes if the enemy Sims are on the Hill and you want to get One of them off somehow, choose Attack, and then pick which one you want to attack. Sometimes that'll make that Sim come off the hill, and then they'll only get 1 point instead of 2.

And any weapon is better than NO weapon. Sure the MagSec 4's, Magnum's and Falcon's aren't as good as Double Maulers, but they're better than nothing. The MagSec's and Falcon's can fire really fast if you keep Tapping Z quickly.

Now I haven't beaten challenge #30, that's the only one I need, but it seems like if you can keep getting off and on the hill and killing the enemy sims while they're on their way to the hill, you could win when the time runs out. And you need to get lucky. :)"

---

Cocol3 says:

"Ok, the hill that's by a balcony, you have to crouch down as low as possible, aiming at the door.

The hill in the middle that's open on all sides? Good luck.

Hill with the funky pillar in the middle, just use your radar to find out what exits their coming up.

Hill that has snow and lots of altitude variations, and a hole in one side. Your best hope is to stand where the weapon is, and quickly fire like there's no tomorrow.

I think that's all hill locations. Good luck marshmallow, and remember to do your funky dance when you beat it.?

---

Phil Matthews says:

"I thought that Hacker's Central one was easy, but I must've been lucky. I got the Data Uplink right away and got to the Terminal (which was at that one hallway that goes upwards and has a hole at the end and the right side). He was beneath the platform I had to cross and he fired a rocket at me, but he missed. I then went to the terminal and hacked into it for 10 points w/ no further interruption. When I was hacking into it I did duck all the way down."

---

Snap Dragon:

"Well, it sounds like you wanted some strategy which makes it easy; here's how I won it, which I hope will help.

I just got a small lead (which is possible, though of course takes a bit of practice), and then guarded the Hill on the balcony for the rest of the game. How? Crouch at the top of the ramp (the only way up) at the right distance, and focus on the point the DarkSims always turn to come up. Using double Maulers (available right next to you!) on secondary, you should be able to hold the Hill for a long time, killing them before they even get a shot off. The biggest problem I have is refreshing my Mauler ammo; I always end up ruining my perfect positioning and taking a few more hits. Anyway, if you can last until 10 minutes are up, the game is yours!

This method certainly doesn't make it easy, but it makes it possible without tearing all your hair out in a big chunk. For a player of your caliber, Marshmallow, I couldn't see it taking more than an hour or so."

---

TheMusicMan says:

"Well.....I beat Challenge 27, and it was quite easy. The stupid CIASim just sat there as I hacked and hacked and hacked.....but then he killed me, and I went on the defensive for a little while....until I BEAT HIM! HA!

When I first played Challenge 30, I had my simulant on "Hold Hill," and we got the hill twice before those bastard DarkSims started tearing me apart. It ended up being 4-9 when I realized it was all over.....it's a tough challenge, but I can do it.....it'll just take luck."

---

TheMusicMan says:

"HAHAHAHA!!!!!!!!!! I beat Challenge 30 and 26 this morning! HA!!!! Ah, the sweet taste of victory....."

For all of you who said your simulant does nothing on Challenge 30, my victory is a testament to your error. My simulant actually scored the last point of the game, and scored numerous points with or without me being there. My simulant helped quite a bit with my score, so I'm thankful they gave me a simulant. I just put my simulant on "Hold Hill" and let her go her own way, for the most part. The simulant is a key part to winning this cheat, that's for sure....."

---

Helpful reader n2ldvjr@aol.com wrote this big-ass article up for Challenge 30 -- I suggest reading it:

"Your FAQ's rule, they are usually long and comprehensive plus you pick the best games which you think people will need help on (not like some other people) but anyway, I recently beat Challenge 30 after ALOT of practice and heres some strategies I used (I tried posting on the board but it didnt work) but anyway... here you go- for you or anybody else who needs help beating this tough challenge. Please put this in your awesome FAQ. Thanks. Its sure to help out many others out there.

I beat this challenge after maybe 20 or so tries and it was one of the hardest things to beat in video game history (but actually, after you beat it once, it becomes easier- I beat it with the score being 10-9 the first time and 10-7 the second. The game is King Of The Hill and its you and a normal sim versus two darksims. The weapons include the falcon 2, dy357 magnum, magsec 4, mauler, and falcon scope. The level is Skedar. Heres help on guarding the hills.

#### Hill Locations and Strategies:

- The big room with a hole that you can drop into is where one of the hills appear. If you manage to get the hill, go directly forward until you see the Mauler. Stand right on the space where you got the Mauler and look directly forward. This is the only way that the sims can come in. Get your Mauler out, (best weapon for this challenge- even better if you get double maulers) and when they appear on radar in front of you they are probably already coming up the ramps that lead to the hill so get ready to blast them with your Mauler(s).

- In my opinion, the easiest hill to guard is the really small one at the dead end of one of the Skedar halls. From the hill I talked about above this paragraph, (from there- in the direction of leaving the previous hill), go left into another room and then go forward into another room. Turn right and youll see a dead end. At that hill there are two ways they can come in but they will always be directly in front of you and close so less shots are needed to kill them. Also get out your Mauler(s). You will also find a dy357 where this hill is but never use it. I never used it (and other people as well) mainly because in this match, its too slow and the opponents usually use the other guns also- that shows you something too. The Mauler charged up (or double) can kill an opponent with one or two blasts. The second best weapon is the Falcon 2 because it shoots fast and has better aim than the MagSec 4. You might say that the MagSec has a zoom-in while the Falcon 2, dy357, and mauler do not but you cannot waste time aiming precisely with your MagSec scope. Stick to the Falcon 2 scope or standard (even though you dont need scope) or the best choice- the Mauler.

- For the big room (the main one that has three exits or so and the top floor), the hill appears on the bottom floor. This is the hardest hill to maintain but from my experience, I notice that the simulants hardly ever come from the second floor; they usually come from one of the other exits. Just look on your radar and see which exit they are coming from and get ready to blast them.

- There is a room that has an obelisk (that weird structure) in the middle of the room has two exits. Use the radar but stand directly in

front of the exit (still on the hill of course but right at the edge). The halls that they can come from are long and it takes them awhile to get there so use this to your advantage. If you hide around the wall and wait until they come, you might make it in time (when the clock reaches 0 and u get a point). But these darksims are really good and that wont happen as much as you want it to happen. If you wait around the corner, then they will come into the room and strafe alot and they will move all around you and most likely double team you. Instead, use the strategy where you stand in front of exit they are coming from and blast them as soon as they come into view.

- Finally, the other hill is the one at the top to the balcony area. Heres a strategy I found out from my own experience. If you get the hill, immediately get the Mauler there (if you dont have one, or you want dual maulers). After that, go to the left of where the Mauler is and duck down as much as possible and hug the wall on your right. Wait until you see the person kinda overlap you on the radar and then get up. They will be in view from the only way up (where you came from) in only seconds. Be ready because they will be close to you but shoot charged up shots with your mauler(s) at them and you will kill them and get the hill.

Thats all the hill locations and how to maintain the hill and get points but heres some general tips and helpful hints you should also know:

- First of all, I already talked about the weapons that you should use against the darksims in this challenge. Read above in one of the paragraphs- I went into detail about it.

- Something that some people dont know is that you can highlight the weapon and ammo boxes to make it easy to find. That is good because you cant take your time looking for a weapon. Take too long and the enemy will kill you instantly while you are defenseless. To turn this option on, before the match, go to player setup screen. Look through the options and you will find two options that say player highlights, and weapon/ammo highlights or something like that. Turn both of these on because player highlights also help. Sometimes they might blend in with the Skedar surroundings but you can put this bluish highlighter on and it will help alot- no more hiding darksims! - If the darksims start at a hill right away in the beginning of the game, its best to just quit and start over. It doesnt matter how many times you quit anyway. Plus, you might even start at the hill rightaway. Then, use it to your advantage and keep playing. Hey, the darksims cant quit so use it to your advantage.

- During the game, if the darksims manage to get a hill (which happens ALOT), set your simulant buddy on hold hill so they might appear at the next hill. Most of the commands are actually equally useful but I use follow and hold hill mainly.

- A great thing to know is that if you have a hill, tell your simulant ally to follow you and he/she will come to the hill also. Now it will be 2 vs 2 if they come and if you manage to have two people on the hill when the clock reaches 0, you will earn two points. But that doesnt only go for you. They can do that too (and they do alot). If they have the hill already and you think they might get it, set your buddy to attack one of them and then help out your ally. If you can just defeat one of them, they will only get one point- hey its better than two for them.

- Thats basically it except the final thing and that is obviously alot

and alot of practice. Get to know the level inside out, where the places appear on radar, where the weapons and ammo appear, and obviously most importantly, where the hills appear. To practice all this without a hassle of the darksims, click the challenge but then go back to the advanced setup screen. Go to game setup and go to the simulants and press A. At the simulant screen, go to clear all and you will get rid of the simulants. Now press A and you will be in the same thing as Challenge 30 but alone. If you want though, just get rid of the darksims and keep your ally to get used to how the buddy can help in this match. Once you feel confident, and you know the level and where everything is, go to Challenge 30 and play the real thing- with the darksims in. Good Luck!"

- n2ldvjr@aol.com

...and there you have it. All 30 challenges. I bid you farewell.

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## 5. T H E R E W A R D S

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I give a big thanks to IGN Guides ([www.ign.com](http://www.ign.com)) for the following information.

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### Unlocking Arenas in Combat Simulator

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- Unlock Complex by completing 1 challenge.
- Unlock Warehouse by completing 3 challenges.
- Unlock Ravine by completing 5 challenges.
- Unlock Temple by completing 6 challenges.
- Unlock G5 Building by completing 9 challenges.
- Unlock Grid by completing 11 challenges.
- Unlock Felicity by completing 12 challenges.
- Unlock Villa by completing 14 challenges.
- Unlock Sewers by completing 16 challenges.
- Unlock Car Park by completing 17 challenges.
- Unlock Base by completing 18 challenges.
- Unlock Fortress by completing 20 challenges.
- Unlock Ruins by completing 22 challenges.

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### Unlocking scenarios in Combat Simulator

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- Unlock Hold the Briefcase by completing 2 Challenges.
- Unlock Capture the Case by completing 4 Challenges.

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Unlocking Weapons in Combat Simulator  
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- Unlock Farsight XR-20 by completing 1 challenge.
- Unlock Grenade by completing 1 challenge.
- Unlock Shotgun by completing 2 challenges.
- Unlock Falcon 2 (silencer) by completing 3 challenges.
- Unlock SuperDragon by completing 4 challenges.
- Unlock Laptop Gun by completing 5 challenges.
- Unlock Remote Mine by completing 6 challenges.
- Unlock Tranquilizer by completing 7 challenges.
- Unlock Falcon 2 (scope) by completing 8 challenges.
- Unlock Reaper by completing 9 challenges.
- Unlock Cloaking Device by completing 10 challenges.
- Unlock Devastator by completing 11 challenges.
- Unlock Proximity Mine by completing 12 challenges.
- Unlock Slayer by completing 13 challenges.
- Unlock Phoenix by completing 14 challenges.
- Unlock Combat Boost by completing 15 challenges.
- Unlock Mauler by completing 16 challenges.
- Unlock Callisto NTG by completing 17 challenges.
- Unlock Crossbow by completing 18 challenges.
- Unlock RC-P120 by completing 19 challenges.
- Unlock DY357-LX by completing 20 challenges.
- Unlock N-Bomb by completing 21 challenges.
- Unlock Laser by completing 22 challenges.
- Unlock X-Ray Scanner by completing 23 challenges.

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6. U P D A T E S / R E V I S I O N H I S T O R Y

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Note: New update information will appear near the top, pushing older updates towards the bottom.

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Version 1.3 (Saturday, July 22nd, 2000):  
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Added the "Ultimate Cheat" to the "Before Getting Started" section.  
Check under the table of contents...There is also a big-ass article that  
a reader sent in added to Challenge 30 (check near the end of it).

-----  
Version 1.1 (Sunday, July 9th, 2000):  
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I fixed a major spacing error, so there shouldn't be any horizontal  
scroll bars at the bottom of the browser (hopefully!)

-----  
Version 1.0 (Friday, July 7th, 2000):  
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First release goes online today! To all those people who were screaming,  
"Update your FAQ!" then yes, this guide is what took me so long.

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7. I M P O R T A N T L E G A L I N F O R M A T I O N  
  
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This FAQ can only appear on the following sites:

- GameFAQs <[www.gamefaqs.com](http://www.gamefaqs.com)>
- Cheat Code Central <[www.cheatcc.com](http://www.cheatcc.com)>
- GameSages <[www.gamesages.com](http://www.gamesages.com)>

Why? Because those are the only three sites that can keep my FAQs  
updated. GameFAQs gets away with murder, though, on account of the fact  
I send my FAQs there myself. Gamesages is GameFAQs sister site, so they  
share information. Cheat Code Central is great, because they always seem  
to have the most updated version without me having to tell them. Great  
job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I  
get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even  
though it IS updated, or they ask a question that has been answered in  
the new versions, or make additions that are already there, etc., etc.  
I've had problems with this with other FAQs, and I'm taking steps (e.g.  
this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

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Webmasters! Do NOT:  
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Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

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Webmasters! Please DO:  
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If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at [www.gamefaqs.com](http://www.gamefaqs.com) that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

This FAQ cannot be used in magazines, guides, books, etc. or in any other form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form, PERIOD. It may not be given away freely, as a "bonus" or "prize", or given away with the game itself, etc. This FAQ cannot be used for either profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direction violation of U.S. law.

Any characters, names, places, or miscellaneous objects are copyright their respective companies. I am in no way affiliated with Nintendo, Rareware, nor any companies that were/are involved with this game.

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## 8. CONTACT INFORMATION

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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: [marshmallow@planetn2000.com](mailto:marshmallow@planetn2000.com).

Basically, there are five different types of e-mail I will receive on a daily basis.

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QUESTIONS

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I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

-----  
PRAISE LETTERS  
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Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

-----  
HATE LETTERS  
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I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

-----  
JOB APPLICATIONS  
-----

Though I can assure you I will be flattered, I will \*not\* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

-----  
CHAIN LETTERS  
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No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will \*not\* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a M rated game with copious amounts of violence and guns, I assume you will not be offended by a little sexual innuendo.

Sincerely,  
marshmallow

~ End of Document ~

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