

Damage (per shot): 1st: Average 2nd: Awful

Clip Size/Max Ammo: 8/800

Zoom: N/A

Special Features: Laser sight

Solo Missions Comments: This is the standard weapon of Joanna, and it's pretty good! It's got great accuracy, great range, and does a lot of damage. The Falcon 2 is one of the most dependable guns in the game, and since you get it nearly every level I recommend that you learn everything about it!

Multiplayer Comments: The Falcon 2 is definitely if one of the best handguns in the game. But when you put a Falcon 2 vs a SuperDragon or Callisto NTG, there's not much it can do. Since it does have a high rate of fire, eight rounds per clip, reasonable damage, and an all right reload time, it's a pretty good backup weapon.

FALCON 2(SILENCED)

1st Function: Single Shot

2nd Function: Pistol Whip

Doubles: Yes

Rate of Fire: 5.7 RPS

Reload Time: 1.8 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): 1st: Average 2nd: Awful

Clip Size/Max Ammo: 8/800

Zoom: N/A

Special Features: Silencer

Solo Missions Comments: The Falcon 2 (silenced) is basically the exact same as the Falcon 2 except for the rate of fire which is slightly faster. The main difference is that this is the silenced version so it doesn't have that loud sound and muzzle flash that the regular Falcon 2 has. If your playing a mission that requires stealth or if your in an area where you don't want enemies to know your there, then this gun if for you.

Multiplayer Comments: In multiplayer there is no real reason for using a silenced weapon, so the Falcon 2 (silenced) is basically treated the same as the Falcon 2. It's one of the best handguns, but only good enough for a backup gun.

FALCON 2(SCOPE)

1st Function: Single Shot

2nd Function: Pistol Whip

Doubles: Yes

Rate of Fire: 5.3 RPS

Reload Time: 1.8 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): 1st: Average 2nd: Awful

Clip Size/Max Ammo: 8/800

Zoom: 1.00-2.00X

Special Features: Scope, for extra zoom

Solo Missions Comments: The scope improves the Falcon 2 a lot over the regular Falcon 2. Sometimes it can be hard to make out enemies from a range, so even the 2X zoom can make a huge difference when playing in some solo missions. Because of this weapon's great accuracy, the Falcon 2 scope feature lets you kill enemies from long range without loosing any health or ammunition.

Multiplayer Comments: The Falcon 2 Scope is probably the best Falcon 2 for multiplayer, but still isn't that great because you probably will never have enough time to use the manual aim unless you find a camper.

If you do find a camper the 2X zoom can be very useful but otherwise this is just another backup weapon.

MAGSEC4

1st Function: Single Shot

2nd Function: 3-Round Burst

Doubles: Yes

Rate of Fire: 1st: 6.5 RPS 2nd: 6.5 RPS

Reload Time: 1.9 sec.

Accuracy (short range): Good

Accuracy (long range): Awful

Damage (per shot): 1st: Average 2nd: Average

Clip Size/Max Ammo: 9/800

Zoom: 1.00-2.40X

Special Features: N/A

Solo Missions Comments: The MagSec 4 is a very good handgun that can do a reasonable amount of damage. But the horrible long range accuracy keeps the gun limited to close range battle. The burst fire is good, but there is too long of a delay between bursts. Some people believe this to be a very useful weapon, while other feel its useless.

Multiplayer Comments: The inaccuracy of the MagSec 4 actually works towards your advantage in Multiplayer, especially for newbies. The scattered shots work well against bots and human players because most of them move around a lot so they get hit by all the scattered shots. So after all, the MagSec 4 is a pretty good multiplayer weapon.

MAULER

1st Function: Single Shot

2nd Function: Charge-Up Shot

Doubles: Yes

Rate of Fire: 3.9 RPS

Reload Time: 2.0 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): 1st: Good 2nd: One-Hit Kill

Clip Size/Max Ammo: 20/800

Zoom: N/A

Special Features: Mix Up Single Shots & Charge-Ups

Solo Missions Comments: The Secondary Fire of this gun makes it one of the best guns in the game! You would never think that such a small gun could deal such a tremendous amount of flak. Having a decent rate of fire and awesome damage makes this a gun that you definitely want to have. Too bad you don't get it until the last couple of levels.

Multiplayer Comments: The Mauler's 1st function (single shot) can be like a machine gun if you hold it down. It shoots a pretty good 3.9 RPS which is not that bad. The extremely powerful secondary fire can kill a person in one hit if it's full charges makes the Mauler the best pistol in multiplayer.

PHOENIX

1st Function: Single Shot

2nd Function: Explosive Shells

Doubles: Yes

Rate of Fire: 7.3 RPS

Reload Time: 2.2 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): 1st: Average 2nd: Excellent

Clip Size/Max Ammo: 8/800

Zoom: N/A

Clip Size/Max Ammo: 32/800

Zoom: N/A

Special Features: Door/Box Penetration

Solo Missions Comments: This is a very awesome gun in every category (except accuracy) and a very sweet gun for close range battle. The Rapid Fire mode can shoot bullets so fast (and waste your ammo so fast) it's amazing. If your playing on a harder difficulty with less ammo (like Perfect Agent) then you probably want to use it's secondary fire (High Impact Shells) using short controlled bursts for the most efficiency.

Multiplayer Comments: This is definitely one of the best multiplayer weapons mainly because it has an excellent 1st function and 2nd function. If you're looking for an awesome machine gun use it's Rapid Fire mode. If you're looking for something to kill people in a few shots, use it's High Impact Shells mode to do some serious damage.

RC-P120

1st Function: Rapid Fire

2nd Function: Cloak

Doubles: No

Rate of Fire: 18.0 RPS

Reload Time: 3.0 sec.

Accuracy (short range): Good

Accuracy (long range): Good

Damage (per shot): Average

Clip Size/Max Ammo: 120/800

Zoom: N/A

Special Features: Cloak drains 20 RPS

Solo Missions Comments: The big thing about the RC-P120 is the 120. Yep, it has a whooping 120 round clip and a super fast rate of fire of 18 RPS. Just to make things even better, the secondary function is a cloak! So if things get too tough for even the 120 round clip of the RC-P120, you can just use it's secondary function to disappear from the enemy!

Multiplayer Comments: This gun is too good. And if you have used it in multiplayer, you know why. The damage is reasonable, the rate of fire is incredibly high, and best of all, it has a 120 ROUND CLIP. With all of this you get 6.5 seconds of full-auto fire per clip! That's the most you'll get out of any gun in Perfect Dark!

LAPTOP GUN

1st Function: Burst Fire

2nd Function: Sentry Gun

Doubles: No

Rate of Fire: 16.0 RPS

Reload Time: 2.5 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): Average

Clip Size/Max Ammo: 50/800

Zoom: 1.00-2.00X

Special Features: Sentry Gun is re-loadable

Solo Missions Comments: Although you will never use the best part of this gun in the Solo Missions (the Sentry Gun), the 1st function still is a really good well rounded gun. It has a large clip of 50 rounds, a nice zoom of 2X, and average damage. Because of the average damage and the zoom this gun can even be used for sniping!

Multiplayer Comments: In multiplayer, the sentry guns are one of the best things. These are like proximity mines, but much, much better. So if you were a proximity mine fan, you'll love the Sentry Gun. Just

stick it on a roof or on top of a door (instead of on a wall or the floor) and watch it do its magic. Make sure to keep coming back to it and refilling it (by going up to it and pressing B) because it only has 50 ammo.

DRAGON

1st Function: Rapid Fire

2nd Function: Proximity Self-Destruct

Doubles: No

Rate of Fire: 11.3 RPS

Reload Time: 2.0 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): 1st: Average 2nd: One-Hit Kill

Clip Size/Max Ammo: 30/800

Zoom: 1.00-2.00X

Special Features: Empty the clip, then use the mine!

Solo Missions Comments: This is a very well rounded automated gun. It has everything a auto fire gun needs, with a decent zoom, good accuracy, reasonable clip size, and pretty good rate of fire. Just to make things even better, it's got a useful secondary fire (Proximity Self-Destruct) that you can use once you have used all of your ammo.

Multiplayer Comments: Just like in the Solo Missions, in multiplayer this is a very useful well rounded auto fire gun. The only thing that might seem a little bad is the 30 round clip. When you're in the middle of a heated battle it may seem to run out too quickly. But a plus to make up for that is the secondary fire (Proximity Self-Destruct) which can be very useful. For example, putting it on the Dragon re-spawn point can tick many people off...

K7 AVENGER

1st Function: Burst Fire

2nd Function: Threat Detector

Doubles: No

Rate of Fire: 14.7 RPS

Reload Time: 2.5 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): Good

Clip Size/Max Ammo: 25/400

Zoom: 1.00-3.00X

Special Features: Locate hazards through walls

Solo Missions Comments: This weapons was first designed as an experimental weapon. This is absolutely one of the best weapons in the Solo Missions. A nice rate of fire, good accuracy, and great stopping power make it the best full-sized rifle in the game. The only bad part about this gun is the 25 round clip size. Because of this you have to shoot in small spurts making sure not to use more than 4 or 5 per enemy.

Multiplayer Comments: The K7 isn't as great in multiplayer as in the Solo Missions mainly because of the low magazine size (only 25). One thing that makes up slightly for that is the K7's secondary fire (Threat Detector). If you're playing in a game with Mines or the Laptop Gun, the K7 will detect them for you!

AR34

1st Function: Burst Fire

2nd Function: Use Scope

Doubles: No

Rate of Fire: 12.1 RPS

Reload Time: 2.5 sec.

Accuracy (short range): Good

Accuracy (long range): Poor

Damage (per shot): Average

Clip Size/Max Ammo: 30/400

Zoom: 1.00-3.00X

Special Features: Can move while zoomed

Solo Missions Comments: The AR34 Assault Rifle is a basic assault weapon. It works pretty good from short range, but you don't even want to try it from long range. The accuracy is just horrible, unless you are double crouching. But no one wants to double crouch in the middle of a battle, so you probably just want to use this gun from short range.

Multiplayer Comments: The bad accuracy actually helps in multiplayer for those players with bad aim. With a gun that shoots at 12.1 RPS, it doesn't really matter where your shooting, just as long as it's near the target.

SUPERDRAGON

1st Function: Rapid Fire

2nd Function: Grenade Launcher

Doubles: No

Rate of Fire: 1st: 11.1 RPS 2nd: 2.6 RPS

Reload Time: 2.2 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): 1st: Average 2nd: One-Hit Kill

Clip Size/Max Ammo: 1st: 30/400 2nd: 6/40

Zoom: 1.00-2.00X

Special Features: Splash Damage (secondary)

Solo Missions Comments: This gun has it all! The rate of fire is just right, it does good damage per shot, it's accuracy is good, it's clip size is ideal, and it even has a nice zoom. Just to make everything better, it has an awesome secondary fire that could be a gun all by it self!

Multiplayer Comments: This in many opinions is the ultimate multiplayer weapon. With it being the perfect automatic gun in the game, it also comes equipped with an excellent secondary fire that is too good in multiplayer. If your playing a multiplayer gun with this gun in it, get it!

SHOTGUN

1st Function: Shotgun

2nd Function: Double Blast

Doubles: No

Rate of Fire: 1st:0.8 RPS 2nd:1.3 RPS

Reload Time: Per 9: 7.0 sec. Per 1: 2.6 sec.

Accuracy (short range): Awful

Accuracy (long range): Beyond Awful

Damage (point blank): 1st: Excellent 2nd: One-Hit Kill

Clip Size/Max Ammo: 9/100

Zoom: N/A

Special Features: Bad spread damage

Solo Missions Comments: This gun had the potential to become one of the best guns in the game (with a higher rate of fire, faster reload time, and better spread damage), but ended up being one of the worst. The only thing that may look impressive to you is the damage, but that damage is only if you are literally point blank with a still enemy.

Multiplayer Comments: The shotgun is not any better in multiplayer. In multiplayer, things like the extremely slow reload time become a bigger

part. Other things like in the solo missions that make this gun horrible for multiplayer are the slow rate of fire and the bad spread damage. There is not anything useful about this gun in multiplayer, so unless you are playing Meat Sims, stay away from the shotgun.

REAPER

1st Function: Reapage

2nd Function: Grinder

Doubles: No

Rate of Fire: 27.0 RPS

Reload Time: 3.8 sec.

Accuracy (short range): Awful

Accuracy (long range): Beyond Awful

Damage (per shot): 1st: Average 2nd: Poor

Clip Size/Max Ammo: 200/800

Zoom: N/A

Special Features: High accuracy when double-crouched

Solo Missions Comments: This is another gun that many might look and see "200 clip size" or "27 RPS" and think it's an awesome gun, but trust me, when you pick it up you'll realize that it's not too good. In fact, it's actually pretty bad. The accuracy is what makes this gun so horrible. You might think "200 clip size, who cares about the accuracy!" but the accuracy is horrible that the 200 clip size really becomes about 20 because that's about how many bullets actually hit the target you are aiming at. The only time that the accuracy becomes decent is when you double-crouch.

Multiplayer Comments: Just like in the Solo Missions, this gun is basically useless. There is no point of a 200 round clip when you have to waste all 200 shots to find out that only 20 of them hit your opponent! The secondary fire (Grinder) is too under powered and is also useless.

SNIPER RIFLE

1st Function: Single Shot

2nd Function: Crouch

Doubles: No

Rate of Fire: 3.1 RPS

Reload Time: 3.0 sec.

Accuracy (short range): Perfect

Accuracy (long range): Perfect

Damage (per shot): Good

Clip Size/Max Ammo: 8/400

Zoom: 1.00-30.00X

Special Features: 30X Zoom!

Solo Missions Comments: This is a great overall weapon in the solo missions. It's exactly what you would want a sniper rifle to be in any first person shooter game. It has a reasonable clip size, it does good damage per shot, it has PERFECT aim, and it can zoom up to 30X! Sniping is a big part of the solo missions, making life a lot easier because you can kill the enemies with out getting hurt. So if your sniping, this is the gun you want to get.

Multiplayer Comments: The sniper rifle is not as useful in multiplayer as it is in the solo missions. In multiplayer most of the sniping is done with automatic weapons because unlike the solo missions your enemies are actually moving and because most of the sniping in multiplayer is pretty close range. The sniper rifle can be used in close range (because of its perfect accuracy) but it was not meant to be so it isn't that great. The only good places for using the sniper rifle are huge levels like Fortress.

FARSIGHT XR-20

1st Function: Rail-Gun Effect

2nd Function: Target Locator

Doubles: No

Rate of Fire: 0.6 RPS

Reload Time: 2.7 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 8/100

Zoom: Yes

Special Features: X-Ray Vision/Manual Aim

Solo Missions Comments: The Farsight XR-20 is a very unique gun. It has x-ray vision like the X-Ray Scanner so you can see through walls and doors. Both the primary and secondary modes have the x-ray vision and kill in one hit. The secondary mode is excellent because it does the x-ray vision and locates the closest enemy!

Multiplayer Comments: The Farsight XR-20 is a campers dream gun. You can just pick up this gun and find a nice hiding spot and have all the fun you want. The Farsight XR-20 was first designed to prevent camping, but I don't think they realized what they created. The Farsight XR-20 appears in many challenges, so if it's in the one your playing make sure to use it. In a regular multiplayer game the Farsight doesn't really fit in because of its "cheap" Target Locater and X-Ray vision.

DEVASTATER

1st Function: Grenade Launcher

2nd Function: Wall-Hugger

Doubles: No

Rate of Fire: 1.0 RPS

Reload Time: 2.4 sec.

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 8/40

Zoom: No

Special Features: Grenades bounce, splash damage

Solo Missions Comments: The devastator is definitely one of the most devastating guns in the game. It shoots grenades, but they are more like super grenades because of the huge amount of splash damage they do. One grenade can fill a full room up of fire and can take out 5 or more people! The secondary mode (Wall-Hugger) shoots a grenade and it sticks onto the wall (or where ever you shoot it) for a couple of seconds then blows up. Pretty cool!

Multiplayer Comments: The Devastator is a good guns for multiplayer if you like playing with explosives. After a while of playing with the devastator you will learn to master it. You will be able to bounce grenades where you want to, throw them around the corner with ease, and do the famous trick of walking backwards and throwing them to the guy over and over again until he dies!

ROCKET LAUNCHER

1st Function: Rocket Launch

2nd Function: Targeted Rocket

Doubles: No

Rate of Fire: 0.5 RPS

Reload Time: 2.5 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 1/3

Zoom: N/A

Special Features: Standard rockets are FAST

Solo Missions Comments: The good part about the Rocket Launcher is that the standard rockets move 7X faster than the Targeted Ones. This means that you probably want to use the standard rockets. The bad part of the Rocket Launcher is that you can only have 3 rockets, which means you probably want to use a different gun!

Multiplayer Comments: The Rocket Launcher can be a fun gun to have in a multiplayer game. If you shoot a rocket into a room full of people in battle, you are guaranteed to get ton's of kills! Targeted Rockets are useless (just like in the solo missions) because they are so slow that a person can outrun a rocket! What's the point in that! Again, the 3 rocket limit kills the Rocket Launcher of having any chance of being a #1 weapon, but it still can be fun to play with every now and then!

SLAYER

1st Function: Rocket Launch

2nd Function: Fly-By-Wire Rocket

Doubles: No

Rate of Fire: 0.4 RPS

Reload Time: 3.5 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 1/3

Zoom: N/A

Special Features: Control Speed of Rocket

Solo Missions Comments: This is basically a upgraded rocket launcher with an awesome secondary function! Too bad you only get to use it twice in the Solo Missions, but when you do you get them for a reason.

Multiplayer Comments: The standard rockets are twice as fast as the fly-by-wire rockets, so when you are in a mid or close range battle these are the obvious choice. But the Fly-By-Wire rockets are what make this gun so special. You can actually control the rocket in first person! The best part is that you can also control the speed of the rocket by holding the R button. You can slow it down so much that it's a near halt! There are no fuel or time limits with this so you can feel free to hid yourself in a safe spot and pilot these around for how long you want!

CROSSBOW

1st Function: Sedate

2nd Function: Instant Kill

Doubles: No

Rate of Fire: 3.4 RPS

Reload Time: Full: 5.0 sec.

1 Bolt: 1.8 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): 1st: Poor

2nd: One-Hit Kill

Clip Size/Max Ammo: 5/69

Zoom: N/A

Special Features: Non-lethal to guards

Solo Missions Comments: The Crossbow is a great alternate to knocking a guard out. You can take out guards without actually killing them, just putting them into a very deep sleep. This is great for the levels where you are not allowed to kill neutral enemies. The secondary fire (Instant Kill) is also great, but you never get to use it.

Multiplayer Comments: The Crossbow is not nearly as good in multiplayer as in the Solo Missions. The main bad parts of the Crossbow is the five

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 12

Zoom: N/A

Special Features: Delayed activation (hold Z)

Solo Missions Comments: Proximity Pinballs are very cool but can be very dangerous too. Make sure to take caution when using them in tight corridors. Sometimes they serve a very good purpose in the Solo Missions like in Level 7 to kill those annoying sentry turrets.

Multiplayer Comments: Grenades can work great in multiplayer. They can be used for defense or for tossing into smaller areas to kill all the people in that room. One thing to take caution of when playing multiplayer is for that crazy person that will pull the pin and hold onto the grenade running at you hoping to kill you and others with himself. There is a four second delay on the grenades so you can hold the grenade for a while before throwing it. To do so press and hold the Z button to pull the pin, and then let it go to throw it.

N-BOMB

1st Function: Impact Detonation

2nd Function: Proximity Detonation

Doubles: No

Rate of Fire: 0.6 RPS

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): Average

Clip Size/Max Ammo: 10

Zoom: N/A

Special Features: Drop equipped weapon

Solo Missions Comments: This thing causes EXTREME motion blur, moderate damage, AND makes the enemy drop their weapon! Sound too good to be true? It isn't, the only thing is that you don't find it very often. But when you do find it, you want to use to your advantage, and have a little fun with it!

Multiplayer Comments: N-bombs are great to put in the last weapons slot because it's more of a special item than a weapon. The main thing that this weapon does is annoy the shit out of people by causing the MOST motion blur that can possibly be caused. It also causes some damage and makes the enemy drop their weapon! The motion blur that it causes makes the game unplayable for a while because of all the blur. The explosion has a 15 foot radius in the game so make sure that you are a good distance away from it before throwing it.

TIMED MINE

1st Function: Timed Explosive

2nd Function: Threat Detector

Doubles: No

Rate of Fire: 1.2 PPS

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 10

Zoom: N/A

Special Features: 4.5 seconds until detonation

Solo Missions Comments: The timed mines can be thrown about 15-20 feet and go off about 4.5 seconds after they leave your hand. You rarely see

them in the Solo Missions so there is not much to say!

Multiplayer Comments: The worst mine in the game (in my opinion) because you really have no control over it. It's way to hard to get someone to go where you want them to go 4.5 seconds after throwing the mine. It does do awesome damage, but it's just too unlikely to get it someone near it in exactly 4.5 seconds after throwing it.

PROXIMITY MINE

1st Function: Proximity Explosive

2nd Function: Threat Detector

Doubles: No

Rate of Fire: 1.2 PPS

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 10

Zoom: N/A

Special Features: 5 ft. detection range

Solo Missions Comments: Proximity Mines appear a lot more than Timed Mines in the Solo Missions. There are a few things to remember about Proximity Mines. First, if you throw two at the same place they will both go off. Also, just like Timed Mines, they can be thrown about 15-20 feet in the game. Lastly, they take 4.5 seconds before they become active so if you need to run across the place you just threw a Proximity Mine at you have 4.5 seconds to do it!

Multiplayer Comments: These are just like the Proximity Mines from GoldenEye 007. Some people love them, some people don't mind them, and some think they are the cheapest thing ever in the full world. There are a lot of strategies you can use with your proximity mines, like where to put them. There is not much you can do to defend yourself from Proximity Mines because you're usually dead before you even know what hit you. The only way you can survive one of these is if you have a shield and some space to run.

REMOTE MINE

1st Function: Remote Explosive

2nd Function: Threat Detector

Doubles: No

Rate of Fire: 0.9 PPS

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): One-Hit Kill

Clip Size/Max Ammo: 10

Zoom: N/A

Special Features: Instant detonate (press A+B)

Solo Missions Comments: These are just like other mines in that they can be throw about 15-20 feet. The one cool part about remote mines are that they can be detonated instantly. All you do is press A + B after throwing the mine! This can be very useful, and because of this you can easily take out a full room of opponenets with 3 or 4 mines!

Multiplayer Comments: This is definitely the best mine for multiplayer, and maybe even one of the top 5 multiplayer weapons! If you are skilled with the remote mine you might be able to kill people easier than with a fully automatic! If you're playing against someone that is awesome with this weapon you probably want to stay away from them. If you're using them you want to attract people into a small area and get them trapped in the splash damage. Burn baby burn!

COMBAT BOOST

1st Function: Boost

2nd Function: Revert

Doubles: N/A

Length of Charge: In-game: 10 sec. Real Time: 17 sec.

Reload Time: N/A

Accuracy (short range): N/A

Accuracy (long range): N/A

Damage (per shot): N/A

Clip Size/Max Ammo: 4

Zoom: N/A

Special Features: Slows down time

Solo Missions Comments: Combat Boost is an experimental drug that allows Joanna Dark to have the superhuman ability to perceive reality at one fourth of its normal speed. In other words, it's Matrix style!

Multiplayer Comments: Combat Boost is very fun to use in multiplayer. Every charge is 10 seconds of in-game time. When you pick up more than one they are used one after the other, each one lasting for 10 in-game seconds. You can counter another person's Combat Boost by using Revert (the secondary fire) which is 10 seconds per pop.

PSYCOSIS GUN

1st Function: Infect

2nd Function: N/A

Doubles: No

Rate of Fire: 5.4 RPS

Reload Time: 2.0 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): Minimal

Clip Size/Max Ammo: 4

Zoom: N/A

Special Features: See below

Solo Missions Comments: This is an extremely specialized weapon that is only on one level in the entire game (until you get the cheat). This gun turns your enemies into your allies, and your allies into your enemies! Use it on the guard with the double DY357-LX at the start of Level 19 (Secret Level 2).

Multiplayer Comments: This weapon isn't available in multiplayer (I wonder why...).

PP9i

1st Function: Single Shot

2nd Function: N/A

Doubles: Yes

Rate of Fire: 7.5 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Excellent

Accuracy (long range): Excellent

Damage (per shot): Average

Clip Size/Max Ammo: 7/800

Zoom: N/A

Special Features: None

Solo Missions Comments: This is an exact copy of the PP7 from GoldenEye 007. You can shoot all your shots in a seven round clip in just under a second if you're fast on the trigger. The stopping power is average, and it doesn't do too much damage when compared to the new weapons in Perfect Dark. But, it's the good old fashion PP7, so enjoy it!

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. But did you know this weapon was based on the real life

Walther PPK?

CC13

1st Function: Single Shot

2nd Function: N/A

Doubles: Yes

Rate of Fire: 8.0 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Good

Accuracy (long range): Average

Damage (per shot): Average

Clip Size/Max Ammo: 8/800

Zoom: N/A

Special Features: None

Solo Missions Comments: This is one of the best handguns every created in any first person shooter games. Nothing can match the realistic sound it makes and the super fast fire rate. This is a great gun, and a real man killer. Too bad it can't be used in multiplayer!

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. Sorry!

KLO1313

1st Function: Rapid Fire

2nd Function: N/A

Doubles: Yes

Rate of Fire: 7.4 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Poor

Accuracy (long range): Awful

Damage (per shot): Poor

Clip Size/Max Ammo: 20/800

Zoom: N/A

Special Features: None

Solo Missions Comments: Why Rare decided to bring this weapon back, I have no idea. This was one of the worst weapons in GoldenEye 007, yet it's back, and it's still as bad as ever. The clip size is way too small, the damage is bad, and worst is the horrible accuracy!

Everything bad about an automatic gun is here. The only useful thing about this gun is if you actually kill someone with it you can say to yourself "I actually killed someone with the Klobb!" and be proud.

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. Sorry!

KF7 SPECIAL

1st Function: Rapid Fire

2nd Function: N/A

Doubles: Yes

Rate of Fire: 7.5 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Average

Accuracy (long range): Poor

Damage (per shot): Good

Clip Size/Max Ammo: 30/400

Zoom: 1.00-2.00X

Special Features: None

Solo Missions Comments: The KF7 Special is a good overall gun. It has a great rate of fire, 2X zoom, and it spaces out the bullets just right for maximum efficiency. Although the clip size is only 30, you never seem to run out of it too quickly. Sometimes you can get 5-6 seconds of fire per clip! The one thing bad about this gun is it's accuracy. The

accuracy is all right from short range, but from long range you'll be lucky to hit your target once after unleashing a full clip!

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. But did you know that this weapon was based on the real life AK-47?

ZMT 9mm

1st Function: Rapid Fire

2nd Function: N/A

Doubles: Yes

Rate of Fire: 9.8 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Average

Accuracy (long range): Poor

Damage (per shot): Average

Clip Size/Max Ammo: 32/800

Zoom: N/A

Special Features: None

Solo Missions Comments: The plus side of this gun is the extremely fast rate of fire and the fact that you can use doubles of this gun (which doubles the already fast rate of fire). The accuracy is pretty good in short range, the clip size is pretty good at 32, and it does decent damage. But other than that, this gun doesn't have any cool features like zoom which you get in Perfect Dark guns.

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. But did you know that this weapon was based on the real life UZI 9mm?

DMC

1st Function: Rapid Fire

2nd Function: N/A

Doubles: Yes

Rate of Fire: 7.5 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Average

Accuracy (long range): Poor

Damage (per shot): Average

Clip Size/Max Ammo: 30/800

Zoom: N/A

Special Features: None

Solo Missions Comments: This is one of the lower end weapons from GoldenEye 007. It's basically a downgraded version of the ZMT 9mm. It has a slower rate of fire, and the damage per shot is less. The accuracy is all right from short range, but gets pretty bad from farther than 35 feet or so. And there is nothing at all special about this weapon, so you probably want to pass it up!

Multiplayer Comments: Classic weapons are unfortunately not available in multiplayer. But did you know that this weapon was based on the real life HK MP5?

AR53

1st Function: Rapid Fire

2nd Function: N/A

Doubles: Yes

Rate of Fire: 9.0 RPS

Reload Time: 1.5 sec.

Accuracy (short range): Good

Accuracy (long range): Good

Damage (per shot): Good

Clip Size/Max Ammo: 30/400

GOLD

Goal Score: 170

Time Limit: 10s

Ammo Limit: 24

Target Characteristics: Pattern

Notes: Line up with the right most target before the test begins. Fire as fast as you can at the Bull's-Eyes as the targets move away from you. You may want to try it a few times to get the aiming right.

Falcon 2 (Silencer)

The silenced version of the Falcon 2 is an excellent stealth weapon designed to give you the advantage of surprise over your opponents. Test your accuracy to ensure that you never waste your chances.

BRONZE

Goal Score: 120

Time Limit: 2m 0s

Target Characteristics: Flip

SILVER

Goal Score: 30

Goal Targets: 9

Time Limit: 2m 0s

Target Characteristics: Flip

Notes: Line up with each row, and hit the Bull's-Eyes.

GOLD

Goal Score: 80

Goal Targets: 3

Time Limit: 30s

Target Characteristics: Left/Right; Flip

Notes: Reload when the targets are flipped.

Falcon 2 (Scope)

To make better use of the accuracy of the Falcon 2, a scope has been attached to the pistol. As with the unmodified Falcon 2, the pistol-whip secondary mode is useless during the Firing Range test.

BRONZE

Goal Score: 120

Time Limit: 2m 0s

Target Characteristics: Pattern

SILVER

Goal Score: 120

Min. Accuracy: 80%

Time Limit:

2m 0s

Target Characteristics: Pattern

Notes: To help with the accuracy, only shoot at the targets when the Bull's-Eyes come to or away from you.

GOLD

Goal Score: 80

Time Limit: 30s

Ammo Limit: 8

Target Characteristics: Left/Right

Notes: Line up with the left target and keep shooting at the Bull's-Eyes.

MagSec 4

The MagSec 4 has excellent shot power at the cost of accuracy, especially when used in the 3-Round Burst secondary mode. The only serious drawback to the weapon is a limited magazine size.

BRONZE

Goal Score: 135

Time Limit: 2m 0s

Target Characteristics: Flip

SILVER

Goal Score: 135

Time Limit:

2m 0s

Ammo Limit: 18

Target Characteristics: Flip

Notes: Line up with each row, and hit the Bull's-Eyes.

GOLD

Goal Score: 80

Goal Targets: 3

Time Limit: 30s

Target Characteristics: Left/Right; Flip

Notes: Reload when the targets are flipped.

Mauler

This is a typical Skedar weapon, brutal and powerful. By sacrificing some of the magazine, the shot can be charged up to give a devastating blast. The large ammo capacity is a bonus.

BRONZE

Goal Score: 200

Time Limit: 2m 0s

Target Characteristics: Back/Forth; Pattern

SILVER

Goal Targets: 8

Time Limit:

2m 0s

Ammo Limit: 50

Target Characteristics: Flip; Left/Right; Pattern

Notes: Don't worry about time you got plenty of that, ammo is the main worry. Just make sure you know that it is a for sure hit. Use the charge up shot and you shouldn't have a problem.

GOLD

Goal Targets: 6

Time Limit: 15s

Ammo Limit: 35

Target Characteristics: Flip; Pattern

Notes: Use the time when the targets are flipped to charge up the secondary fire or reload.

Phoenix

This versatile pistol gives two different delivery systems for the rounds it fires: a standard shot or an explosive round. Maian engineers manages to do this without compromising the energy usage of the weapon, though the fire rate is reduced.

BRONZE

Goal Score: 90

Time Limit: 2m 0s

Target Characteristics: Flip; Pattern

SILVER

Goal Targets: 8

Time Limit:

2m 0s

Ammo Limit: 18

Target Characteristics: Flip; Left/Right; Pattern

Notes: Use the secondary mode to destroy the targets in one clean shot.

GOLD

Goal Targets: 6

Time Limit: 20s

Ammo Limit: 3

Target Characteristics: Pattern

Notes: The targets move every two seconds. Shoot an explosive shell when the two targets meet in the middle. The best thing to do is try it a couple of times to get the timing down.

DY357 Magnum

The key to the DY357 Magnum is knowing when to reload. A six-round magazine means that you must always be alert in a firefight. The weight of the handgun can be useful if you have to club someone with it.

BRONZE

Goal Score: 90

Time Limit: 2m 0s

Target Characteristics: Flip; Pattern

SILVER

Goal Score: 80

Time Limit:

2m 0s

Ammo Limit: 3

Target Characteristics: Stationary

Notes: Ok you have only three shots so if you mess up once you fail. Line up with a row of targets and aim for the bull's-eye. If you did it right you should have destroyed one entire row of 3 targets with one shot. Repeat on the next rows.

GOLD

Goal Score: 50

Time Limit: 12s

Ammo Limit: 5

Target Characteristics: Flip

Notes: You need
to get five
bull's-eyes with
only five shots.
Keep an eye on
the time.

DY357-LX

Trent Easton is always looking for that extra edge, and this gun's no exception. The bullets are as special as the rest of the gun: they're designed to shatter inside opponents to take them down quickly.

BRONZE

Goal Score: 90

Time Limit: 2m 0s

Target Characteristics: Pattern

SILVER

Goal Score: 200

Time Limit: 30s

Target Characteristics: Left/Right Pattern

Notes: Move to the right row and shoot through the two lined up targets. Then just use single shots to take out the rest. Reload before the targets line up.

GOLD

Goal Score: 100

Time Limit: 50s

Ammo Limit: 12

Target Characteristics: Flip; Left/Right

Notes: You need to be smooth with the control stick to do good on this one. You MUST hit the bull's-eye's, you can only miss twice or you fail.

CMP150

A reliable and effective submachine gun, it is not difficult to see why this is the best-selling dataDyne weapon of the past two years even if the secondary mode is not taken into account. The target designate and lock-on system is excellent, and you should familiarize yourself with the complete operation of te weapon

BRONZE

Goal Score: 240

Time Limit: 2m 0s

Target Characteristics: Flip

SILVER

Goal Score: 4

Time Limit: 2m 0s

Ammo Limit: 80

Target Characteristics: Flip; Pattern

Notes: Since there isn't a goal score you don't have to worry about getting bull's-eyes. But you don't want to waste ammo. Just reload when the targets are flipped.

GOLD

Goal Score: 350

Goal Targets: 6

Time Limit: 20s

Target Characteristics: Pattern

Notes: The best way to beat this one is to line up with the left target and shoot as the target come at you. Make sure you are accurate.

Cyclone

The Cyclone submachine gun was specifically designed NOT to be accurate, though it is worth your time practicing. It can put a lot of bullets out in a short time, however, and is an excellent suppression weapon because of it.

BRONZE

Goal Score: 750

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets 5

Time Limit: 20s

Target Characteristics: Front/Back Pattern

Notes: Just use the "C" buttons to sway from side to side to side and hit your targets by aiming in the middle.

GOLD

Goal Score: 400

Goal Targets: 1

Time Limit: 18s

Target Characteristics: Left/Right Pattern

Notes: Two targets are moving left to right, the third is stationary. Use your "C" buttons to move from left to right while aiming at the center of the moving targets. Then pump the last target full of lead.

Callisto NTG

Maian flexibility in design has produced this submachien gun with an interesting secondary mode - a high-velocity bullet that can penetrate objects easily. Firing rate is comprimised by this though.

BRONZE

Goal Score: 480

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 1

Time Limit: 30s

Target Characteristics: Left/Right; Blocked by frontal Targets

Notes: Thirty seconds is more than enough time to do this. Wait for the target to get within your sights from behind the 3 blocking objects then blast it. May take one or two tries if you aren't a good shot.

GOLD

Goal Score: 250

Goal Targets: 2

Time Limit: 20s

Target Characteristics: Flip; Pattern

Notes: The best and easiest way to beat this is to wait for the left and right front targets to swing around and blast them in the center. Shouldn't be a problem.

RCP120

The RC-P120 fires a special mineral bullet that, coupled with a high fire rate and a huge magazine, makes this an awesome weapon. The bullets can be used to fuel a prototype Cloaking Device - the training has been altered to reflect this particular characteristic.

BRONZE

Goal Score: 100

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Score: 300

Time Limit: 20s

Target Characteristics: Stationary

Notes: To beat this challenge you must use the cloaking device to get the targets to turn, then once they are turned, blast em.

GOLD

Goal Targets: 9

Time Limit: 20s

Ammo Limit: 180

Target Characteristics: Stationary

Notes: This one could be tricky. First put on the cloaking device and quickly with using the "C" buttons cloak and the front three targets will turn around, blast em. Then quickly take the gun function off of cloak because it will eat up at your ammo fast. After you are on rapid fire, just aim and blast away the last six stationary targets.

Laptop Gun

Not only can the gun fold up to resemble a laptop PC, but it can be deployed as a sentry gun in secondary mode to cover an escape route or protect a location.

BRONZE

Goal Score: 750

Time Limit: 30s

Target Characteristics: Stationary

SILVER

Goal Targets: 3

Goal Score: 90

Time Limit: 20

Target Characteristics: Stationary

Notes: Just deploy the weapon as a sentry gun and make sure to throw it BEHIND the targets.

GOLD

Goal Score: 750

Goal Targets: 2

Time Limit: 15s

Ammo Limit: 250

Target Characteristics: Back/Forth; Pattern

Notes: When you start off before the targets start moving, go over to the left target and start shooting. Use your "C" buttons to keep with the target until it is destroyed, all the while aiming at the center also. Do the same with another target, and use the 3rd target to get the Goal Score if need be.

Dragon

This basic model assault rifle carries a proximity mine below the barrel. Using the secondary mode rather obviously means you have to throw the weapon away.

BRONZE

Goal Score: 450

Time Limit: 2m 0s

Target Characteristics: Flip

SILVER

Goal Targets: 1

Ammo Limit: 1

Time Limit: 20s

Target Characteristics: Back/Forth

Notes: Just throw the gun as a proximity mine in the path of the moving target.

GOLD

Goal Score: 500

Min. Accuracy: 90%

Time Limit: 15s

Target Characteristics: Left/Right; Flip

Notes: The two targets in the front are your main concern. Blast em by using the "C" keys and keep the crosshairs in line with the center of the two targets. Time is your greatest enemy here.

K7 Avenger

Datadyne research has given us the K7 Avenger. Its secondary mode is a threat detector which targets mines and other hidden explosives. Though a powerful gun, its magazine is a bit too small.

BRONZE

Goal Score: 375

Time Limit:2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 4

Ammo Limit: 4

Time Limit: 2m 0s

Target Characteristics: Stationary

Notes: As soon as you begin, switch the threat detector on and shoot only the targets that are highlighted.

GOLD

Goal Targets: 3

Ammo Limit: 30

Time Limit: 15s

Target Characteristics: Flip

Notes: The Ammo limit sucks in this challenge but it is possible. When you start, double crouch and aim for the center of each target, shoot in five round bursts hitting only the center..

AR34

The Institutes first model of a support weapon. The secondary mode is a permanent zoom, training is aimed towards accuracy.

BRONZE

Goal Score: 450

Time Limit:2m 0s

Target Characteristics: Back/Forth

SILVER

Goal Targets: 9

Ammo Limit: 120

Time Limit: 2m 0s

Target Characteristics: Back/Forth; Left/Right

Notes: Crouch twice and shoot the hell out of the slow moving targets.

GOLD

Goal Score: 500

Min. Accuracy: 100%

Time Limit: 20s

Target Characteristics: Left/Right

Notes: I think the hardest weapons training in the game. Double crouch and only fire 10-15 rounds at the target each time it stops moving, if you miss one bullet, you fail.

Superdragon

A heavier variant of the Dragon, the proximity mine was replaced with a grenade launcher. It has been adopted by the U.S. military as a heavy support weapon. Training is aimed towards the grenade launcher.

BRONZE

Goal Score: 450

Time Limit: 2m 0s

Target Characteristics: Left/Right

SILVER

Goal Targets: 0

Ammo Limit: 9/9

Time Limit: 2m 0s

Target Characteristics: Flip

Notes: Aim towards the middle target in each row. Once the targets flip over, blast the center one with the grenade launcher. It should take out the two on the sides.

GOLD

Goal Targets: 5

Ammo Limit: 60/4

Time Limit: 30s

Target Characteristics: Square; Stationary

Notes: This requires precision accuracy. Each of the four targets moving around the center stationary one need to be blasted with the grenade launcher (you only get 4 shots, 1 shot for each target.) After the four targets on the edges are taken care of, then just shoot the center target with bullets.

Shotgun

There are two modes, single or double blast. The magazine is quite large for a shotgun, but be aware of the long reload times and plan your moves accordingly.

BRONZE

Goal Score: 240

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 9

Time Limit: 30s

Target Characteristics: Back/Forth Flip

Notes: This challeng looks hard but its nothing. Set the gun to double blast, and simply blast anything that moves. Use the "C" buttons to glide with the targets while shooting.

GOLD

Goal Score: 170

Ammo Limit: 30

Time Limit: 20s

Target Characteristics: Left/Right Flip

Notes: Use the "C" keys to glide with the target. Set your gun on double blast and press the trigger once for each time it goes by.

Reaper

This contraption is deadly INaccurate. It wasn't made for human use to steady your aim by double crouching as best you can. Its simple: point, click, shoot.

BRONZE

Goal Score: 1000

Time Limit:2m 0s

Target Characteristics: Flip

SILVER

Goal Targets: 18

Time Limit: 30s

Target Characteristics: Stationary

Notes:Double crouch and shoot the targets as the pop up.

GOLD

Goal Score: 750

Goal Targets: 1

Time Limit: 30s

Target Characteristics: Square

Notes: Double Crouch on the right side where the targets to back and blast the hell out of em while aiming for the center.

Sniper Rifle

A finely engineered, silenced sniper rifle with a high-powered zoom. The only part of the operation that can interfere with accuracy is the sniper himself. Make sure to use the double crouch to stead your aim.

BRONZE

Goal Score: 120

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Score: 120

90%

Time Limit: 2m 0s

Target Characteristics: Flip

Notes: Shoot in five round bursts at each target.

GOLD

Goal Score: 150

Ammo Limit: 15

Time Limit: 12s

Target Characteristics: Back/Forth

Notes: Empty five bullets into each target and ALWAYS hit the bullseye. Empty five bullets and then use the "c" keys to quickly move to the next target. Might want to double crouch to get shots off fast.

Farsight XR-20

Even though the engineering techniques are beyond us, we can still appreciate the effects of the FarSight rifle. The shot is almost unstoppable and can lock on to enemies if necessary.

BRONZE

Goal Score: 3

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 6

Time Limit: 15s

Target Characteristics: Flip

Notes: Use the target locator to home in on the targets. Hit them when they flip around.

GOLD

Goal Score: 40

Goal Targets: 6

Ammo Limit: 3

Time Limit: 20s

Target Characteristics: Square

Notes: Use your "C" button to move over to the right targets. Use your target locator to aim for the center of the targets as they appear. Hitting the center target takes a little bit of time so expect to take three or four tries at this one.

Devastator

A recent Datadyne product, with interesting technology inside it. The secondary mode activates a magnetic field around the bomb, providing adhesion for about four seconds. The grenade then falls and explodes when the magnetic field has expired.

BRONZE

Goal Targets: 6

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 6

Ammo Limit: 10

Time Limit: 50s

Target Characteristics: Back/Forth

Notes: First, set your launcher to Wall Hugger and shoot at the center target. That will take care of the back three targets, just blast the rest with the launcher.

GOLD

Goal Targets: 6

Ammo Limit: 6

Time Limit: 30s

Target Characteristics: Flip

Notes: Not much I can help you with concerning this. Just get the timing right and nail the targets as they flip around. If you miss once, you fail.

Rocket Launcher

A compact, reuseable missile launcher - reloads after each shot. The secondary mode uses a variant of the lock-on system from the CMP150 submachine gun, with a single designated target. The missile travels at a slower speed as it tracks the target, so plan for this and time your shots carefully!

BRONZE

Goal Targets: 9

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 8

Ammo Limit: 18

Time Limit: 30s

Target Characteristics: Square

Notes: Just blast the targets as they swing around to you.

GOLD

Goal Score: 40

Goal Targets: 4

Ammo Limit: 4

Time Limit: 30s

Target Characteristics: Square

Notes: Hit the two front targets while they flip around in front of you. The back targets are a bit trickier. Launch the rocket just as they make their last turn before they flip. The rocket should hit them. Might take five or six tries to get the aiming down.

Slayer

This Skedar handheld missile launcher can fire either an unguided rocket or a user-controlled remote rocket. The guided rocket speeds up automatically, but can be slowed down for more maneuverability.

BRONZE

Goal Targets: 6

Time Limit: 2m 0s

Target Characteristics: Flip

Notes: Switch to Fly-By mode to hit the far away targets. Use regular mode to blast the close up targets. SILVER

Goal Score: 40

Goal Targets: 4

Ammo Limit: 16

Time Limit: 2m 0s

Target Characteristics: Square

Notes: Just blast the targets as they swing around to you.

GOLD

Goal Score: 60

Goal Targets: 6

Ammo Limit: 8

Time Limit: 40s

Target Characteristics: Flip

Notes: Switch to Fly-By mode to hit the targets. Should be an easy task, the last two targets are the hardest. Use the brakes on the rocket as you approach the last two targets. If you miss time it, you won't have enough time for another rocket to get there.

Combat Knife

A finely tempered fighting knife, which is also balanced for throwing. Practice is essential to get accustomed to the range and trajectory of the thrown blade. Also nice for making chopped vegetables.

BRONZE

Goal Score: 72

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Score: 90

Ammo Limit: 18

Time Limit: 2m 0s

Target Characteristics: Flip

Notes: Timing is key to this one, throw the knife at the target while the target is still flipped over. It takes time for the knife to get there.

GOLD

Goal Score: 80

Goal Targets: 8

Time Limit: 30s

Target Characteristics: Back/Forth; Left/Right

Notes: Its much easier than it actually looks. Just throw the knives at the bullseye of each target as they come around. Stay in the center then move to the sides when no more targets go to the center. Its just that easy.

Crossbow

The primary function of this crossbow is a nonlethal drugged shot, while the secondary is an instant kill. It is a stealth weapon first and foremost. Expect long reloads and plan for them.

BRONZE

Goal Score: 72

Time Limit:2m 0s

Target Characteristics: Stationary

SILVER

Goal Score: 90

Ammo Limit: 20

Time Limit: 2m 0s

Target Characteristics: Stationary

Notes:Aim for the center and shoot the targets, simple.

GOLD

Goal Score: 150

Time Limit: 30s

Target Characteristics: Left/Right Flip

Notes: Good aiming is key. Only hit the center, as soon as the target flips over, blast it with five arrows, expect long reloads. If you get all bullseyes then you should be able to stay at one side and blast it while reloading while it is at the other side.

Tranquilizer

The trunkquilizer gun is a common design, found in many medical labratories and hospitals worldwide. It can be switched from the tranquilizer pellets to a short-range lethal dose, which used up much more sedative resevoir.

BRONZE

Goal Score: 120

Time Limit:2m 0s

Target Characteristics: Square

SILVER

Goal Score: 250

Time Limit: 20s

Target Characteristics: Flip

Notes:When the targets face you, unleash a hellstorm of medical fury!
Also hit the center of the targets hehe.

GOLD

Goal Targets: 18

Ammo Limit: 18

Time Limit: 15a

Target Characteristics: Stationary

Notes: Not much I can help you with concerning this challenge. Manually aim at each targets, be quick, and good luck!

Laser

The experimental weapons department has come up with a small but effective wrist-mounted laser with two beam settings. The primary mode fires a blast out to a considerable range, while the secondary mode provides a continual beam for as long as the trigger is pressed.

BRONZE

Goal Score: 250

Time Limit:2m 0s

Target Characteristics: Stationary

SILVER

Goal Score: 180

Min. Accuracy: 80%

Time Limit: 20s

Target Characteristics: Left/Right Flip

Notes:Very hard challeng. You cannot miss the center of the target, let alone the target itself, time won't allow it. Use the "C" buttons to strafe along with the target all the while shoot for the bullseye. It took me about eight tries to get it down.

GOLD

Goal Score: 250

Min. Accuracy: 100%

Time Limit: 20s

Target Characteristics: Back/Forth

Notes: Try to hit the targets in the center of the bullseye as they move back. Each target can handle twelve shots so don't overshoot or

else you will lose the 100% accuracy you need to complete this challenge.

Grenade

The fragmentation anti-personnel grenade has four seconds from activation to detonation on the basic fuse. For your entertainment and amusement, we have included a secondary mode - proximity pinball. The grenade will bounce around until it comes near an object, then, BOOM

BRONZE

Goal Targets: 3

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 18

Time Limit: 30s

Target Characteristics: Stationary

Notes: Use regular mode for the close up targets. Turn on proximity pinball for the far away ones. Just don't waste time and you'll be fine.

GOLD

Goal Targets: 4

Ammo Limit: 6

Time Limit: 30s

Target Characteristics: Square Flip

Notes: For the back targets, throw the proximity grenade just as the target sweeps by you in the front to where it is going to be. For the closer targets, just throw a regular grenade where they will be once they make their rotation.

Timed Mine

A degree of judgement is required for the effective use of timed mines, otherwise the intended target may overrun the explosion range and come after you. Hone your timing skills in this challenge.

BRONZE

Goal Targets: 3

Time Limit: 2m 0s

Target Characteristics: Flip

SILVER

Goal Targets: 6

Ammo Limit: 6

Time Limit: 2m 0s

Target Characteristics: Back/Forth

Notes: Throw a timed mine on the center target that is moving. The detonation should take care of all the targets, destroy any of them that it misses.

GOLD

Goal Score: 60

Goal Targets: 6

Ammo Limit: 1

Time Limit: 12s

Target Characteristics: Back/Forth

Notes: Once again, throw a mine on the center target, that will make the rest of them explode.

Proximity Mine

The key to successful placement of proximity mines is to put them where your opponent doesn't expect to encounter them. If you find yourself on the receiving end of proximity mines, use the threat detector secondary mode to make sure of your surroundings.

BRONZE

Goal Targets: 3

Time Limit: 2m 0s

Target Characteristics: Stationary

SILVER

Goal Targets: 3

Ammo Limit: 6

Time Limit: 2m 0s

Target Characteristics: Back/Forth

Notes: Just throw the mines in front of the targets.

GOLD

Goal Targets: 5

Ammo Limit: 4

Time Limit: 30s

Target Characteristics: Back/Forth; Front/Back

Notes: First, throw a mine in the center of the jumble of targets. That

description, training instructions, and operation just like for every other one. Hit OK and then go near the table to pick up the ECM Mine. Once you get near the table, a secret door will open. Follow the hall until the dead end. Make sure to HOLD onto A then select ECM Mine. Then take a right and go straight until the end. There is a Window that the hub is visible through. Hold R and place the cursor on the hub. It will get red once you have put the cursor in the right place. Then press Z to complete the mission.

3. CamSpy

Walkthrough #1

Select CamSpy from the list and hit OK. Then walk up to the usual table at the top right of the room and pick up the CamSpy. Then hold onto A and select CamSpy (using the Joystick) and then release the A button. You are now controlling the CamSpy. Use the joystick to move it around and the C Up and C Down buttons to make it float higher or lower. Now go up to the small red door (to the left of the table where you get the CamSpy) and press B to open it. Follow this hallway until the end and then take a left. Follow that passage until you reach another small red door. Press B to open this. Finally, go to the terminal farther away from you, press C Up to get a little higher, and then press Z to take a picture of the terminal!

4. Night Vision

Walkthrough #1

Select Night Vision from the list of Devices and then hit OK. Go up to the same table you always go to and pick up the Night Vision goggles. Go through the secret door down the hallway until the end and then take a left. Then take your first right and you will see the room is black. Hold onto A and then use your Joy Stick and select Night Vision and then release the A button. Now your Night Vision goggles are on. Go into the room and on your right is the light switch. Go up to it and hit B to turn on the lights. Take off your Night Vision goggles the same way you put them on and your done!

5. Door Decoder

Walkthrough #1

Select Door Decoder from the list of Devices and then hit OK. Then go and pick up the Door Decoder by going near the usual table. Now press and hold A and use the Joy Stick to select Door Decoder then let go of A. This will take out the Door Decoder. The secret door will open up when you are near the table. Go through it and follow the hallway until the end. Take a right and then take your first left. On the right side you will see a computer. Go up to it and press B. After a few seconds it will finish and the mission will be complete!

6. R-Tracker

Walkthrough #1

Select R-Tracker from the list of Devices. Info about it will pop up, just press OK. Go near the usual table to pick up the R-Tracker. Now press and hold the A button, use the Joy Stick to highlight R-Tracker, and then release the A button while R-Tracker is highlighted. You will see a yellow dot on your radar. You need to follow the dot. Go through the secret door, take a right, take your first left, and go through the door you just opened before. Follow the hallway and take your second left. Then follow this passage and go over the thing you see on the

1. Looking Around

Walkthrough #1

Start off by going straight and then to the right and up to the switch on the floor. Press C UP to look down at the switch and it should activate. Now turn around and look up and a little to your right at the ceiling. There is a switch there that should activate once you get close enough to it and you look at it. To look up press C DOWN. Now go straight to the wall on the other side of the room and look up at the switch to activate it. Now go to the wall farthest away from where you started and look up at the switch to activate it. It should say something about getting Code 3. Now go back to where you started and go up to each switch and press the B button. Once all of them turn green the mission will be complete!

2. Movement 1

Walkthrough #1

Start off by going to the very left switch. Get close to it (not TOO close) and press the B button. Then quickly press C RIGHT button to strafe to the right. Hold onto it until you reach the next switch. Press B on that and keep doing the same thing until the end. If you did it fast enough you should complete the mission!

3. Movement 2

Walkthrough #1

Go straight to the switch straight ahead of you. Press and hold the R button and then press the C DOWN button twice to double crouch. Then walk under the laser and look up by pressing the C UP button. Now press B to activate this switch. Now walk out of the laser and go straight until your first right. Take that right and go straight the next switch. Again, press the C UP button to look up at the switch and then press B to activate it. The key is to stay double crouched the full time.

4. Unarmed Combat 1

Walkthrough #1

Go up to the standing still guy and press Z when you are close to him to hit him. The next guy runs away but doesn't fight. Just chase after him and hit him (you might want to try cornering him or something). Now the last guy which actually fights back will appear. Quickly punch him to finish the mission!

5. Unarmed Combat 2

Walkthrough #1

Hold onto the B button until the box on the bottom right of the screen becomes yellow. Then let go and run after the guy. Once you get near him press the Z button to Disarm him. For the next guy, go behind the little pillar wall and come out the other end. He should be running away from you. Run slowly after him and hit him from behind. This will knock him out. The final guard will now appear. For the final guard I recommend strafing a lot until you get behind him and then hitting Z to knock him out!

6. Live Combat 1

Walkthrough #1

Start off this mission by running towards the wall. Knock out the guard that is on the way. Now just wait behind the wall until the guards come after you. Make sure to look both ways and always get the first punch because you can't even get hit once!

7. Live Combat 2

move pretty slow. But if you strafe and use your control stick, you will move much faster. The the farther and farther you do that you will keep picking up speed. I have no clue why it's like this, but it is, so use this to your advantage.

The Auto-Aim

The auto-aim is one of the best parts of the game in Agent or Special Agent because it helps a lot! It makes life so much easier, automatically aiming the crosshair at the enemy. So I recommend using it if your playing Agent or Special Agent.

Go For The Head Shot

Unlike Bond, if you hit the enemy in the head, he dies in one shot. So always try to get the head shot. If you shoot the enemy in the body (Body Shot) it takes away 30-50% of his life. If you shoot him in one of his limbs (Limb Shot) it takes away 15-25% of his life. And of course, if you shoot him in the head (Head Shot) it takes away 100% of his life! So although in Agent it might only take two body shots to kill an enemy, it probably takes 8 shots to kill that same enemy in Perfect Agent. So instead of wasting time and ammo shooting the enemy 8 times, kill him instantly using only 1 ammo with a Head Shot.

Double-Crouch

The Double-Crouch is very useful in this game (although the regular crouch isn't). You have to use the double-crouch to fit into really small areas and if you double-crouch with some weapons your accuracy improves dramatically.

Rapid Fire Guns

Rapid fire guns may seem fun, just holding onto the trigger, but that's not the best way to use them. First of all, by just holding onto the trigger, you will waste ton's of ammo (and for Perfect and Special Agent players you know why you don't want to waste ammo). Second, your aim is much worse when you just hold on to the trigger. So instead of just holding onto the trigger and wasting ammo, use shot controlled bursts. Use the first bust to hit and injure him, and the second to finish him off. It works MUCH better.

Don't Just Stand There

If your in the middle of a heated battle and you run out of ammo (or something else happens that you need to fix) don't just stand there, run. Run to a safe place and then take the time you need to change to a weapon that actually has ammo (or fix whatever it is that you need to fix).

Remote Mine Trick

This is the same as the remote mine trick in 007. Instead of throwing out the remote mine and then switching to detonator, you can just throw it and press A + B together when you want it to blow up. It's much easier and faster.

Always Remember Ammo

When you are fighting many people, quickly check how much ammo you have and how many people they are. By doing this you can note to yourself about how much ammo you should use for each person, so that you don't waste it all on one and have to change weapons for the rest.

Shoot From A Distance

In the Solo Missions, you probably want to kill your enemies from as far away as possible for two reasons. First, you tend to get hit less

Just like in Solo Missions, in multiplayer its very important that you reload manually. Because if you only have 2 shots left and you get into a heated battle, your going to waste a lot of time reloading. So reload before you go into the battle, because if you don't in the time you spend reloading you will probably die.

Strafe In Circles

This is a good strategy when you are in combat with someone else. Keep shooting at them as you strafe in circle around them. This way it will make you a harder target to hit. It takes a little practice, but once you master it you will be very annoying to your opponent.

Know Your Maps

One of the biggest advantages a player can have while playing multiplayer is knowing the map. You have to really know the map, no every corner and ever inch of the arena. You have to know where all the weapons are, where the shields are, even where all the different re-spawn points are! You should even know where the high traffic areas are, where most people camp out, where most people go, where most people don't go, etc. Not many know this much about most of the maps, but if you do, you will have a HUGE advantage over someone who is new to the map. Trust me.

Following The Same Routine

A good strategy for multiplayer mayhem is following the same path in a level. Like keep going to the same places over and over again and on your way to those same places kill the people that you encounter. For example, one routine could be going to the Devastator and then to a shield, and back. Keep going back and forth between these two places so that you will always have ammo and health while you kill people.

Camping

Camping is a very old strategy, and is a strategy that most people dislike, but still can be used. Camping is just staying in one spot and killing people that come there. In a free for all, I wouldn't recommend it because people would probably team up on you and kill you. But in team games, camping is a great thing. For example, if your playing Capture the Briefcase 3 on 3, you can have one person camp in your base and defend it, one person camp in a high traffic area to just kill anyone he sees, and of course one person trying to get their briefcase. It works pretty good.

Crazy Movements

When you're in a battle, the best thing to do is to be crazy. Strafe different ways, walk left and right, just be crazy. Don't do any patterns or anything even the slightest predictable. If you keep moving different ways, it will be hard for the opponent to guess where to shoot therefore hard for him to kill you. The better people you play the more important this strategy is, so remember it.

Aim While Strafing

This is a tactic that almost all good players use. If you want any chance of killing another player before getting killed, you have to use strafing to help you aim. There is know way you can hold the R button and aim and kill someone in a fast multiplayer game. So master the art of strafing into aim, instead of aiming the crosshair manually. So align your crosshair vertically using the C Up and Down buttons and then strafe left and right to align your crosshair with the enemy horizontally. You do this so that it makes you a harder target to hit then if you hold the R button (because with that you're just standing

there). In order to become a master at this, you must also be a master at predicting where people move, so practice both, and after a while you will be nearly unstoppable.

Don't Get Too Excited

If there is a huge battle going on but all you have is Falcon 2 don't get too excited. Go get a better weapon before joining the chaos, because there isn't too much you can do with a Falcon 2 vs. a Double Cyclone.

Crouching And Peeking

Although you don't HAVE to crouch in multiplayer like you have to in the Solo Missions, it still helps your aim on some weapons to double crouch. Also, you can peek around corners to see if someone is there (like camping or something). To peek around a corner hold the R button and press C-Right or C-Left depending on which way you need to peek.

Guard The Shield

The shield in Perfect Dark is like body armor in GoldenEye 007. In fact, its exactly the same! So just like the body armor, it's one of the most important parts of multiplayer. So one of the best strategies (and cheapest in some opinions) is to guard it. This way you prevent other people from getting it and you can keep getting it over and over again when you need to!

Suicide Good!?

Yes, suicide can be good and it can be a strategy. Of course, you don't want to use it too often, but when the opportunity presents it self, it can help a lot. If you are in a room with 3 other people, throwing grenades everywhere helps because you get -1 for the suicide but then you get 3 for the 3 kills so you actually get 2 kills for killing yourself!

Run Backwards And Shoot

After you start learning levels better you can run backwards while shooting. If someone is chasing you a great tactic is to run backwards away from them but face them so you can shoot them. Just make sure you know the level good so that you don't run into a dead end...

Don't Be Afraid To Fall

One of the good parts of Perfect Dark is that there is no falling damage. This means that you can jump off of a 1000 foot ledge and nothing will happen to you. So if you find yourself running away from someone and you come to a ledge, feel free to jump!

Watch Other's Screens

Yes, another tactic that many will call "cheap" but doing it every now and then can be very helpful. There is no reason for me to sit here and tell you reasons why it's not cheap or why you should do it, but I'll tell you this, they're probably doing it to you too.

Stick It Out Or Back Out?

There are a lot of times when you are in a battle and it seems pretty even. No one is the clear winner. At times like this you have to make an important decision, Stick It Out or Back Out. If you know of a good place to run to close by where you can get a shield or refill ammo then you might want to run. If you don't, you probably want to stick it out, and see if you can win. Try to keep doing different things so your not a predictable player.

Disarming

Again in multiplayer, disarming can come in handy. If you just can't seem to find a weapon, you can always try sneaking up on your opponent and disarming him. This is one of the most annoying moves for your opponent, but good for you because now you have a gun and you can kill your enemy because he has to take time to switch to another gun (if he has one). If your playing a team game and can't find a weapon and want to play it a little more safe, you can ask one of your team mates to let you disarm them if they have extra weapons. So again, those are another two reasons why disarming was one of the coolest additions to Perfect Dark.

Don't Just Wait, Crouch!

If you are in a level like Area 52 and the doors take forever to open and they open vertically, don't wait for it to fully open, crouch! You can just crouch and go under quicker. Every second counts!

Double Weapons

Most people are confused on how to get double weapons. In Perfect Dark, there are two ways you can them. The first way is to pick up the weapon from one place and then get the same weapons from a DIFFERENT spawn point. You can't just stay in one spawning point and wait for the weapon to come again. The other way you can get double weapons is if you get the weapon from one place then kill a person who has the same weapon and pick up his weapon. Now that you know this, go get double weapons!

Explosives Through Walls

Just like in the solo missions, you can hurt people through thin walls. If your in a situation where you know there is a person on the other side of the wall waiting to kill you why not throw an explosive at it. Chances are you will do at least some damage to him...if not kill him!

Shooting Weapons/Projectiles

Just like you can shoot weapons on of your enemies hands, you can destroy some projectiles with a few well aimed shots. That's right, if you can destroy things like mines, grenades, n-bombs, and even rockets coming right at you by shooting them. Pretty cool, huh!?

It's Not Good To Stand Out

This strategy is exactly what the title says. It's not always good to stand out. And when your playing a multiplayer game in a really dark level, its especially not good to stand out. So if you're playing a really dark level, use a character that is really dark. If your playing in a wild exotic bright level, use a character that is wild and exotic. Camouflage is pretty simple, yet effective.

Wait 'til the End

If you see a battle going on between two or more players, wait until both players are almost dead, then go in and kill them both. This is a very good strategy, and works most of the time. It works especially good for games with like 8 or more people.

Weapons Kill Through Doors

This is the same tactic as in solo missions. Use weapons that can kill people through doors and use them to kill people through doors. This way you can kill people before they can even touch you. There are four weapons (excluding explosives) that can penetrate through doors. They are the DY357 Magnum (Single Shot), DY357-LX (Single Shot), Callisto NTG (High-Impact Shells), and FarSight XR-20 (Target Locator).

Using The Laptop Sentry Turret

The Laptop Sentry Turret is one of the coolest (and cheapest in some opinions) things in Perfect Dark. To use it, hold B until it becomes yellow and shows it's secondary fire, and then press Z to throw it. There are a few things you should do to get the best usage out of your sentry turret. First, try to stick them on walls, above doors, or a good hiding spot. This way, your opponent will search the grounds everywhere for one and by the time he spots where it is he will be dead. Another good thing to remember is that the Laptop Sentry Turret only has 50 ammo, so remember to keep refilling it by going up to it and pressing B.

Destroying Sentry Turret

There are two good ways of destroying the Laptop Sentry Turret. Method one is peeking around a corner, getting a few shots off at it, and then hiding again. Keep doing this until it's dead. Another way to destroy it is to just throw an explosive at it. Sentry Turret's aren't very strong, so the splash damage should kill it.

Re-Spawn Times

Weapons and items take 20 seconds to re-spawn (didn't know that did you). When your playing a game, make mental note to yourself to go back to an important re-spawn point (important meaning it has a shield or a devastator) after 20 seconds or so. This way you can keep refilling on ammo or health and you can prevent others from getting it!

FarSight XR-20 Tactic

This is one of the cheapest yet most effective weapons in the game. If this weapon is in the level you are playing, pick it up, go find a nice little spot to camp, and have a blast. The tactic to using this weapon is first use the Target Locator (the secondary fire). Once you have quickly switch back to regular mode and move your crosshair in the direction it was headed. Now switch back to Target Locator and your crosshair should be a LOT closer to the target than it was before. If you don't do this it will take forever for your Target Locator to move to your target!

Moving Re-Spawn Points

One of the coolest things that I didn't know about until a few moments ago was that you can move the re-spawn points of items! Yes, you can physically move where the re-spawn point is! All you do is shoot the item to make it move. Once you find a good spot (like a dark place so no one can see it) leave it there and pick it up. From now on the item will re-spawn there, and because no one can see it no one will get it except you because you know where it is!

Cheats

Fun

- 1 DK Mode | Chicago: Stealth | Complete All
- 2 Small Jo | G5 Building: Reconnaissance | Complete All
- 3 Small Characters | Area 51: Infiltration | Complete All
- 4 Team Heads Only | Air Base: Espionage | Complete All
- 5 Play As Elvis | Area 51: Rescue | Complete in under 7:59 Perfect Agent
- 6 Slo-Mo Single Player | dataDyne Research: Investigation | Complete All

Gameplay

- 1 Invincible | Area 51: Escape | Complete in under 3:50 Agent
- 2 Cloaking Device | G5 Building: Reconnaissance | Complete in under 1:30 Agent
- 3 Marquis Of Queensbury Rules dataDyne Central: Defection | Complete in under 1:30 Special Agent
- 4 Jo Shield | Deep Sea: Nullify Threat | Complete All
- 5 Super Shield | Carrington Institute: Defense | Complete in under 1:45 Agent
- 6 Enemy Shields | Carrington Institute: Defense | Complete All
- 7 Enemy Rockets | Pelagic II: Exploration | Complete All
- 8 Perfect Darkness | Crash Site: Confrontation | Complete All

Weapons For Jo In Solo

- 1 Rocket Launcher | dataDyne Central: Extraction | Complete All
- 2 Sniper Rifle | Carrington Villa: Hostage One | Complete All
- 3 SuperDragon | Area 51: Escape | Complete All
- 4 Laptop Gun | Air Force One: Anti-Terrorism | Complete All
- 5 Phoenix | Attack Ship: Covert Assault | Complete All
- 6 Psychosis Gun | Chicago: Stealth | Complete in under 2:00 Perfect Agent
- 7 DY357-LX (Trent's Magnum) | Crash Site: Confrontation | Complete in under 2:50 Agent
- 8 Farsight XR-20 | Deep Sea: Nullify Threat | Complete in under 7:27 Perfect Agent

Classic Weapons For Jo In Solo

- 1 PP9i | Win all Gold's on the Firing Range (Carrington Institute)
- 2 CC13 | Win all Gold's on the Firing Range (Carrington Institute)
- 3 KLO1313 | Win all Gold's on the Firing Range (Carrington Institute)
- 4 KF7 Special | Win all Gold's on the Firing Range (Carrington Institute)
- 5 ZZT (9mm) | Win all Gold's on the Firing Range (Carrington Institute)
- 6 DMC | Win all Gold's on the Firing Range (Carrington Institute)
- 7 AR53 | Win all Gold's on the Firing Range (Carrington Institute)
- 8 RC-P45 | Win all Gold's on the Firing Range (Carrington Institute)

Weapons

- 1 Classic Sight | dataDyne Central: Defection | Complete All
- 2 Unlimited Ammo-Laptop Gun | Air Force One: Anti-Terrorism | Complete in under 3:55 Perfect Agent
- 3 Hurricane Fists | dataDyne Central: Extraction | Complete in under 2:03 Agent
- 4 Unlimited Ammo | Pelagic II: Exploration | Complete in under 7:07 Special Agent
- 5 Unlimited Ammo-No Reloads | Air Base: Espionage | Complete in under 3:11 Special Agent
- 6 X-Ray Scanner | Area 51: Rescue | Complete All
- 7 R-Tracker/Weapon Caches | Skedar Ruins: Battle Shrine | Complete All
- 8 All Guns In Solo | Skedar Ruins: Battle Shrine | Complete in under 5:31 Perfect Agent

Buddies

- 1 Velvet Dark | Available at beginning of game
- 2 Pugilist | dataDyne Research: Investigation | Complete in under 6:30 Perfect Agent
- 3 Hotshot | Area 51: Infiltration | Complete in under 5:00 Special Agent
- 4 Hit and Run | Carrington Villa: Hostage One | Complete in under 2:30 Special Agent

Cheat Details

Category 1: Fun

The cheats in this section are Fun cheats that don't really fit in with any of the other categories.

1- DK Mode (Donkey Kong Mode)

This is the same as the DK Mode in GoldenEye 007. This cheat enlarges everyone's heads and makes their arms fatter so that they look like a Monkey. It's pretty fun...for a while.

2- Small Jo

This cheat makes Joanna smaller, a lot smaller. To be exact, she is about half of her original size. Kind of the opposite of the first cheat.

3- Small Characters

This is the exact same as the Small Jo cheat except not only is Joanna half the size, everyone is! You can have a G.I. Joe Perfect Dark fragfest!

4- Team Heads Only

This is a pretty cool cheat. All of the enemies' heads will be replaced by the development team of rare. Now you can fight the people that made this game!

5- Play As Elvis

This is cheat does exactly what it says. You can play like Elvis in the Solo Missions instead of Joanna!

6- Slo-Mo Single Player

This cheat makes the game go down about 25% in speed. If you're like me and hate the stupid slow motion challenges, you probably will never use this one.

Category 2: Gameplay

The cheats in this category change the way the game is played by a lot. These are the real valuable (and hard) cheats.

1- Invincible

This is probably the best cheat in the game, and everyone wants to get this. For all the people stuck on some super hard level in Perfect Agent, this is the cheat for you. Why? Because it makes Joanna invincible to all attacks meaning she never, ever gets hit!

2- Cloaking Device

This cheat gives Joanna the Cloaking Device. This means that she can walk around for 120 seconds cloaked detectable to no one. If you use the cheat with the Unlimited Ammo cheat you can have Unlimited Cloak!

3- Marquis of Queensbury Rules

This cheat makes every single enemy in the game loose all their weapons and fight with fists. I guess Marquis didn't like weapons too much!

4- Jo Shield

With this cheat on, Joanna starts off every level with a shield. Thats

double the health!

5- Super Shield

This is the exact same as the Jo Shield except the shield handles around 200-300% more damage than a regular shield. That's like starting off with 2-3 times the amount of health you would regularly!

6- Enemy Shields

This is the same as the Jo Shield cheat, except now all of the enemies have shields! So this is a cheat that makes the game harder, much harder. If you think you can handle it, go ahead. Don't say we didn't warn you!

7- Enemy Rockets

This cheat equips all the enemies with a Rocket Launcher. Again, if you think you can handle it, go ahead. But don't say we didn't warn you...

8- Perfect Darkness

This is a cheat for people who like to use the Night Vision goggles, a lot! This cheat makes every level completely dark so you have to beat every level in perfect darkness.

Category 3: Weapons for Jo in Solo

Each of the following cheats equip Joanna with the respective weapon at the beginning of every mission!

1- Rocket Launcher

2- Phoenix

3- Sniper Rifle

4- Psychosis Gun

5- Super Dragon

6- DY357-LX (Trent's Magnum)

7- Laptop Gun

8- Farsight XR-20

Category 4: Classic Weapons for Jo in Solo

This is the same as the previous category except all of these weapons are classic weapons. That means all of these weapons are from GoldenEye 007!

1- PP91 (PP7 in GoldenEye 007)

2- CC13 (DD44 in GoldenEye 007)

3- KLO1313 (Klobb in GoldenEye 007)

4- KF7 Special (KF7 in GoldenEye 007)

5- ZZT 9mm (ZMG in GoldenEye 007)

6- DMC (D5K in GoldenEye 007)

7- AR53 (AR33 in GoldenEye 007)

8- RC-P45 (RC-P90 in GoldenEye 007)

Category 5: Weapons

All of the cheats in this category change things in the game that have to do with weapons.

1- Classic Sight

This cheat brings back the old crosshair that was in GoldenEye 007. If you liked that crosshair better, this cheat is for you!

2- Unlimited Ammo-Laptop Gun

This is cheat gives the laptop gun unlimited ammo. It's great for just setting up a Sentry Turret and watching it people as you sit back and do nothing!

3- Hurricane Fists

Enemy Accuracy

Enemy Damage

All three of these can be set anywhere from 10% to 1000%. Here is Challenge 31 for you, beat the game with all enemy attributes set to 1000% percent...!

New Intro Screen

If you beat the game in Agent you have the choice of getting a new intro screen! It's a cool reward for beating the game in only agent!

Secret Levels

There are four secret levels in the Solo Missions part of Perfect Dark. Here is a list of the secret levels and how you get them:

1 Mr. Blonde's Revenge

Beat All 17 Previous Levels In Agent

2 Maian S.O.S.

Beat All 18 Previous Levels In Special Agent

3 War!

Beat All 19 Previous Levels In Perfect Agent

4 The Duel

Get Bronze Medals for All 32 Guns

To get Secret Level #4- The Duel you have to do the following things in Training:

Weapons Training (Firing Range)- Earn Bronze medals with all 32 weapons

Beat Challenges Easy

1.) Have player 1 select Combat Simulator and select Advanced Setup.

2.) Player 2 Presses Start

3.) Player 1 Selects "Load Settings" on the Advanced Setup menu, but does not select any setup yet, just stays at the "Load Game Settings" menu.

4.) Player 2 selects the challenge they want to beat in the Advanced Setup menu. Player 2 presses start until the green "...and waiting" screen appears.

5.) Player 1 Selects the Game Settings They want in the Load Game Settings Menu (NOTE: You must have a custom or already made setup, you cannot alter it after you load it.)

6.) Now player 1 can drop out or join the game it doesn't matter, of course staying in will give you 2 stars instead of just one.

That's it! Now you can beat all those really hard challenges that you've tried and tried but just couldn't beat. Thanks to whoever the first person who figured out this cheat was, I don't think anyone really knows who it really was.

To make this a little faster, make a custom setup beforehand. Choose a level, some Sims and a limit. As long as any person can reach the limit or have the highest score you'll win the challenge. Pretty simple!

Messed Up Cutscene: Part 1!!!

You want something cool to do when you've finished up the entire PD? Well, at the end of 1.3, kill all the bodyguards, then go upstairs to catch Cassandra. Now, if you have all guns, that's even more funny. Take some sedative arrows, shoot her in the face, knives, ect... Cover her up with blood! Now at the end of the cutscene, you'll see her all screwed up!

What? Messed Up Cutscene: Part 2!!!

Something else? On the same level (1.3) ,if you have the cloaking device cheat, sneek pass up all the guards. Take the elevator, kill the guard, then take his keycard. Go down in the elevator again, and open the locked door in front of the stairs. You open the door? And "Quo

Vadis"? Mr. Blonde + The two bodyguards at the end of the cutscene!
Now, shoot them, eat in front of them, take a shower, do everything you want, they won't move! And at the end, if you made 'em all bloody, the bodyguards will be covered with blood!

Yet Again! Messed Up Cutscene: Part 3!!!

In the same cutscene, if you have the cheat all guns, and you put a proxy mine just in the corner where Dr. Carroll arrives, he will explode! And Joanna will do as if the sapient was still there. If you mix up the three tricks, that makes a cool cutscene!

You guessed... Messed Up Cutscene: Part 4!!!

Unlock the farsight cheat or all guns in solo then on G5 building, target the room where the conspirators meet (Where the second alarm pad is, the locked door). Blow up the chairs and shoot Casandra and Mr Blonde. In the cutscene they will be covered with blood and sit in mid air.

"Scout" Ahead...

In several levels of the game, there is a hoverbike. On the level Carrington Institute (Normal, not mission), on Area 51: Infiltration and on Are 51: Escape. Tab "B" twice and you will quickly get on it!

Bah, I've Never Liked Him Anyway.

In the mission Deap Sea: Nullify threat, if you kill the first guard when you start, then the second and the third one, you can go and see through a glass of a door. Shoot the guards directly in the head, then one of his friend will rush on him and say something, that sometimes ends up with this: Ahh, I've never liked him anyways... That's what we call a friend, eh?

Fly High, Fly With The Wind...

You surely have the small characters cheat. Then turn it on, and watch any of the cutscene. Funny heh? The characters are so small, that it looks as if they were flying!

Hey Mom! Like In These Japanese Movies!

Put the slow-motion cheat on. That's kinda funny. The cutscene is going in slowmo while all the voices are blabbing as usual!

Ha! She has Flowered Underwears!!!

If you turn the X-Ray cheat on, you can watch all the cutscenes in an X-Ray vision. That's weird. In example, you can see that there's no alien grabing Joanna's leg. But there's much more than that... In some cutscenes, you can see things you just don't see normally.

Elevator Glitch

If you shoot a guard at Area 51: Rescue, and he dies half way in an open elevator with his head inside, go up in the elevator. When the door closes, his body will not cut in half, like it should. When the elevator begins to go up, the outer half of the guards body comes with it! In fact, it will follow you through the floors.

Bad Reflection

If you go to a glass window in dataDyne Central: Defection, look at the lights reflection. When you move around, the reflection is sometimes inaccurate. The same thing is true with the lighting in the gadgets course.

Punching glitch

Go to the Carrington Institute and find a way to get the "punch" option with "z" (there are a few ways). Then go up to a guy and hit him in the back. Take a look at his reaction. He moves back instead forward. The same thing is true with all simulants, but this is the easiest way.

Lights out!!!

If you shoot all the light out of Elvis's UFO in Mission Crash Site, then expect a little... Black-Out.

AH! Where is he?!?

This one is done naturally. Just go in the perfect menu, select Movie and the cutscene "Blonde Freaks" and watch it. You'll notice that Trent is gone. Maybe he's taking his coffee...

No Skedars at all...

If you play on counter-operative in the mission Skedar Ruins, well the counter-op player won't play as a Skedar if he appears into one! He'll just be Mr. Blonde... So that means there's no way at all to play as a Skedar. Too bad.

Easy Golds in Firing Range

Simply, select Laptop Gun on bronze, silver or gold. Once started turn around and face the wall, select sentry gun, and (quickly, but don't worry not too quick) press start and abort as the gun folds. The gun will still be folding, but don't just stand and watch, (once it unfolds it disappears), so quickly press start again and select the course you're having problem with, take your time selecting the course, the gun stops unfolding while paused. After you select the course, the sentry gun will unfold and attach to the wall and start shooting anything that moves to help you out. This is an awesome trick, but I suggest it isn't used for courses where you need an accuracy score (or a really high score level, because it is fairly inaccurate). Easy gold's! I got my RC-P45 from getting 8 gold's in about 10 minutes!

Flying Around in C.i.

1. Go in the hangar, go in front of the hovercrate, and press "B" so it sticks to you.
2. Open the wooden door, and block it so you're inside the entrance of the firing range.
3. Open the glass door, but block it with you're body, the head inside the firing range.
4. Press start, select the bronze medal of the slayer and then its secondary mode: "Fly-By-Wire Rocket."
5. Shoot a missile, and expect two minutes of savage fun! Go through both doors, and if you fly around, maybe you'll discover something "cheesy".

No enemies in Carrington Insitute

Well I couldn't believe this rumor myself until I tried it out for myself. It works! If you get the devastator from Grimshaw when you save him you can make it so no enemies appear in the level. What you have to do is find four spots in the level (I will get together with one of the map persons to show exactly where they are) and shoot a grenade at the floor, a guy should pop up out of nowhere--congrats, you just destroyed an enemy spawning point. There are four of them, I can describe two of them to you: 1. Right where you start off in the level. 2. At the end of the walkway where all the mainframes are (not the sentry gun side, the other side). Whether you use this to complete the level, or just toy with it, I find it very valuable. (Note: technically since this has

Combat: A Challenge against basic Simulants that includes the use of Rocket Launchers

Weapons	Simulants
Combat Knife	1P- 1 MeatSim
Falcon 2	2P- 2 MeatSims
Cyclone	3P- 3 MeatSims
Dragon	4P- 3 MeatSims
Rocket Launcher	

Arena: Area 52

Limits: 5 Min. or Team Score 1P- 6, 2P- 12, 3P- 15, 4P- 18

Another very easy Challenge. The biggest threat is hurting yourself with the rockets. Just get to know the map and know the range and the damage of the Rocket Launchers.

Challenge 3

Combat: A Challenge against basic Simulants against basic Simulants that includes Assault Rifles and Timed Mines

Weapons	Simulants
MagSec 4	1P- 2 MeatSims
CMP150	2P- 2 MeatSims
Timed Mine	3P- 3 MeatSims
Dragon	4P- 4 MeatSims
AR34	

Arena: Pipes

Limits: 5 Min. or Team Score 1P- 8, 2P- 16, 3P- 20, 4P- 24

This Challenge is nothing but fun. Playing with mines is the best thing to do. If you can manage to stick one on your opponents, they're dead for sure. Just watch out for splash damage, it can be more dangerous than the simulants.

Challenge 4

King Of The Hill: Take control of the hill against a team of standard Simulants. Shield technology is available, as well as the K7 Avenger.

Weapons	Simulants
MagSec 4	1P- 1 EasySim
CMP150	2P- 1 MeatSim, 1 EasySim

Dragon 3P- 2 EasySims
K7 Avenger 4P- 1 MeatSim, 2 EasySims
Shield

Arena: Skedar

Limits: 10 Min. or Team Score 1P- 4, 2P- 8, 3P- 10, 4P- 12

King Of The Hill is a different twist to Combat, but is a lot of fun. Just find the selected area on the radar and when you go in it, you will get a 20 second counter. Stay there and the point is yours. The Sims aren't much of a threat, a little bit harder than the gullible MeatSim. The Sims don't use the shields as much as they will later.

Challenge 5

Combat: Combat a team of standard Simulants using the specialized FarSight weapon in the Complex.

Weapons	Simulants
Cyclone	1P- 1 EasySim
Grenade	2P- 1 MeatSim, 1 EasySim
AR34	3P- 2 MeatSims, 1 EasySim
FarSight XR-20	4P- 2 MeatSims, 2 EasySims
Shield	

Arena: Complex

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

This Challenge is so much fun because of one reason, the FarSight XR-20, a cheap but powerful, slow but unique. This gun can find your target through walls with the Target Locator (like the X-Ray Scanner) and then shoot them through the walls. All you have to do is camp in a room with only one entrance and slaughter the Sim(s).

Unlocking this Challenge opens the Complex Arena

Challenge 6

Hold The Briefcase: Hold the briefcase for as long as possible against a large team of basic simulants

Weapons	Simulants
CMP150	1P- 4 MeatSims
DY357 Magnum	2P- 3 MeatSims, 1 EasySim
Shotgun	3P- 2 MeatSims, 2 EasySim
K7 Avenger	4P- 2 MeatSims, 2 EasySims

Shield

Arena: Area 52

Limits: 10 Min. or Team Score 6

If your playing this challenge in Single Player, collect the briefcase and a K7 Avenger and make a run for a room with the a rolling door entrance, but not the one with the windows. All you have to do is camp there and earn points while guys keep trying to attack you. When the door opens, greet them with the K7. Use the same strategy in Multiplayer, one holds the case and the others stand guard.

Unlocking this Challenge opens the Hold The Briefcase Scenario

Challenge 7

King Of The Hill: Take control of the hill against a team of advanced Simulants in the warehouse. All weapons kill with only one hit.

Weapons	Simulants
Falcon 2 (silencer)	1P- 1 EasySim
MagSec 4	2P- 1 MeatSim, 1 EasySim
Cyclone	3P- 2 EasySims
Grenade	4P- 2 EasySims
Shield	

Arena: Warehouse

Limits: 10 Min. or Team Score 1P- 5, 2P- 10, 3P- 12, 4P- 15

This Challenge shouldn't create that much of a problem if you capture the hills quickly. Since One-Hit Kills are on, the Cyclone or the MagSec 4 are probably your best choice weapon wise.

Unlocking this Challenge opens the One-Hit Kills option and the Warehouse Arena

Challenge 8

Capture The Case: Capture the enemy's case while defending your own. Killing the case carrier means the case returns to the base.

Weapons	Simulants
MagSec 4	1P- 1 EasySim
K7 Avenger	2P- 2 EasySims
Shotgun	3P- 1 MeatSim, 2 EasySims
SuperDragon	4P- 2 MeatSims, 2 EasySims

Shield

Arena: Skedar

Limits: 10 Min. or Team Score 9

One thing to keep in mind is that you win if the outcome is a tie. This is a little cheap but it is a quick and if you play it right, a for sure win. Just stand in your base and baby-guard the case. The best weapons is either the K7 Avenger or the SuperDragon's Grenade Launcher function.

Unlocking this Challenge opens the Capture The Case scenario for Multiplayer use

Challenge 9

Combat: A One-Hit Kill scenario against expert Simulants. Weapons include the FarSight and the Laptop Gun.

Weapons	Simulants
Falcon 2	1P- 1 NormalSim
DY357 Magnum	2P- 1 NormalSim, 1 MeatSim
Timed Mine	3P- 1 NormalSim, 1 EasySim
Laptop Gun	4P- 1 NormalSim, 1 EasySim
FarSight XR-20	

Arena: Ravine

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

Since One-Hit Kills is on, automatic weapons are probably your best bet. The easiest way to beat this challenge is to collect a FarSight and a Laptop Gun, get into a room with only one or two entrances, setup a Sentry Gun at the entrance, and just hunt the opponent(s) with the FarSight, if the Sim gets to close to you, the Sentry Gun will take him out.

Unlocking this Challenge opens the Ravine Arena for Multiplayer use

Challenge 10

Hacker Central: Fight against a team of Simulants to hack the terminal using the Data Uplink.

Weapons	Simulants
CMP150	1P- 1 EasySim
Cyclone	2P- 1 EasySim, 1 NormalSim
Remote Mine	3P- 1 EasySim, 2 NormalSims

AR34 4P- 2 EasySims, 2 NormalSims
Shield

Arena: Temple

Limits: 10 Min. or Team Score 3

This again is another Challenge where a tie is the easiest route. The best thing to do if you're playing by yourself is to just pick up the Data Uplink before the Sim, and hold on to it. If your playing with more than one person though, the best way is to find the Uplink and have one person get points while the others stands guard and protects the guy using the Uplink.

Unlocking this Challenge opens the One-Hit Kills option and the Warehouse Arena

Challenge 11

King Of The Hill: King of the Hill against expert Simulants. Weapons include the Shotgun and Tranquilizer.

Weapons	Simulants
MagSec 4	1P- 1 NormalSim
Tranquilizer	2P- 2 NormalSims
Shotgun	3P- 2 NormalSims, 1 HardSim
K7 Avenger	4P- 2 NormalSims, 1 HardSims
Shield	

Arena: Complex

Limits: 10 Min. or Team Score 10

This challenge is pretty easy, but if you have trouble it is because of the Simulant, BlondeSim. He is very fast and canny, but he shouldn't cause too much of a problem. If you just focus on getting a good lead in the beginning of the match, you should be able to hold him off the rest of the time.

Unlocking this Challenge opens the HardSim, Tranquilizer Weapons Set, and the ability to play up to eight Simulants instead of four

Challenge 12

Combat: Slow-Motion combat in the Skedar Arena.

Weapons	Simulants
Falcon 2 (scope)	1P- 1 HardSim
Sniper Rifle	2P- 1 NormalSim, 1 HardSim

Shotgun 3P- 1 EasySim, 1 NormalSim, 1 HardSim
SuperDragon 4P- 2 EasySims, 1 NormalSim, 1 HardSim
Shield

Arena: Skedar

Limits: 10 Min. or Team Score 1P- 3, 2P- 6, 3P- 7, 4P- 9

This challenge can get annoying because of the extremely slow movement, plus the Simulant isn't the easiest ever. The easiest thing to do is, collect the SuperDragon (it is in the center room with the four pillars), switch to the Grenade Launcher function, and head to the underground tunnel area. Every time you even think you see the Sim, cover the area with grenade shots.

Unlocking this Challenge opens the Slow-Motion Option

Challenge 13

Combat: One-Hit Kills in the G5 Building with Tranquilizers.

Weapons	Simulants
Falcon 2 (silencer)	1P- 1 NormalSim
Tranquilizer	2P- 1 EasySim, 1 HardSim
Laptop Gun	3P- 2 EasySims, 1 HardSim
Grenade	4P- 3 EasySims, 1 HardSim
Reaper	

Arena: G5 Building

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

The easiest way to win always seems to be the cheapest. Just deploy the Sentry Gun in a walkway leading to the biggest open room. Sooner or later, you will start getting points for basically nothing.

Unlocking this Challenge opens the G5 Building Arena

Challenge 14

Capture The Case: Capture the Case in Area 52 with cloaking

Weapons	Simulants
Cyclone	1P- 1 EasySim, 1 NormalSim
SuperDragon	2P- 1 NormalSim, 1 HardSim
K7 Avenger	3P- 1 EasySim, 1 NormalSim, 1 HardSim
FarSight XR-20	4P- 2 EasySims, 1 NormalSim, 1 HardSim
Cloaking Device	

Arena: Skedar

Limits: 10 Min. or Team Score 10

This challenge can also be easily beaten with a tie. Right when the match starts, make a run for the opponent's case. Get the points for it at least once. Then just stay there and baby guard your case until the time limit runs out. For you impatient people out there, you can just keep rushing the Simulants base.

Challenge 15

Hold The Briefcase: Hold the Briefcase in the Grid with Devastators.

Weapons	Simulants
MagSec 4	1P- 1 MeatSim, 1 NormalSim
Dragon	2P- 1 MeatSim, 1 NormalSim, 1 HardSim
Shotgun	3P- 1 MeatSim, 1 EasySim, 1 NormalSim, 1 HardSim
Devastator	4P- 1 MeatSim, 2 EasySims, 1 NormalSim, 1 HardSim
Shield	

Arena: Grid

Limits: 10 Min. or Team Score 10

This Challenge can get real hard real fast, so be prepared. The main thing you MUST do to achieve victory, is get the Briefcase first thing. Once you have the briefcase, arm yourself with a Devastator, then go find a good place to camp, preferable a place with only one entrance. The Sims are likely to come after you, but just greet them with your Devastator and everything should be fine. If you're playing Multiplayer, just protect the Briefcase carrier and take control of one or both of the rooms where the Devastators spawn.

Opening this Challenge will open the Grid Arena and the Explosives and Grenade Launcher Weapon Sets

Challenge 16

Combat: Standard Combat. Weapons include Proximity Mines. There is no radar on this Challenge.

Weapons	Simulants
Falcon 2	1P- 1 PerfectSim
K7 Avenger	2P- 1 NormalSim, 1 PerfectSim
SuperDragon	3P- 1 MeatSim, 1 HardSim, 1 PerfectSim
Proximity Mines	4P- 2 EasySims, 1 HardSim, 1 PerfectSim

Shield

Arena: Felicity

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

Ok, you may think this Challenge is hard just by looking at the breakdown of it above. The new Sim, PerfectSim, the second hardest in the game, is no easy opponent, and there is no radar so finding the Sim is not exactly easy. The funny thing is that this can be one of the easiest Challenge of them all. The only thing you have to is: As the match starts, quickly head to the Bathroom (if you have never played GoldenEye you might want to play this one a few times to get uses to the map), when you get there quickly pick up the Proximity Mines that just happen to spawn there. Just throw one on the door and in the vents and camp on the back wall. The Sim will stumble into the room and BOOM, no more Mr. PerfectSim. Just make sure to replace the mines if the explode. Most of the time you'll have to just wait out the 10 minutes, which can be very boring. Just make sure you don't get killed before you go into the Bathroom.

Opening this Challenge opens the PerfectSim, Felicity Arena, Proximity Mines Weapons Set, and the Pop a Cap Scenario

Challenge 17

King Of The Hill: A King of the Hill game. Weapons include the Fly-By-Wire Missiles.

Weapons	Simulants
DY357 Magnum	1P- 1 PerfectSim
AR34	2P- 2 MeatSims, 1 EasySim, 1 HardSim
Reaper	3P- 1 EasySim, 1 NormalSim, 1 PerfectSim
Slayer	4P- 1 EasySim, 1 NormalSim, 1 PerfectSim
Shield	

Arena: Temple

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

The Fly-By-Wire Missiles would be your ticket out of this challenge, the only bad part is that you can't use the radar in the Fly-By-Wire mode. The Sim is very good with the Slayer, he has deadly accuracy. The easiest thing to do is to run for the Hill early and get a good lead. From there out just stop the Sim from scoring. If you're playing Multiplayer, try to control the room that the Slayer spawns in.

Challenge 18

King Of The Hill: A King of the Hill game against a team of expert Simulants.

Weapons	Simulants
Falcon 2	1P- 1 MeatSim, 1 PerfectSim
Phoenix	2P- 1 HardSim, 1 PerfectSim
Tranquilizer	3P- 1 MeatSim, 1 HardSim, 1 PerfectSim
Laptop Gun	4P- 2 MeatSims, 2 EasySims, 2 NormalSims
Shield	
Cloaking Device	

Arena: Villa

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

This Challenge is easily one of the hardest, mainly because of the annoying Sims. They are Maians, so there accuracy is outstanding, enabling them to get headshots very quickly, they are very short, and are very fast. Their only weakness is their big fat head. Headshots are a little easier but they ALWAYS have shields so it takes a few shots. The best thing to do is pump them up with Tranquilizers so it is real hard for them to get head shots. Shoot them until there shields die, and run of to get the Hill, if you can get a good lead, just prevent the Sims from getting the Hills by throwing a Sentry Gun in some of them.

Opening this Challenge opens the Villa Arena

Challenge 19

Combat: Fast movement combat against expert Simulants. Weapons include the Rocket Launcher and the FarSight

Weapons	Simulants
CMP150	1P- 1 EasySim, 1 HardSim
Shotgun	2P- 2 PerfectSims
Rocket Launcher	3P- 1 NormalSim, 1 HardSim, 1 PerfectSim
FarSight XR-20	4P- 1 EasySim, 1 NormalSim, 1 HardSim, 1 PerfectSim
Shield	
Combat Boost	

Arena: G5 Building

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

The key to beating this Challenge is getting a good weapon and a good spot to use it. A good spot is in the dead-end walkway where the Shotgun spawns. Just don't camp right where the Shotgun is though because the Sims can see you if your at the end of the hall. So stay in the middle of the walkway and use the FarSight if your opponents are not any where near you to snipe them through the walls and the Rocket Launcher if they come down the hall.

Challenge 20

Combat: One-Hit Kill combat with a twist- protect the weaker Simulants on your team. Weapons include pistols and Shields.

Weapons	Simulants
Mauler	1P- 1 NormalSim (teammate), 1 HardSim
Falcon	2P- 2 NormalSims (teammates), 1 HardSim, 1 PerfectSim
MagSec 4	3P- 2 NormalSims (teammates), 2 PerfectSims
DY357 Magnum	4P- 2 NormalSims (teammates), 2 PerfectSims
Shield	

Arena: Sewers

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

The main thing you have to do is learn the map really well. Once you have it down, Grab a couple Maulers (since it is on One-Hit Kills, a fast firing weapon is better), and command your Sims to stick by you. Make sure you always have a shield and just be quick to pull the trigger.

Opening this Challenge opens the Sewers Arena and the Heavy Weapons Set

Challenge 21

Hacker Central: Hack into the terminal using the Data Uplink. The cloaking Device is available.

Weapons	Simulants
Mauler	1P- 1 HardSim
Reaper	2P- 1 NormalSim, 1 HardSim
Shotgun	3P- 1 EasySim, 1 NormalSim, 1 HardSim
Callisto NTG	4P- 1 EasySim, 2 NormalSims, 1 HardSim
Cloaking Device	

Arena: Grid

Limits: 10 Min. or Team Score 10

Ok this Challenge is very simple if you play it right. When it first starts, hunt down the Data Uplink, and hold on to it. Once you have it, keep collecting Cloaking Devices until you have 120 Cloak. Once all that is done, head to the terminal. At the terminal pop on the cloak and right away activate the Data Uplink and start uploading. Right when it is done, start uploading again. Keep uploading until you win. The 120 cloak is enough to last you long enough to get 10 points.

Opening this Challenge opens the Car Park Arena and the FarSight Weapons Set

Challenge 22

Hold The Briefcase: A Hold the Briefcase game with one-hit kills. Weapons include the Crossbow and the Sniper Rifle

Weapons	Simulants
Falcon 2	1P- 1 NormalSim, 1 PerfectSim
Sniper Rifle	2P- 1 EasySim, 1 NormalSim, 1 PerfectSim
Crossbow	3P- 1 NormalSim, 1 HardSim, 1 PerfectSim
K7 Avenger	4P- 1 EasySim, 2 NormalSims, 1 PerfectSim
Shield	

Arena: Base

Limits: 10 Min. or Team Score 10

This Challenge will be very hard unless you get the case first. That should be your first priority. Once you have the Briefcase, grab a K7 Avenger and head to a good place to camp, preferably a place with one or two entrances. Use the radar to see where the opponents are and then blast 'em when they come around the corner.

Opening this Challenge opens the Base Arena

Challenge 23

Combat: Combat in Slow-Motion. Weapons include the RC-P120

Weapons	Simulants
MagSec 4	1P- 2 HardSims
Grenade	2P- 2 PerfectSims
Laptop Gun	3P- 1 NormalSim, 1 HardSim, 2 PerfectSims
RC-P120	4P- 2 NormalSims, 2 PerfectSims
Shield	
Combat Boost	

Arena: Complex

Limits: 10 Min. or Team Score 1P- 2, 2P- 4, 3P- 5, 4P- 6

Since it is Slow-Motion the Laptop Gun will soon be your best friend. The Simulants like to stay together, so just strategically place it and watch 'em fall. If you want to use different weapons make sure you aim for the head, it is pretty easy in Slow-Mo.

Challenge 24

Capture The Case: Capture the Case game against a team of expert Simulants. Weapons include the Gold DY357 Magnum and the Tranquilizer.

Weapons	Simulants
CMP150	1P- 4 EasySims
Tranquilizer	2P- 3 NormalSims
Devastator	3P- 1 EasySim, 3 NormalSims, 1 HardSims, 1 PerfectSim
SuperDragon	4P- 2 EasySims, 2 NormalSims, 2 HardSims
DY357-LX	

Arena: Fortress

Limits: No Time Limit, Team Score 9

Well, you can't go the easy path with a tie because there is no time limit. Get a Double DY357-LX and rush their base. You need nine points to win so you can't just sit around. With multiple people, have one person protect the flag either upstairs, downstairs or both. Have one person rush the base.

Opening this Challenge opens the Fortress Arena and the Golden Magnum Weapons Set

Challenge 25

Combat: A standard combat game with N-Bombs and Cloaking Devices. The Simulant team is composed of experts.

Weapons	Simulants
Mauler	1P- 1 HardSim, 1 PerfectSim
N-Bomb	2P- 1 HardSim, 2 PerfectSims
K7 Avenger	3P- 1 EasySim, 1 NormalSim, 1 HardSim, 2 PerfectSims
FarSight XR-20	4P- 1 EasySim, 1 HardSim, 3 PerfectSims
Cloaking Device	

Arena: Ravine

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

The N-Bombs are kind of an area-affect sedative which can cause extreme motion blur and cause you to drop your weapon. Don't get caught in a N-Bomb blast. You can earn your points pretty quick in this Challenge, use the FarSight for a real quick way to win.

Once you have seen the N-Bomb, you can use it in multiplayer games

Challenge 26

King Of The Hill: A standard King of the Hill game with no Shields.

Weapons	Simulants
Falcon 2	1P- 1 HardSim, 1 PerfectSim
Mauler	2P- 1 EasySim, 1 HardSim, 2 PerfectSims
Cyclone	3P- 4 PerfectSims
Laptop Gun	4P- 5 PerfectSims
Cloaking Device	

Arena: Ruins

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

As you have progressed through the game you probably noticed that the Reaper is a REALLY bad weapon. Well these Sims seem to be unstoppable with them. A double Mauler put on Charge-Up Shot should do some damage. Just rely on the basic King Of The Hill strategies. Get a good lead in the beginning and then keep the Sims from scoring. Knowing this map real well would hurt either.

Opening this Challenge opens the Ruins Arena

Challenge 27

Hacker Central: A Hacker Central game featuring Rocket Launchers and expert opponents.

Weapons	Simulants
Falcon 2	1P- 1 PerfectSim
MagSec 4	2P- 2 PerfectSims
CMP150	3P- 3 PerfectSims
Rocket Launcher Shield	4P- 4 PerfectSims

Arena: Sewers

Limits: 10 Min. or Team Score 10

A tie is probably your best bet on this one. Just hunt down the Data Uplink and hold it. Get a Rocket Launcher and find a good place to camp for 10 minutes. Use the radar to prepare for the PerfectSim. If your opponent somehow gets the Data Uplink do a suicide run to get him to drop it.

Challenge 28

Capture The Case: A Capture the Case game with no Shields, but expert opponents

Weapons	Simulants
Falcon 2	1P- 2 DarkSims
K7 Avenger	2P- 3 DarkSims
SuperDragon	3P- 4 DarkSims
Proximity Mines	4P- 5 DarkSims

Shield

Arena: Villa

Limits: 10 Min. or Team Score 9

Well, here you have it the legendary DarkSim, ready to kick some ass. The main thing to do is to try to get their case and hold it. Just wait it out. If you have their case, they can't return yours. So just find a place to hide and try to learn where the Sims come from and you should be all right.

Opening this Challenge opens the DarkSim

Challenge 29

Combat: Standard combat with no Shields available. Weapons include the DY357 and the Dragon.

Weapons	Simulants
Falcon 2	1P- 2 DarkSims
Cyclone	2P- 3 DarkSims
DY357 Magnum	3P- 4 DarkSims
CMP150	4P- 5 DarkSims

Dragon

Arena: G5 Building

Limits: 10 Min. or Team Score 1P- 10, 2P- 20, 3P- 25, 4P- 30

There isn't any tricks for this one, you got to duke it out with the DarkSims. Just equip yourself with a nice fast-firing gun and always keep moving. Remember the Sims are very ruthless and efficient, they will give you the fight or your life.

the Combat Simulator Screen.

NEW! Great Fun- Created By Karl

You can say what you want about this. It's great fun!!!

Scenario Combat

Options One Hit Kills:OFF

Slow Motion:OFF

Fast Movement:ON

Display Team:OFF

Radar:OFF

Auto Aim:OFF

Player Highlight:OFF

Pickup Highlight:OFF

Arena Complex

Weapons Cloaking Device

Laptop Gun

Proximity Mine

Farsight XR-20

Slayer

Any Other Weapon

Limit You Choose

Simulants No Simulants

Teams No Teams

Requires 2-4 Human Players

Perfect Darkness Cheat

NEW! Motion Match- Created By DSmithson

The motion match was created by a friend of mine. The weapon include proximity devices and will leave you scared to exit the room.

Scenario Any
Options Fast Movement

Arena Complex or Grid (strongly suggested)

Weapons 1.Proximity mine
2.Proximity mine
3.Laptop gun
4.Dragon
5.Dragon
6.Cloaking Device or a K7 Avenger (for threat detector)
Limit No Limits
Simulants 2 Meatsims

3 Perfectsims (1 Perfect Should Be Speedsim)

1 Hardsim

Teams Teams If You Choose

Angel Fire- Created By DSmithson

This scenario is great for snipers. It combines some of the best non-auto sniping weapons in the game. Being silent and deadly is the best way to survive. The Venge will be your biggest adversary and if you kill it, it will go strait for you often leaving you asking, "Who killed me".

Scenario Any
Options One-Hit Kills

Fast Movement

Arena Ravine
Weapons 1. Sniper Rifle
2. Falcon 2 (silenced)
3. Sniper Rifle
4. Farsight xr-20
5. Dy357-magnum
6. Crossbow
Limit No Limit
Simulants Normal Coward

Normal Rocket

Normal Speed

Hard Judge

Easy Kazi (Elvis body with Human head)

Dark Venge (Joanna in Chicago Stealth))

Teams No Team

Trigger-Happy!- Created By PWMD

The title pretty much explains this custom setup. Happy hunting!

Scenario Any

Options Highlight Teams: OFF (see if you can remember your friends by sight!)

Arena Complex, G5 Building, Felicity, Grid, or Ravine work best!

Weapons 1st- CMP150

2nd- Cyclone

3rd- RCP-120

4th- Reaper

5th- SuperDragon

6th- LapTop Gun

Limit None

Simulants Any (FuedSims, PeaseSims, and VengeSims are the most fun!)

Teams Humans V.S. Sims or Humans V.S. Humans

DeathHunt- Created By PWMD

This custom setup is excellent for ranking up, as well as keeping you (and your friends!) on your toes. One piece of advice; two clips from a Falcon2 will take out ANY sim. To do this, tap the Z button rapidly (you'll know that you're tapping it fast enough if you can't see any recoil). Also, the K7 Avenger can kill any sim in one clip. Properly aimed of course.

Scenario Any Free For All Setting

Options Smart Slo-Mo: ON

Arena Area 52

Weapons 1. Falcon 2

2. Dragon

3. K7 Avenger

4. Laptop Gun

5. Cyclone

6. Shield

Limit No Limits (Unless You Want Them)
Simulants 2 PerfectSims

1 DarkSim

2 MeatSims

Teams None (Unless You Want Them)

Sims Best Match- Created By DSmithson

This match contains some of the sim's favorite weapons. This match becomes hectic fast and is very addictive.

Scenario Combat

Options Fast Movement: ON

Arena Any (Complex & Base Are The Best!)

Weapons 1.DY357-Lx

2.RCP-120

3.Farsight XR-20

4.Slayer

5.Superdragon

6.N-bomb

-or-

1.Rocket launcher

2.Reaper

3.Farsight XR-20

4.RCP-120

5.Devastator

6.Proximity mines

Limits None

Simulants RocketSim

SpeedSim

VengeSim

FistSim (recommend alien costume)

SheildSim

PreySim

KaziSim

JudgeSim.

Teams None

Soundtrack End Credits

Desperate Speed 1.2- Created By Ross

This is a very cool scenario. It's one that I've made before, but I've modified it a little. It can become very hard. You always have to be on the move. Also, because of the small arena cases are captured quickly and easily, but must be captured stealthily. The weapons are setup in very good spots and the Crossbow, the most powerful weapon in the scenario, is hard to get to.

Scenario Capture The Case

Players 1-2

Options One Hit Kills OFF

Slow Motion OFF

Fast Movement OFF

Display Team ON

No Radar ON

No Auto-Aim OFF

Kills Score OFF

Show on Radar ON

Arena Grid

Weapons 1. Combat Knife

2. Combat Knife

3. Falcon 2

4. Shotgun

5. Shield

6. Crossbow

Limits Time: 15 minutes

Score: No Limit

Team Score: 30

Handicaps Leave At 100%

Simulants 1 Easysim

1 Normalsim

1 Normal, Hard or Perfectsim

Teams Human(s) vs. sims

Humans: Blue

Sims: Yellow

Cheats Cloaking Device (optional)

Soundtrack G5 Building X

Exploding Remote Sim- Created By Chris Buckley

The object of the game is to get your sim near you and load him up with remote mines. Once he is well stocked get him to attack another human player. When you see your sim close enough in the other persons screen light him up and watch the fireworks display!! Then start again!

Players 2-4

Sims 1 PerfectSim For Each Player

Arena Any Arena (I Like Temple)

Weapons 6 Remote Mines

Limit No Limits (Unless You Want Them)

Teams 1 Human Player With 1 PerfectSim Teams

Rules You can only kill the other person by this method (read above), you cannot put mines anywhere but on your own sim. This is the funniest game I have thought up so far (use perfect sims because they are faster and more obedient).

Goldeneye vs. Perfect Dark- Created By TheGameMastr

The classic and once well known M16 has lost all publicity due to the Carrington institute. Furious, they discover a small company picnic in Carrington's private Villa. So, James Bond and two Special agents sneak in, and all hell breaks loose. The Majority of the CI scientists hid in the villa, while Joanna, Jonathan, and Velvet stay behind to hold off the enemies from assassinating the CI scientists and Carrington inside the villa's most sealed room...

Scenario Combat

Options One Hit Kills (No Highlights)

Arena Villa

Weapons Falcon 2 scope

Magsec 4

Mauler

Shotgun

Shield

Falcon 2

Limit Team Score: 50-100 (You Choose)

Simulants One Normal Speedsim (Tuxedo)

One Normalsim (Tuxedo)

One Easysim (Tuxedo)

One Normalsim (Joanna)

One Normalsim (Velvet)

One Easysim (Jonathan)

Teams It would be more realistic to rename the colors for teams to M16 and CI...obviously, put CI people on a team separated from M16.

Extra

Playing

Instructions

You get to choose if You want to be on CI side, or M16 side, and place a buddy on the other side. (Choose a character that is obvious to hat side you're on, so your not a tuxedo guy on the CI side, that will confuse players. If there are no players, on the opposing team shield have an extra normal Sim. Tuxedo for M16, a CI soldier for CI.

Arrowhead- Created By Ross

What makes this scenario challenging is the challenge of getting to the Crossbow. Not to mention, everyone will be going for it too. There are Cloaking Devices scattered around the arena for added tension. The X-Ray Scanner can be used to see where sims are and to see cloaked people. Also with three even teams, it can get hectic.

Scenario Combat

Players 1-2

Options One Hit Kills OFF

Slow Motion OFF

Fast Movement OFF

Display Team ON

No Radar ON

No Auto-Aim ON

No Player Highlight ON

No Pickup Highlight OFF

Arena Grid

Weapons 1. Nothing

2. Nothing

3. Cloaking Device

4. Nothing

5. X-Ray Scanner

6. Crossbow

Limits Time: No Limit

Score: No Limit

Team Score: 25

Handicaps Leave All At 100%

Simulants Two Normalsims

One Kazesim

One Cowardsim

Teams Normalsim1 and Cowardsim (Blue)

Normalsim2 and Kazesim (Yellow)

Player1 (Red) (Player2 is on this team also if playing.)

Soundtrack Carrington Villa

Matrix With Shotguns- Created By Wallen

This is really fun and crazy. Its kind of like the Matrix but only shotguns. Just have 6 shotguns in the grid and 4-6 sims easy or medium depending on how good you are. It is so crazy you end up shooting a lot of people in the back

Scenario Combat

Options No Radar

Arena Grid

Weapons 6 Shotguns

Limit 30 Kills or So

Simulants 4-6 Easy or Medium

Teams Free For All (No Teams)

Slaughter House- Created By Zombiekiller & KeO

A very fun game, just mow down all the Sims with the RC-P120 and set up Sentry Guns next to the area that connects the main hallway and the main room because it will receive a lot of traffic.

Scenario Combat

Options Fast Movement

Arena Felicity

Weapons 3 Laptop Guns

3 RC-P120s

Limit No Limits except 69 Score

Simulants 8 MeatSims

Teams 2 Humans vs. 8 MeatSims

Matrix- Submitted by Kat

One word describes it all, Matrix. This is almost an exact replica of

the gun fight scene in the movie. If you don't believe me play in the Grid and in the hall with two elevators, go to one of the elevators and look at the other one....look familiar. To even add more Matrix to it, Combat Boosts were added.

Scenario Combat
Options None
Arena Grid
Weapons Shotgun, CMP150, K7 Avenger, Falcon 2
2 Combat Boosts
Limit No Limits
Simulants 8 MeatSims
Teams 2 Humans vs. 8 MeatSims

Paranoia- Submitted by Kat

FarSight mania. Every one will be on the run from those gruesome XR-20's. Just don't get caught sniping or your gone.

Scenario Combat
Options None
Arena Random
Weapons 6 FarSight XR-20's
Limit No Limits
Simulants None
Teams 4 Humans- Free For All

Bomb Run- Submitted by Kat

From the look of this one, it seems hard, but it is fairly simple. Just get on the upper level and toss mines ant the Sims below. The thing is that RocketSims can't detonate Remote Mines. They just sit there.

Scenario Combat
Options None
Arena Fortress
Weapons 6 Remote Mines
Limit No Limits
Simulants 8 Dark-RocketSims
Teams 1-4P vs. All Sims

Paranoia 2- Submitted by Kat

A lot like like Paranoia except instead of FarSight's use Dragon's.

Scenario Combat
Options None

Arena Grid
Weapons 6 Dragon's
Limit No Limits
Simulants None
Teams 4 Humans- Free For All

Mine Field- Submitted by Kat

Total mayhem. Be careful where you step or this game can get "willy-nilly" (Quoted by KatLineman) Use your threat detector for some help finding the mines.

Scenario Combat
Options None
Arena Random
Weapons 6 Proximity Mines
Limit No Limits
Simulants None
Teams 4 Humans- Free For All

King Of The Ring- Submitted by Kat

This game may start slow. but if everyone agrees to meet up in one room, this can turn into total chaos. For a little extra fun, turn on the Marquis of Queensbury cheat.

Scenario Combat
Options None
Arena Random
Weapons 1 Combat Knife
1-5 Combat Boosts (optional)
Limit No Limits
Simulants None
Teams 4 Humans- Free For All

Strong Hold- Submitted by Kat

The object of this game is to stake out a room with no more than two rooms, have at least two snipers, with multiple Sentry Guns. The complex is great for this.

Scenario Capture The Case
Options No Kills Score
Arena Random
Weapons 2 Laptop Guns, 2 Sniper Rifles, RC-P120, MagSec 4
Limit No Limits
Simulants 2P- 2 NormalSims, add 1 EasySim for each other human
Teams Humans vs. Simulants

A51 Resq.- Submitted by Kat

This one may take a little while to set up but it is very fun and unique. Tell your teammate to follow you around and kill the KazeSims!

Scenario Combat
Options None
Arena Random
Weapons MagSec 4, Dragon, Phoenix, Falcon 2, Dragon, and MagSec 4
Limit No Limits
Simulants Elvis CowardSim, Area 51 Guard Normal-KazeSim,
Area 51 Trooper Normal-KazeSim, Male Lab Tech Easy-KazeSim,
For multiple humans: Add an Overalls Easy-KazeSim
Teams Humans and CowardSim vs. Rest

Star Wars Rocket Mayhem or Perfect Mayhem-
Submitted by Zac (~Ox-ide~)

You and 3 sims take on the other 5 sims in the temple (good 'cause there is lots of open space to use fly by wire rockets.)
Make sure your team members are dressed in white (Mr. blonde suits) with white masks and have the opposing team in dinner jackets (tuxes) with dataDyne trooper masks (this is good because there is no need for highlighting.) I guess It's kind of good vs. evil (the dark side of the force vs. the good side of the force.) Anyway, almost everyone will be cloaked for most of the game so whoever finds the rare IR goggles will have a big advantage over the others. If you happen to be an excellent player then the game is really even and you will find it going down to the wire almost always, but if you aren't so experienced, boost up your health to whatever you feel is right (so if you suck horribly, set it to 1000%) I really had fun with this so enjoy!

Scenario Capture The Case
Options None
Arena Temple
Weapons (in order by Slot) Cloaking Devise, 4 Slayers, (or you can have 3 Slayers and a Laptop Gun) and a IR Scanner
Limit No Limits except 20 min.
Simulants 8 Dark-RocketSims
Teams Humans and Sims vs. Sims (how many humans are playing determines how many sims are on each team, just even out the teams)

Neo vs. Agent(s) Smith- Submitted by Kat

This setup is a moderation of one that can be found at dataDyne HQ

If its one on one, both players get one falcon with no more than 8 bullets. Only eight are allowed. Use boosts here, and when both expend clips, Fight hand to hand till some one dies. Knives can be used but on slash only. If one on two or three, just run around killing the opposing team

Scenario Combat

Options None

Arena Sewers

Weapons Falcon 2 in slot one and two, Combat Knife in any slot

(OPTIONAL IF PLAYING VS HUMANS), any number of Boosts in any slots (RECOMMENDED)

Limit If one on one, one point, if more, no limits

Simulants If played alone, two Easy and one NormalSims with either

Dinner Jacket body or Office Suit body, if played with friends, no sims

Teams If alone, Human vs. Sims, if with people, Neo vs. all Smiths,

with increasing handicaps depending on number of agents (Neo gets more life, Agents get less)

WILD WILD WEST- Submitted by Kat

For added enjoyment, give yourself or some Sims the body similar to Jim west, Artemis Gorden, or Loveless.

Scenario Combat

Options None

Arena Villa

Weapons Falcon 2, Magnum, Magnum, Shotgun, Knife, Reaper

(IN ANY ORDER)

Limit No Limits

Simulants 8 MeatSims with any bodies

Teams Humans vs. Sims

STONE AGE VS. SPACE AGE- Submitted by Kat

These two weapons actually complement each other very nicely and makes for a fair fight. Try sneaking up behind someone (preferably human) and use the knife slash.

Scenario Combat

Options None

Arena Random

Weapons 3 Knives and 3 Lasers (ANY ORDER)

Limit No Limits

Simulants 8 MeatSims

Teams Humans vs. Sims

(none given)- Mldecarolis@cs.com

This setup is fun due to the powerful weapons and the multiple Sims.
Having three separate teams is also fun because it add a lot of chaos

Scenario Combat

Options None

Arena Area 52

Weapons (In order) Mauler, Phoenix, Callisto NTG, Slayer, Farsight XR-20, Shield

Limit Time-No Limit, Score-20, Score-60

Simulants 2 Easy, 3 Normal, 1 Hard, 1 Perfect

Teams 3 Teams of: (Preferably) 3 Humans vs. 3 Normal Sims vs. Hard, Perfect, and Easy Sims

Terrorism- N64PSXDS@aol.com

Transmission from 19R7T24D : I.M.F Headquarters

"This line secure?.....good. Just recently, a select number of U.S. embassies in northern Europe have been taken hostage. These terrorists are not run-of-the-mill, though. Seizing hold of sensitive biological data, these terrorists are now in possession of the world's most destructive force, Project SER149. You see, back in 1992, our great nation started experimenting with biological nerve gas, capable of rendering a human lifeless in a matter of minutes. Project SER149 was scrapped, but the blueprints were stored in the U.S. Army database. Now, with possession of this data, these terrorists are capable of just about anything. Your mission, if you choose to accept it, is to infiltrate the Finland's U.S. Embassy and take back the blueprints. Also, you must find and protect the civilian workers taken hostage by the terrorists. Good luck."

This tape will self destruct in five seconds.....

Objective 1: Find and be holding the briefcase at the end of the game.

Objective 2: Make sure none of the civilians are killed more than twice.

Scenario Hold the Briefcase

Options No player highlight

Arena Complex or Base

Weapons Falcon 2 (silenced), CMP150, Shotgun, Laptop Gun, Shield, RCP-120

Limit Time 8 minutes Team score 30

Handicaps Players 1-4 300%

Simulants 2 Normal-PeaceSims, 3 Easy-Perfect-KazeSims (depending on how good your players are)

Teams PeaceSims and Humans vs. KazeSims

This game can be played with 3-4 players. Each player can die up to two times. After that, they cannot press START. Also, the PeaceSims cannot die up to two time, or your team loses.

Concealed- N64PSXDS@aol.com

Extra equipment:

1. 4 Small pieces of paper
2. Pencil or pen

Before you start, put "Enemy" on one piece of paper, and "Normal" on the three others. The players each pick one, and nobody is allowed to know each other's role.

Once this is done, everyone closes their eyes. The killer wakes up, and sets up the teams, everyone against the killer. Since there is no radar and no player highlight, nobody will know who the killer is. Then the killer closes their eyes. Everyone wakes up, then plays.

In this scenario, there is one enemy concealed in the group. Everyone is on the same team, but one person is an enemy hidden in the ranks. The enemy must then kill various people without having anyone know. The simulants will know, but since they are on meat default, they will only serve as an alarm. Also, make sure everyone is named "?", so if you are killed, you don't know who the killer is.

Note: Have everyone wear similar bodies, but with different heads. Also, nobody is allowed to command the simulants. The only reason they are there is so the enemy can conceal himself. Finally, try to not look at other people's screens. It ruins the whole purpose of this game.

Scenario Hold the Briefcase

Options No player highlight, No Radar, No Display Team

Arena Temple

Weapons Falcon 2, CMP150, K7 Avenger, AR34, Shield, Reaper

Limit Time 7 minutes

Handicaps None

Simulants 4 Meat Sims

Teams The killer will set up teams, everyone against the killer.

(explained above)

Scan That Man- Submitted by Jonathan Pitman

The rules that you must always have your X-Ray Scanner on to kill a player. If a player kills someone without an X-Ray scanner on, he or she must confess that he or she did and allow the person that he killed to kill him. If he doesn't load his guy later when he is not there and kill him.

Scenario Combat

Options None

Arena Random

Weapons 3 X-Ray Scanners and Falcon 2's

Limit No Limits

Simulants None

Teams 2-4 Human Free For All

Murder In The Perfect Dark- Submitted by nicsite@hotmail.com

Time to get murdered so watch out though it may be hard to watch out. Before you do this turn on the cheat Perfect Darkness so its all Dark, and using the night vision goggles is NOT I repeat NOT allowed.

Scenario Combat

Options No Player Highlight, Highlight Weapons On
Arena Felicity or any other small level

Weapons Slot 1 RCP120, Slot 2 Proximity mine and fill the other slots with Cloaking Device.

Limit 8 Score

Simulants None

Teams 2-4 Human Free For All

Resident Evil- Submitted by Kat@allpd.com, Comments written by
Zombiekiller

Ahh... my favorite game inside my other favorite game, can it get any better??? You would probably want to make your character either Joanna Leather (Jill or Claire) or Trent for Chris. This is a lot like RE cause the Sims won't use guns since they are FistSims, and since they are all black they are even more like zombies. The weapons just say RE all over. Have fun with this one!

Scenario Combat

Options None

Arena Random

Weapons 2 Shotguns, Magnum, Falcon2, reaper, and AR34

Limit 8 Score

Simulants 8 FistSims w/ dataDyne Shocktrooper Bodies and Heads (they won't use guns so they are more like zombies)

Teams 1 Player Only vs. Sims

G5 Building War- Submitted by nicsite@hotmail.com

This is practically exactly as it sounds. A WAR between 3 teams in a destructive action packed battle to the death.

Scenario Combat

Options None

Arena Temple

Weapons SuperDragon, Callisto NTG, Phoenix, AR34, Slayer, Laptop Gun

Limit Team Score 102

Simulants 1 Hard-KazeSim, 1 Normal-KazeSim, 3 Hard-PreySims,
2 Hard-CowardSims, 1 Perfect-CowardSim

Teams 1P and KazeSims VS all the PreySims VS all the CowardSims

(depending on how many human players there get rid of some sims to make

teams even.)

G5 Building War- Submitted by darksim@allpd.com

When you first start each team gets a side of the building with the hole in the middle begins the boundary. You use grenades 1st or 2nd function and throw them in the other teams side and try to kill them. The only time you can use the Falcon is if one of the other team members invades your side.

Scenario Combat

Options No Player Highlight, Highlight Weapons On

Arena G5 Building

Weapons All Grenades But slot #2=Falcon 2

Limit You Choose

Simulants None

Teams None if 2 player, 1 vs. 2 if 3 player, 2 vs. 2 if 4 player

Man with the Golden Gun- Submitted by GRACE@worldnet.att.net

Me and my Buddies play this all the time. We kinda miss the "Man With the Golden Gun" Scenario so we made this, surprised it wasn't in PD. Maybe because RARE doesn't have the rights to GoldenEye anymore, hmmm....

Oh well, still kinda fun to me though. Maybe to many people but I kinda like it like that. Personally I go for the Mauler or the RC-P120 first.

Scenario Pop A Cap or Combat

Options Highlight Weapons On, Player Highlight On, No Radar

Arena Area 51 or Car Park

Weapons Falcon 2 (scope or silencer), Mauler, Cyclone, Laptop Gun, RC-P120, DY357-LX (Golden Magnum) in slot #6

Limit You Choose

Simulants 2 Kaze-NormalSims, 1 Venge-PerfectSim, 1 Justice-DarkSim

Teams Humans vs. Sims or 2 Humans; 2 Sims vs. 2 Humans; 2 Sims

World War 2- Submitted by Disavowed1230@aol.com

Each human player is equal to 2 hard sims. Even up the teams. The objective is to capture hills, duh. 60 seconds is enough time to find a hill without radar, especially when you get used to the map.

60 seconds is also enough time to provide a challenge in defending a hill, without making it tedious. Since kills do not score, you might be tempted to nuke just about everything to capture a hill. However you will only get a point for every teammate in the hill when you capture

it, so watch out for your teammates. In addition, sims usually do not defend a hill until they are adequately armed. The less often you kill your teammate sims, the more often they will stick around to defend a hill.

Scenario Capture The Hill

Options One-Hit Kills: Off, Slow Motion: Off, Fast Movement: On,
Display Team: Off, Radar: Off, Auto-Aim: Off, Kills Score: Off, Hill On
Radar: Off, Mobile Hill: On ,Time: 60s/Point

Arena Temple

Weapons Falcon 2, Grenade, RC-P120, Devastator, SuperDragon, AR34

Limit You Choose

Simulants 8 HardSims Dressed as dataDyne Infantry

Teams Humans vs. Sims (Humans are dressed as dataDyne Troopers)

SWAT- Submitted by Disavowed1230@aol.com

Each human player is equal to 2 hard sims. Even up the teams. The objective is to capture cases, duh. Even though there is no radar, you only have to find the enemy base once to know where it is. The harder part is locating an enemy that has your case. That shouldn't be too hard, because they usually run back to their own base, which you will have already found. Since kills do not score, you might be tempted to just sprint for the case, run back to your base, and not bother to kill anyone. However, since you are facing hard sims, you might want to exercise some precaution. In addition, each enemy you do not kill on your way to grab the case has the opportunity to grab yours.

Scenario Capture The Case

Options One-Hit Kills: Off, Slow Motion: Off, Fast Movement: On,
Display Team: Off, Radar: Off, Auto-Aim: Off, Kills Score: Off, Show on
Radar: Off

Arena Temple

Weapons Falcon 2, Sniper Rifle, Shotgun, Dragon, AR34, Nothing

Limit You Choose

Simulants 8 HardSims Dressed as G5 SWAT Guards

Teams Humans vs. Sims (Humans are dressed as G5 Guards)

The Matrix 2- Submitted by Disavowed1230@aol.com

Each human player is equal to 2 hard sims. Even up the teams. The objective is to kill, kill, and kill. Where's the good old Matrix slow motion massacring? In my opinion, if you pre-set slow motion, the game gets tedious when no one is around to fight. If you use combat boosts, they are annoying to trigger right before a combat situation. If you trigger them during non-combat situations, the effect loses its charm. But if you want the slow motion anyway, pre-set it, or replace a weapon of your choice with combat boosts. Kills do score, so watch out for your teammates, or you will lose points.

Scenario Combat

Options One-Hit Kills: Off, Slow Motion: Off, Fast Movement: On,

Normal Simulants

MeatSim

Stupid simulants with no accuracy at all, the easiest sim to beat. If you can't kill a MeatSim, you need serious help

EasySim

This sim is still stupid, but not as much as the MeatSim. It's aim is decent and knows how to survive.

NormalSim

This sim is just about as good as an average Perfect Dark player. It won't make you run for your life, but can put up a decent fight.

HardSim

These guys are a bit tricky, they know how to use the Radar, hunt for the best weapons, set traps, and has very good reaction time. Watch out for these guys

PerfectSim

This sim almost lives up to its name, extremely high intelligence. A real test to see just how good you are.

DarkSim

This sim just might be the hardest computer in video gaming history, guaranteed to make you get pissed and kick your N64 or throw a controller out the window. You'll never meet a cheaper opponent.

Special Simulants

PeaceSim

PeaceSims are scientists that just don't like fighting. They go around collecting all of the guns in hope to stop all the fighting, if you kill one of these, you in store for a whole sh*t load of ammo and weapons

ShieldSim

These guys only like one thing...you guessed it, shields. Right when you damage these guys, they go off to find more shields, these one can get annoying real quick.

RocketSim

The supreme pyro, loves to see things burst into flames. You never want to be on the other side of this guys rocket launcher.

KazeSim

Stay away from this sim, he has suicidal tendencies and will do anything...ANYTHING to see you die.

FistSim

This sim can get really annoying, he goes around collecting all the guns but refuses to use them, he even disarms people, while only uses his fists to fight.

PreySim

This sim is a lot like a vulture, picks on the little guy, he will only attack people with weak weapons or people who just spawned.

CowardSim

This sim will only fight a person if he thinks he can win. Just carry a big gun and he will surly leave you alone.

people and you better start taking lessons from Mr. Most Deadly!

Most Professional:

This is a GOOD award to get. This means that you do everything very professional like. You always try for head shots! Good job!

Most Cowardly:

This is another award that you DON'T want to get. This is exactly what it says, you were the most cowardly. Instead of staying in the middle of a battle and trying to win you ran!

Most Honorable:

You were the most honorable player in the game. You never killed people that didn't have weapons, you never killed from the back, etc. What's wrong with you!?

Most Dishonorable:

Obviously, this is the opposite of the award Most Honorable. You are basically the person that everyone hates. You thrive on killing people without weapons or killing from behind. This is a good award though, because in this game you WANT to be dishonorable!

Longest Life:

Another self explanatory award, you were the player that stayed in the game without dieing for the longest. You probably liked the shield a lot, or just got yourself lost!

Shortest Life:

Opposite of longest life, you can never seem to live! You're the guy that dies right when you re-spawn. Too bad....

Most Frantic:

You're the crazy guy that is strafing everywhere and almost impossible to even hit, forget kill! You never stop moving for even a second, and you make the game exciting!

Most Suicidal:

You fall of pits or kill yourself with explosive way too much. But if you want to play that way, go ahead...

Best Protected:

This is the same as the AC-10 award in GoldenEye 007. You are the guy that knows the map well...or at least knows where the shields are! You always have a shield, so you're always protected.

Least Shielded:

Opposite of the Best Protected award, you have no clue where the shield is. You almost never got the shield. What's wrong with you! You definitely haven't visited the Arenas page of our Multiplayer section yet!

Marksmanship:

You have excellent accuracy. You're the guy that probably had the golden gun all game or something like that. Or maybe you're just good at hitting your targets, who knows!

Who needs ammo?:

You go into a battle with only 10 bullets, run out of ammo, and then never pick up more.....

Double Kill:

Self-explanatory, you killed two people at once!

Triple Kill:

Three people at once...fancy!

Quad Kill:

Four people at once! Excellent.....

Accuracy

The green star stands for accuracy. This medal is given to the player with the most accuracy.

Head Shot

The yellow star stands for Head Shot. This is given to the player in the game with the most head shots.

KillMaster

The red star stands for KillMaster. This is given to the person in the game with the most kills.

Survivor

The blue star stands for Survivor. This award is given to the player who survived the longest with only one life.

Items

Data Uplink

The Data Uplink creates a link back to the Carrington Institute's hackers, who will either download data to the computer or device to have linked to, or crack the code on an electronic lock remotely. You have to stay close to the object for the uplink to work.

CamSpy

This tiny camera allows you to explore an area and take holographic pictures from quite a distance. It will allow you to see and record thing without putting your self in danger. The CamSpy can go almost anywhere and even open doors.

Night Vision

You can see in the dark with the Night Vision's lenses. Everything will appear green, but the life forms will glow. Of the light suddenly go on, however, you will be blinded.

R-Tracker

The R-Tracker's radar screen will show you the way to whatever item has been set to locate. Objects on the top of the the screen are in front of you-if the blip is a square, the object is on the same level as you. If is is a triangle, the object is below your position.

Combat Boost

It's called a Combat Boost-its effects make it seem like everything has slowed down. It's actually just sped up your reaction time, giving you the upper hand against enemies who are still reacting at a normal, human speed.

X-Ray Scanner

Peek through wall with the X-Ray Scanner. It can see through almost any substance, including lead. The readout is strangely dark, with

bold, glowing streaks of color. It works only at a short range.

Horizon Scanner

This long-range visual scanner allows you to see a wide-angle view of things that are very far away. It's basically a very powerful sort of binocular device. It cannot see through walls or take pictures, but it can zoom in on people or objects.

IR Scanner

A scanner of a different sort, the IR Scanner allows you to see the heat signatures of people and objects. Use it to spot cloaked enemies, cracks or imperfections in walls, or to find your way around in low light.

Cloaking Device

The Cloaking Device allows you to move through a level without being seen. You will see yourself as translucent. When you fire a weapon, however you will blur into view, much like the cloaked enemies do-but firing would blow you cover anyway.

Door Decoder

The Carrington hackers won't be able to help you crack open the safe inside the G5 building, so you'll have to use this automatic door decoder, which is much slower. Place it on the control panel, then defend yourself until it's done.

Comms Rider

Attach the Comms Rider to an antenna outside of the main Area 51 complex to piggyback your communications signal onto the outgoing signal, allowing you to communicate with Carrington. Toss it onto the lowered antenna.

Alien Medpack

Once you have brought Elvis to a safe space in Area 51, revive him with the Alien Medpack. Elvis can be infuriating, but at least you don't have to push him when he's awake, well not much.

ECM Mine

The ECM Mine is used as a jamming device in the very first level to disrupt the internal security system for while. You will need to attach one to the upstairs computer terminal and another to the terminal on the ground floor.

Tracker Bug

There is just one mission, Chicago: Stealth, that requires you to place a bug. It has to be placed so that it isn't detected-the underside or rear of a limousine would be a great place to plant a bug. The Institute will take it from there.

Backup Disk

You are carrying Dr. Carroll's backup personality on a disk when you're down on the Cetan Ship. Use it to restore his personality. He will help you destroy the Cetan megaweapon once his personality is restored.

Target Amplifier

Elvis asks you to place the Target Amplifier on a few targets so that he can destroy them from his spacecraft. The Target Amplifier acts as a beacon, guiding the Maian ship's targeting systems to the correct location.

Although humans like Cassandra de Vries and Trent Easton believe that there is only one Mr. Blonde, this powerful young man is in fact a holographic image disguising a repulsive Skedar warrior. These creatures, which are used to manipulate humans, appear wherever the Skedar feel they need to oversee matters.

Jonathan

Although Joanna superceded his previously untouched accomplishments at the Institute's training facility, Jonathan has the distinct advantage with his many years in the field. Currently undercover inside Area 51, he is well suited to combat and will prove a valuable ally.

U.S. President

The President of the United States is highly intelligent and seeks to do the right thing while negotiating the shaky ground of American politics. Unfortunately, his highest security advisor, Trent Easton, who is willing to go to any length to seize the President's power.

The Skedar

This aggressive race exists for no other reason than to wipe out other life forms. Although they are small serpentlike organisms, they have developed advanced technology that includes massive, mechanized armatures for transportation. They contacted dataDyne because they need help accessing the Cetan Ship that holds the key to Armageddon

Vehicles

Jumpship:

Agile Troop Craft

A small, fast and highly maneuverable agent-deployment craft designed for use in Urban areas. Can be either computer-controlled or remote piloted. It has enough room inside for three to four agents, plus equipment.

Comments:

Used in many covert operations, these fantastic crafts are mostly used by CI. Though very small for a craft, it may be undetected by radars. Great for a little... Surprise?

Missions: DataDyne, Carrington Villa.

Hovercrate:

Gravity-Negation Device

An antigrav device, designed to aid warehouse workers. It is attached to the side of a crate. When activated, AG fields lift the crate and remove some of the inertia.

Comments:

One of these can be found in the hangar of the Carrington Institute, it is mostly used to "go around" CI. See section Secrets/Glitches for details.

Missions:

Area 51, Carrington Institute.

Hoverbike:

Low Altitude Vehicle

A low altitude patrol bike. Uses a small AG unit to hover plus a small but powerful turbine with vectored thrust to move and provide directional control.

Comments:

Can be very fun to ride: Only press "B" twice in front or beside it. But remember that you are still vulnerable to enemy fire. It does not

shield you. To use with caution against a plot of enemies.

Missions:

Carrington Institute, Area 51.

Cleaning HovBot:

Your Helpful Buddy

Keeps the place clean and tidy. Tends to have access to all areas of a building - agents are advised to leave such robots intact where possible as they can unwittingly provide a mean of ingress to sensitive zones.

Comments:

In other words: Don't kill 'em, or sometimes it ends up with a BIG RED Mission Failure. They can provide access to some unauthorized, locked areas. And whatever, why kill such poor electronical things? I don't remember doing you something. Except that they're starting to steal our jobs...

Missions:

DataDyne.

Hovercopter:

Urban AG gunship

An urban patrol and suppression vehicle. Two man-crew, armed with a vulcan cannon on the nose pad, and two wingtip-mounted dumbfire missile pads. Can be taken out with sustained gunfire or, preferably, a well-aimed rocket.

Comments:

Any encounter with these things can prove you fatal. Armed with a thermal detection radar, it can detect you up to miles. His vulcan cannon can easily be avoided, but watch out for the missiles. Even dumb-shot, the power of these explosions can boost you down a building. Try to get out of his sight, then shoot a targeted rocket.

Missions:

DataDyne.

G5 Robot:

Urban Combat Droid

A combat robot designed for urban warfare. Uses an antigrav unit to hover, heavily armed and shielded. Often used to keep unwanted visitors, due to the "Shoot first and don't ask questions later" programming.

Comments:

Can be pretty hard to destroy when shielded. Some times, no protection comes with this guard droid, but he inflicts a great amount of damage. When in group, be prepared for a long, hard battle. Try to avoid these, it could kill you as your turn a corner. Another device equiped with powerful radars, as well as movement and thermal detectors. Very dangerous.

Missions:

Chicago, Crash Site.

A51 Interceptor:

Robotic Air Interceptor

A robotic variant of the Hoverbike, with more powerful AG and turbine units: it can reach Mach 2 with ease, and yet can cruise for hours at walking pace. Although quite well armed, it relies on maneuverability rather than shielding.

Comments:

A strong killer robot, the last thing you could see is only a brown point hovering in the sky. One thing to do if unarmed: Run like you've never run before. Or else, a targeted rocket or some well shot ammo

These heavily guarded, well-hidden labs hold the key to dataDyne future. Within them, techs work on Top-Secret projects aimed at putting dataDyne on the top of the heap.

Comments:

Part of the Lucerne Tower, these labs are very populated. Scientists, guards, hovbots, are just some of them. There is also radioactive areas, that are very restricted within the basement.

Missions:

dataDyne Research - Investigation.

Carrington Villa

Private Coastal Retreat

Owned by the institute (CI), this secluded residence is used by Daniel Carrington as a retreat from the pressures of the Institute. As well as an observatory, it has a power generator and an extensive wine cellar.

Comments:

In other words: Very big villa, though it is the same as the other villa's. Chambers, dining room, kitchen, this one is not very different for the others, except that the wine...

Missions:

Carrington Villa - Hostage One.

Chicago:

Backstreets of the City

A seedy, grimy part of the city of Chicago, now closed to ground traffic. It is here that the G5 Corporation has its headquarters.

Comments:

Watch out. A G5 robot is patrolling the streets, gunning everything in his way. Try to sneak past thru him rather than trying to kill him. He can't be destroyed. Also, many parts remains unexplored, like the PunkPond. This one is just behind the limo.

Missions:

Chicago - Stealth.

G5 Building:

dataDyne Front Corporation

Inside the G5 building is a meeting room, protected by anti-recording safeguards. This is the safest place for dataDyne to formulate confidential plans.

Comments:

This place is really dangerous. Cloaked guards, cameras, alarms, everything can get you detected. Also, remember where you placed the remote mine, so you can easily get out when you've recovered Dr. Carroll personality.

Missions:

G5 Building - Reconnaissance.

Area 51:

Near Groom Dry Lake, Nevada

This section of the extensive facility known as Area 51 is based in the foothills around Groom Dry Lake. Exterior helipads and communication towers hint at the size of the complex beneath ground level.

Comments:

And this ain't no jokes. Compared to the ground level, the basement complex is cannot be visited completely. Way too big, crawling with guards, much things are hidden there. Dissection labs, cryogenic rooms, hangars, this is only a small description of what is lying there. But on the top, you're just having luck stuck I won't tell you where if you get past through. Heavily armed guards, turrets, sentry guns, mine fields, you can get killed as soon as you turn around this corner.

Missions:

Area 51 - Infiltration, Area 51 - Rescue, Area 51 - Escape.

Alaskan Air Base

Brooks Range, Alaska

One of a series of reinforced air bases, available as staging posts for Air Force One. Typically, the Air Base is remote, in an inhospitable region, far away from prying eyes.

Comments:

Well hidden in the mountains, this air base is mostly surrounded by mountains, and the only point of arrival is a small cabin that elevates in the skies. Guards aren't the vital part of this air base: Secrecy is.

Missions:

Air Base - Espionage.

Air Force One:

The President's Airplane

This particular Air Force One is optimized for cold climates, useful when it is based in the north of Alaska. The flight destination is Oslo, Norway.

Comments:

In comparison with its base, this craft is much more secure. Guards are guarding each door, preventing unwanted visitors to see the president. The only way to get in there is to sneak past through, or to look like somebody else working on the AFO.

Missions:

Air Force One - Anti-Terrorism.

Crash Site:

Victoria Island, 71N, 118W

In the rocky snow-covered landscape of the Arctic Circle, the wreckage of the stricken plane has come to rest.

Comments:

A vast area, the perfect spot for snipers. Usually unpopulated, it is now covered with guards, Skedars, Trent Easton with his hostage, the President; the clone of the President and G5 robots. Even sentry turrets are guarding the crashed Skedar ship. This may be one of the most dangerous missions: The enemies using snipers can get you faster than you can.

Missions:

Crash Site - Confrontation.

Pelagic II:

Specialized Deep-Sea Research Ship

Owned by the U.S. Government, the Pelagic II is capable of staging deep-sea diving operations in all-weather conditions. It is the only fully-integrated ocean floor research vessel in the world.

Comments:

Since it's Government property, this ship is well-defended. Equipped with an autopilot system, the only way to stop the operation is to shut it off. Trent wants it badly, so that the Skedars can finally reach the Cetan Ship.

Missions:

Pelagic II - Exploration.

Cetan Ship:

The Most Alien Environment on Earth

A huge ship of Alien construction that has lain on the ocean floor for millions of years.

Comments:

Built by the Cetan, this ship contains the key to the complete destruction of the Humans and of the Maians. A powerful weapon, that can separate the molecules of each particles, so that Earth can be history.

Missions:

Deep Sea - Nullify Threat.

Skedar Assault Ship:

Troop Carrying Spacecraft

An interplanetary assault ship that carries Skedar Warriors to their war zones. Part of the much-reduced Skedar battle fleet.

Comments:

Doomed. If the Skedars would have enough warriors and put them all on this craft, Earth would be completely doomed if they would attack us. Unfortunately, many ships like that were built, and Skedars do have enough troops to attack us. All they need is time.

Missions:

Attack Ship - Covert Assault.

Skedar Homeworld:

The Planet Of The Battle Shrine

A highly arid planet, racked by earthquakes, sandstorms and hurricanes. It is part of a complex solar system that include three suns.

Comments:

The Skedar most holy place, where their Leader lives and all of his subjects obeys to him. A great warrior, indeed, that veneres the God of War. Watch out for the cloaked Skedars.

Missions:

Skedar Ruins - Battle Shrine.

FAQ (Frequently Asked Questions)

Send all Questions to yoshi13n@yahoo.com

What is Perfect Dark?

Perfect Dark is one of the latest games for N64. It is a first person shooter a lot like GlodenEye, in fact it is made by Rare, the same people that made GoldenEye. In my and other people's opinion, it is the best game for N64.

Does Perfect Dark have a cooperative mode?

There is a co-operative and a counter-operative mode in Perfect Dark. The Co-Op mode is wen you play with a human or a computer on a Solo-mission level. Counter-Op is when you play against a human on a Solo-mission level.

When does Perfect Dark come out?

Perfect Dark is already out in America and Canada. It is coming out in Australia on the 16th of June, the UK on the 30th of June, Europe some time in June, and in Japan sometime in October.

Can you jump in Perfect Dark?

No you can not jump in Perfect Dark, and to make it worse, you can still fall of ledges and cliffs.

What are Bots and Simulants, and what do they do?

Simulants are the same as computers and sometimes called bots. These are the people you play against in Solo-missions, 1P Multiplayer and

can even have one on your team in Co-operative. In Multiplayer, you can play against bots of different difficulty and even different personalities. (see Multiplayer section).

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What are the weapons like in Perfect Dark?

The weapons in Perfect Dark are put in to two categories, human and alien. Human guns are the guns primarily used by Joanna, like the Falcon 2, CMP150, and Sniper Rifle. Alien guns are more advanced weapons that are seldom used in Solo-missions, but are favored in Multiplayer. These include the Phoenix, Callisto NTG, and the deadly Farsight XR-20, which has the ability to search for your opponent through walls and shoot through walls at your opponent. For more information on the weapons, visit our mega Weapons section!

Are there any cheats in Perfect Dark?

Yes, and there are over 40 different cheats available to earn through playing Solo-missions. There are 3 ways to earn cheats. Some you get just for beating a certain level, others you get for beating a certain level under a certain time, and a few of them you can get by loading the Perfect Dark GameBoy game into the Transfer Pak.

Do I need a memory pak to save files and faces?

The game can hold up to four saved game files so no Memory Pak is needed. However, you can save your Multiplayer character or a Multiplayer game to a Memory Pak and take it around.

Does Perfect Dark use the expansion pak?

Yes, but it is not required. But the game is not fun at all without it. Only 35% of the game is available without an expansion pak. The only things open to people without an expansion pak is the Multiplayer Challenges, 1-2P Multiplayer, and Eight simulants battle. With the pak you get the full game which includes Solo missions 1-4P multiplayer, 1-2P Co and Counter Operative and all of the things available to the non expansion pak people.

Is there an option to replay levels after beating them?

Yes, it is the same as GoldenEye except you will be able to choose which difficulty you wish to play that level in, instead of having to play all the levels and the same difficulty.

Why does everything get blurry sometimes and how do I get rid of it?

The blurriness is called motion blur. There are three types of motion blur, low moderate, and extreme. You get low motion blur from blows to the face, pistol whipping, and poison gas, moderate motion blur is caused by, tranquilizers, poison knife, crossbows, and radioactive areas. You get extreme motion blur from N-Bombs. The only thing that gets rid of motion blur is walking. So walk it off and try to make out bad guys

How do you find the sixth (6th) weapon in the warehouse level?

Rare never put an available spot for a 6th weapon in the warehouse. You can search all you want, but there is no 6th weapon in the Warehouse.

Is there going to be another Perfect Dark? If so, when?

So far I have not researched much into this matter but as far as I know, Rare has no plans to make a second Perfect Dark.

How do I get to "the special assignments"?

There are four special assignments, you can get them as follows. The

Duel: Get gold medals on all of the guns in the shooting range. Mr. Blonde's Revenge: Beat all missions on Agent mode. Maian SOS: Beat all missions on Special Agent mode. War!: Beat all missions on Perfect Agent mode.

How come I only see the first two solo-mission walkthroughs and I can't click on the rest?

Because our lazy (hehe j/k) webmaster hasn't gotten around to it yet.

I cant win mission 3 in act 9 how do i kill the boss?

I think you mean the Skedar leader, right? When playing him, you should notice a statue that he goes up to every time to recharge his shields. The statue is divided into five parts. Each time the Skedar leader goes to recharge, a section of the statue DOES NOT light up. Shoot the section of the statue that isn't lit up. Keep on doing this until the statue is all gone, then enjoy the cutscene.

On Area 51 Rescue mission I have to find a key card to get into the lab. Where do I find this card?

Blow a hole in the wall, dispatch any guards that may attack then put the lab clothes on and unarm yourself. From the hole opening turn left and go through the first door on the right. Go all the way down the hallway and enter the two doors. Fight the lab technicians and the guards then go into the back of the room into the lab area. There should be one last lab technician, cap him, and take his keycard.

Is motion blur meant to be there or has Rare mucked up with the framerate?

Yes, although annoying and irritating the motion blur IS meant to be there. Its meant to simulate...well I don't know what its meant to simulate but I know its supposed to be there.

How do you move up in multiplayer ranking?

There are several ways to move up in multiplayer ranking. You can beat the challenges, play in the combat simulator against simulants. The more experience you get in fighting the higher rank your character will be.

Can you set the simulants to do things for you, when you are playing with a simulant as team-partner?

To do this, hold down A until the weapons selection screen comes up and then press Z twice. This should take you to a similar looking menu. This menu has options like Hold, Protect, Attack, Grab Breifcase and so on. At the top of the screen is the name of the simulant you are ordering and the weapon they are carrying. At the bottom of the screen is their health and the health of any shield they have. To give the sims orders one by one you simply give one an order then press Z again to cycle through to the next sim. To give all the sims on your team the same order, hold R or L, I'm not sure which, while giving the order. Thanks to Kim Emerson and TheGameMastr for the tip.

On "Area 51 Rescue, for some reason, when I take a right where that single guy is on the upper level, the guy is NOT opening the door. I kill the guy with both guns, and it still does not open. What am I doing wrong?

Well, a guy will only open the door if you left the maintenance man (near the hoverbot in the previous level) alive. If you killed him, go back to the level before and just knock him out. If you are trying to get the Play as Elvis cheat don't worry yourself with that door, it wastes time.

I can get to the very end of "Datadyne: Research" on perfect agent but when I reach the end of it, the door where I'm supposed to meet Dr. Carroll doesn't work. Help me!

Well dude, that means above all things...you didn't do the level perfectly! I mean you didn't complete all the mission objectives. That's the only reason that that final door would be locked.

Are there any secret doors in the multiplayer maps?

Unlike Goldeneye there are no hidden doors in any of the multiplayer levels.

How do you defeat the Skedar king? Do you continually shoot him with all your ammo, or is there an easier way?

The way to beat the Skedar King is to systematically destroy the statue that he uses to charge up his shields. Look up at an earlier question for more detail.

Where can I find the double Phoenix's in the last level (Skedar Ruins)?

Ok, for this you must know the 5 different possible targets to put the amplifiers on. You will only put the amplifiers on three of the targets. If you blow the other two targets up with the devastator two phoenix's will show up just before you step down into the ravine. These guns are invaluable with their explosive shells.

In "Air Force One: Anti-Terrorism" on Perfect Agent I try to hit the auto-pilot button, I've tried everything, it will not go to auto-pilot, what am I doing wrong?

Even though the objectives state saving Air Force One as the fourth objective, do it last. Toss the mine in the umbilical cord BEFORE saving the plane. After you do that, pop in a combat boost and make your way to the cockpit. Then you should be able to save the plane.

In multiplayer mode is there any way to place multiple sentry guns?

Not to my knowledge no, there is no way to place more than one sentry gun at a time. If you do, your previous sentry gun explodes.

Why is it that when I type in the password for the Carrington Institute or Datadyne websites it says Access Denied?????

Well that's easy, because the codes you get are not for the Carrington Institute or Datadyne websites. No one knows for sure what the codes are for. People have theories but Rare will not release why.

How do I get the rest of the stars on the challenges? After I beat them I only get the first star.

The stars are for if you beat a challenge with a buddy (another human player). Up to 3 other people can play with you. Suppose you were to beat the challenge with two human players, that would make the 2nd star appear on the list of that challenge. Three and four would open up if you were to beat the challenge with three or four other human players with you. Although remember, the more human players there are, the more sims there are also.

How do you turn fast movement on 1 player?

There is no option in Perfect Dark for fast movement.

How can you use cheats from one folder on to another?

When at the main screen for selecting your Agent, go over once and you will see an option to copy folders. Just make a copy of your folder and then the cheats will be on that one. There is no way to use cheats from

one folder on a totally different one.

IHow do you beat "Chicago: Stealth" without having the lift close and failing?

Ok, first you grab the equipment by going into the storm drain. Then you go over to the cab and reprogram it. Once you do that the cab will hunt down the police bot patrolling the streets and destroying it. That will draw all the guards out (including the lift door one). Go up and shoot all the guards, then waltz right into the G5 building like you own it! =)

How can I defeat the Skedar Leader?

Ok, when you walk in, fight the leader, wait till he goes back to his statue to recharge and then look at the statue for the pieces that ARE NOT lit up yellow. Shoot at them until they fall off. Keep doing this until all five pieces of the statue are not lit up anymore.

How can I access the missions on Special and Perfect Agent? I've beaten the missions on Agent.

Well there is no reason that can be unless you havent beaten the missions on Agent. Are you or did you use cheats to beat the Agent missions? If so, you won't be able to play the Special and Perfect Agent modes.

What are the Datadyne and Carrington Institute sites for? Are they related to Perfect Dark at all?

As far as I know, no the Datadyne and Carrington Institute sites are not related to Perfect Dark in anyway shape or form. I could be wrong about this though, e-mail me if you people reading this know differently.

I've beaten all the challenges but I still haven't gotten the X-ray Scanner, why?

You don't get the X-ray scanner from beating challenged I don't think. I think you have to see it in single player mode to get it in the Combat Simulator.

On crash site where is the President's health monitor for the first objective??

When you start go straight ahead and right you will see the escape pod. Kill the guards and go right again. You will be in an area where you can see the cockpit of air force one. As you look at it from the front a case with the the presidential scanner ill be just to the left.

How can I get Darksim? I've beaten more than 21 challenges.

You have to beat challenge 25 or 26 i have forgotten which.

How do you put fast movement on solo missions?

You can not turn on any fast movement in perfect dark single player only in the multiplayer combat simulator.

How do you hold your gun sideways?

The pistols turn automatically when you walk close up to someone. A little feature that Rare added to the game.

What is the safest way to destroy the helicopter and guards on "Extraction" on Perfect Agent?

The best way is to go up in the lift to the floor with the other lift computer on. Turn the other lift on go up get the rocket launcher set it to target rocket and kill the hover copter. You can also use a CMP50

but it takes longer and you lose health. TO defeat the body guards near the end you must duck down just behind the stairs and keep peeping round and shooting them one by one, but watch out the one up the top can be tricky.

How come i dont get stars when i try hard to get them?

To get the combat simulator stars you must have 2 human players or more if you only have one then for some reason you will not recive the head shot or the Accuracy star.

Do you know what the milestones are for being promoted?

The milestones are in all different fields and vary. For instance if someone has one 200 games then they may be promoted but someone who has played less games but has killed more will be on the same rank. So in answer to your question no, however, i am going to start work on a ranking chart but it will be a while before it is complete.

How do you beat Area 51 infiltration on secret agent?

This is only a short description. Start the level kill the guards go round the corner blow up the sentry gun go round again destroy the other sentry gun and head towards the tower. Go up in it kill both the guards. Run down the tunnel peep round the corner at the bottom and destroy the sentry gun. By now you should be able to see the comms tower. Kill the guards and blow up the robot interceptors, then press the button on the side of the comms tower and the dish will lower. Aim at the dish and throw the comms rider. Run back up the hill (there will be some guards at the top) throw a grenade through the hole in the fence (this will detonate the mines) go through pick up the rocket launcher and walk towards the little hole you see in the wall. Crouch go through it then go down the ladder and to the room where you have to plant the explosives. Shoot the lasers (little grey boxes on the wall) then place the explosives. Go out and destroy the sentry guns. Pick up the maintenance mans key card (there may be a robot interceptor in the air use the rocket launcher on target rocket to destroy it.) Press the lift panel. Go down in the lift kill the guards go up the stairs round and into the smaller lift go down a floor and finsih in the same place as you did on agent.

How do you kill the skedar leader?

To kill him it is best to have double phoenix. When he moves to the side and fires at you shoot him until he goes back to the center to regenerate. Then the shield on theside prongs of the statue behind him should go down shoot them off one at a time and keep repeating this. Finally he will move back to the middle and the shield on the main spike should go down, shoot it and mission complete.

Are there any push button codes for Perfect Dark?

No, there are currently no push button codes for perfect dark, however, i am going to keep searching for them, I have already said that i will email several to tell them when the Perfect Dark push button codes do come out. If you want me to email you when the codes are released email me (killer6@allpd.com)

How can I get double RCP-45s in Perfect Dark?

Sadly, you cannot have doulbe of ANY classic weapons in Perfect Dark. Sucks I know, but thems the breaks. =(

On Area 52 in multiplayer, Is there a way to access the big archs and walk over them in the level?

There is no way to access the archs in Area 52 according to: Me, people

I have asked, 3 different Perfect Dark strategy guides I have looked in, sorry.

What happens when someone beats all of Perfect Dark?

Well when you beat all the missions on Agent level then you get a new screen in the introduction. When you beat ALL the missions on Perfect Agent mode, then you get the Perfect Mode (aka 007 mode). Other than that, nothing special.

What do the letters in the map section mean?

The letters are the points from where the screenshos of the map were taken. They give you a view of that section of the map.

Do you have any gameboy cheats?

Sorry but currently we do not have any gameboy cheats right now but I will mail any of you that mail me the moment I recieve them.

Why can't I view your walkthroughs?

Well, thats because we haven't finished the walkthroughs. I don't know why though, they should be done and posted for the most part. I guess you'll have to ask Keo.

Why won't my gameshark work for Perfect Dark?

Have you made sure that your Gameshark is an updated one. Old Gamesharks will not work with newer games.

Where do I find the cheats once I've unlocked them?

At the screen after choosing your agent you will see: Solo Missions, Combat Simulator, etc...press right or left then another menu will pop up, school down to "Cheats", select it then choose your cheats.

How do I beat "Area 51: Rescue"?

This level is pretty easy. You start off with your explosive crate, leave it. Take a left and go straight, killing any guards that you encounter. Take the elevator up and take a left once you exit the elevator. Kill the guard in front of you and try to open the door. IF you left the maintenance man in the previous level alive (which I recommend you do, so if you didn' go back and do it) he will open the door for you. You can shoot him or follow him to an elevator, get in it, then go down a couple of stories. Exit go down the long hallway and get the pheonix, turn on explosive shells. Go all the way back to the first elevator you took and go straight (left instead of right) go through the door and take a left, go up the elevator (meanwhile killing any guards you see). Go around the ramp until you come to the end and there should be an X etched into the wall. Shoot that section of the wall with explosive shells. Kill any guards that rush at you, go in the rubble and pick up the disguise. From the hole in the wall take a left and go in the first door on the right. (PUT YOUR GUN AWAY) Go all the way down the hallway, a guard will let you in the door. Meet the scientist in the right of the room. He will unmask you then kill all the guards in the room. Go into the room in that room and kill the technician and take his keycard. Exit the little room then the big room. Go all the way down the hallway open the door and take a right at the first door you encounter. Shoot the guards on the way the room at the end of the hallway. When you enter the room at the end of the hallway shoot all the guards and search each one for the dropped Medlab 2 keycard. Once you have it, go into the operating room in that chamber. Mission Completed.

In challenge 21 once you get the uplink, how do you use it?

Once you pick up the uplink you go up to the computer terminal in the level and press z while having the uplink as your selected weapon. That will activate it, wait until it is done downloading then do it again, each time you do, you get points. Tip: Use the cloaking device if at all possible.

Any tips on how to get all the buddies in Perfect Dark?

Yes, go to the level where you can win a buddy, beat it in a very fast time without dieing. (Yes I'm in a sarcastic mood today)

Where do I go once I've placed all the target amplifiers on the targets, and how do I activate the bridge? (Skedar Level)

After all the target amplifiers are placed, don't go anything, Elvis will destroy the targets from his gunship above you. To activate the bridge just move that piece of rock in the bridge activation room over a square piece of metal (you can't miss it) then the bridge will activate and you can gain access to the deeper parts of the level.

Are there push button codes that we can enter instead of beating the levels?

Nope, not to our knowledge have any push button codes been released. I recommend that you beat the levels to get the cheats...if you don't...then frankly you suck.

How to I escort Cassandra to the helipad, she keeps on dying?

Well my first tip is...don't shoot her! When you enter her office she will pull out a pistol, but just disarm her, then follow her to the helipad.

Do you know of anyplace where I can find cool Perfect Dark sounds?

Sorry, I don't know of any pages with Perfect Dark sounds.

Where is the UFO I have to detach in "Air Force One: Antiterrorism"?

When you are finished talking with the President, go down those nifty lookin stairs and take a right. Open that door and look to your left. You will see a metal tube conencted to Air Force One. Chuck your timed mine in that tube.

I keep on having controller pack problems when I use my rumble pack, any help?

I have never heard of this problem where the system confuses your rumble pack with your controller pack, I'd e-mail Rare with that one.

I heard there is a Nude Code for Perfect Dark, is this true?

I've the same rumor myself, I doubt there is a nude code but I don't know for sure, there could be

Is it possible to use fast mode in the solo-missions to unlock cheats easier?

No, you cannot use cheats or to advance in the solo-missions or to get cheats. Also, you cannot turn on fast-mode in the solo missions - (double question)-

How do I aquire the Laser in the Firing Range?

You can either beat the nessesary challenges or you can encounter the weapon in the solo-missions (Carrington Institute)

I can't get the laser in the CS, I've beaten all the challenges, any help?

There is no general catagory in which you use them in the CS. If you

were to go to the advanced setup and select custom weapons the laser would be in that list.

I saw a screenshot where a MagSec4 was used in the Carrington Institute level, how is this possible?

The person who took the screenshot probably had the All Guns cheat used when he took the screenshot.

Any help beating Blondes Revenge on Secret and Perfect and Perfect Agent?

Ok, the tactic that I used for these levels at those difficulties is conserve your cloaking device and that you should not waste time trying to shoot enemies. Use the "C" keys to dodge thier fire and make your way to Cassandras office as fast as possible. Memorize which sections of the level are locked and which ways you can go

All I can get are the challenges, how do I get the solo missions?

Sorry dude, but you can't have the solo-missions because you don't have the expansion pack in your nintendo. Without the expansion pack you cannot access the solo-missions. You can go to a store and buy a pack or I will sell you mine for a discount price of \$80. Just e-mail me.

How come when 2 of my friends and I play challenges the game freezes? Truth is, when playing Perfect Dark with three people on my system the game has froze before. I don't know why it does it, maybe having three people is overloading the console. Sorry, thats the best answer I can give you.

Can you use cheats to advance in the solo-missions?

No you cannot, Rare made safeguards in order for you cheaters not to be able to cheaply beat the game by using cheats.

How do you use the transfer pack

The transfer pack is sorta like the rumble pack. When you use the transfer pack, you slip the Gameboy game into the transfer pack and put the transfer pack in your controller when you play Perfect Dark.

How come when I try to download stuff from this site I get brought to the Control Panel?

I don't really know why, maybe it is something with your computer. I've downloaded plenty of stuff from this site and its never done that to me. I'll have the tech boys look at it and get back to you on that.

Any help with getting the Super Shield cheat from Carrington Institute? Check the walkthrough section of this website. The walkthroughs for all the cheats should be there.

Where is the bomb in Carrington Institute?

From where you started off in the level. Turn around and go down the ramp then take your first right that comes up. Walk straight and you should come up to a helipad with a Skedar Ship there. The bomb is on the ship in the helipad. Disarm it to complete that objective (after you've beaten all the objectives of course.

In the Warehouse, in the airducts what is that room in the middle where you see the ammo box?

That box and room above was just made so that Rare can fuck with you. Seriously, that room serves no purpose, you cannot go up there. Rare just put it there to amuse themselves whenever someone tries and tries to get to it.

33 Enable All Weapons 50001801 0000

800ACCC9 0001

Challenge Codes

34 Challenge 5 Enabled 80088524 0001

35 Challenge 6 Enabled 8008853E 0001

36 Challenge 7 Enabled 80088558 0001

37 Challenge 8 Enabled 80088572 0001

38 Challenge 9 Enabled 8008858C 0001

39 Challenge 10 Enabled 800885A6 0001

40 Challenge 11 Enabled 800885C0 0001

41 Challenge 12 Enabled 800885DA 0001

42 Challenge 13 Enabled 800885F4 0001

43 Challenge 14 Enabled 8008860E 0001

44 Challenge 15 Enabled 80088628 0001

45 Challenge 16 Enabled 80088642 0001

46 Challenge 17 Enabled 8008865C 0001

47 Challenge 18 Enabled 80088676 0001

48 Challenge 19 Enabled 80088690 0001

49 Challenge 20 Enabled 800886AA 0001

50 Challenge 21 Enabled 800886C4 0001

51 Challenge 22 Enabled 800886DE 0001

52 Challenge 23 Enabled 800886F8 0001

53 Challenge 24 Enabled 80088712 0001

54 Challenge 25 Enabled 8008872C 0001

55 Challenge 26 Enabled 80088746 0001

56 Challenge 27 Enabled 80088760 0001

57 Challenge 28 Enabled 8008877A 0001

58 Challenge 29 Enabled 80088794 0001

59 Challenge 30 Enabled 800887AE 0001

60 All Challenges Finished (Extras Unlocked) 5000041A 0000

800884BD 0001

50001A1A 0000

81088524 0101

61 All Missions Complete 50004002 0000

810A2218 0001

62 2nd And 3rd Stars For Challenges 1-30 Completed 5000201A 0000

810884BE 0101

63 4th Stars For Challenges 1-30 Completed 5000201A 0000

810884C0 0100

Unlock Arena Codes

64 Car Park 800ACCEB 0001

65 Complex 800ACCEC 0001

66 Warehouse 800ACCED 0001

67 Ravine 800ACCEE 0001

68 Temple 800ACCEF 0001

69 G5 Building 800ACCF0 0001

70 Grid 800ACCF1 0001

71 Felicity 800ACCF2 0001

72 Villa 800ACCF3 0001

73 Sewers 800ACCF4 0001

74 Ruins 800ACCF5 0001

75 Base 800ACCF6 0001

76 Fortress 800ACCF8 0001

77 All Arenas Unlocked 50000E01 0000

800ACCEB 0001

Character Stats Modifiers

78 Kills 810AC80E ????

79 Deaths 800AC812 ????

80 Accuracy 810AC82A 03E8

81 Head Shots 810AC837 ????

82 Ammo Used 810AC83A ????
83 Damage Dealt 810AC82E ????
84 Pain Received 810AC832 ????
85 Medals: Accuracy 810AC83E ????
86 Medals: Head Shot 810AC842 ????
87 Medals: Kill Master 810AC846 ????
88 Medals: Survivor 810AC84A ????
89 Title 800AC84C 0014

Low Resolution Image Codes

Car Park

1 Red Door (middle level) 1 801E403D 00??
Area 52
Yellow Door (near glass)
2 Position (how far open) 811E5F00 3F51
3 X-coord 811E5F10 ????
4 y-coord 811E5F14 ????
5 z-coord 811E5F18 ????
6 How high door goes up to 2 811E5E0 ????
7 Speed of Door 3 811E5EEC ????
8 Instant Door removal on open 811E5EF0 2B00
9 Door won't open 801E5E87 0000
10 Walk through door 801E5E8E 0000
11 Door won't open 801E5E8A 0001
Size Mod
12 Mod 1 4 811E5EA0 ????
13 Mod 2 5 811E5EB0 ????
14 Mod 3 6 811E5EC0 ????
Door is Locked (only need one of below)
15 Code 1 801E5EF8 0001
16 Code 2 801E5EF9 0001
17 Code 3 801E5EFA 0001
18 Code 4 801E5EFB 0001
Image Modifier
19 Modifier 7 801E5E89 00??
Felicity
20 Ammo Box at the top of the stairs 811EED4C 0???
811EEDF4 0???
3D Object Mods; Size of gun/ammo in between areas
21 Gun 811EE2AC ????
811EE2BC ????
811EE2CC ????
22 Ammo 811EE324 ????
811EE334 ????
811EE344 ????
811EE3CC ????
811EE3DC ????
811EE3EC ????
23 Door Near Stairs Modifier 8 801EFDE5 00??
1 Player Codes
24 Last Door 801EF3C4 0???
25 Grey Hallway Door 1 801EF4A0 0???
26 Grey Hallway Door 2 801EF57C 0???
27 Grey Hallway Door 3 801EF658 0???
28 Grey Hallway Door 4 801EF734 0???
29 Grey Hallway Door 5 801EF810 0???
30 Entrance to Grey Room 801EF8EC 0???
31 3 Way Hallway Door #1 (single) 801EFD08 0???
32 3 Way Hallway Door #2 (double) 801F0078 0???
801F0154 0???

33 3 Way Hallway Door #3 (double) 801F0230 0???
801F030C 0???
34 Door Past Stairs 801EFDE4 0???
35 Double-door Under Balcony 801EFEC0 0???
801EFF9C 0???
36 Balcony Double-door 801F03EC 0???
801F04C4 0???
37 Inner Bathroom Door 801F05A0 0???
38 Outer Bathroom Door 801F067C 00??
39 Glass 1 801EF9C8 0???
40 Glass 2 801EFA30 0???
41 Grey Hallway Glass 801EFA98 0???
801EFB00 0???
801EFB68 0???
801EFBD0 0???
801EFC38 0???
801EFCA0 0???

2 Player Codes

42 Last door 811E0C94 0???
43 Grey hallway Door 1 811E0D70 0???
44 Grey hallway Door 2 811E0E4C 0???
45 Grey hallway Door 3 811E0F28 0???
46 Grey hallway Door 4 811E1004 0???
47 Grey hallway Door 5 811E10E0 0???
48 Entrance to Grey Room 811E11BFC 0???
49 3 Way Hallway Door #1 (single) 811E15D8 0???
50 3 Way Hallway Door #2 (double) 811E1948 0???
811E1A24 0???
51 3 Way Hallway Door #3 (double) 811E1B00 0???
811E1BDC 0???
52 Door Past Stairs 811E16B4 0???
53 Double-door Under Balcony 811E1790 0???
811E186C 0???
54 Balcony Double-door 811E1CB8 0???
811E1D94 0???
55 Inner Bathroom Door 811E1E70 0???
56 Outer Bathroom Door 811E1F4C 0???
57 Glass 1 811E1298 0???
58 Glass 2 811E1300 0???
59 Grey Hallway Glass 811E1368 0???
811E13D0 0???
811E1438 0???
811E14A0 0???
811E1508 0???

Grid

60 Locked Double Door 1 801E1261 00??
61 Locked Double Door 2 801E1185 00??
62 Lift 1- Bottom Floor 801E182D 00??
63 Lift 2- Bottom Floor 801E1751 00??
64 Lift 1- Top Floor 801E19E5 00??
65 Lift 2- Top Floor 801E1909 00??
66 Door leading to Ramp 801E15D1 00??
67 Door to Glass Window Room #1 801E133D 00??
68 Door to Glass Window Room #2 801E1419 00??
69 Door to Glass Window Room #3 801E14F5 00??

Base

70 Crate Image modifiers 811E7D68 ????
811E7DC4 ????
811E7DC4 ????
811E7DC4 ????

811E7DC4 ????
811E7E20 ????
811E7E7C ????
811E7EDC ????
811E7F34 ????
811E7F90 ????
811E7FEC ????
811E8048 ????
811E80A4 ????
811E8100 ????
811E815C ????
811E81B8 ????
811E8214 ????
811E8270 ????
811E82CC ????
811E8328 ????
811E8384 ????
811E83E0 ????
811E843C ????
811E85AC ????
811E8498 ????
811E84F4 ????
811E8550 ????

Fortress

71 Elevator Modifier 811F275C ????
811F2800 ????
811F28A4 ????
811F29EC ????
811F2A90 ????
811F2B34 ????
811F2BD8 ????
72 Door 1 811F2C6C ????
73 Door 2 811F2D48 ????
74 Door 3 811F2E24 ????
75 Door 4 811F2F00 ????
76 Door 5 811F2FDC ????
77 Door 6 811F30B8 ????
78 Door 7 811F3194 ????
79 Door 8 811F3270 ????
80 Door 9 811F334C ????
81 Door 10 811F3428 ????
82 Door 11 811F3504 ????
83 Door 12 811F35E0 ????

Number Comments

1 ??= FF FREEZE
E8 Blue ruins wall
E7 Rock blocking ladder in Skedar Ruins
AF FREEZE
AE Yellow Door (default)
AD Brown Door G5 Building
AC Brown Wall with grooves?
AB E?ploded wall!
AA Chicago wall to put mine on
A9 E?ploded wall!
A8 Darker Wall like Chicago wall to put mine on
A7 FREEZE
A6 Piece of wall?
A5 Piece of wall?
A4 Mainframe?

A3 Pipes door/wall
A2 Pipes door/wall
A1 Pipes door/wall
A0 Mainframe?
9F Mainframe from Area 51
9E ? Nothing
9D Safe Door G5 Building
9C Bright red line and ball!!! (in game?)
9B dataDyne Elevator Door
9A dataDyne Elevator Door
99 Lab Door?
98 Lab Door?
97 FREEZE
96 Sector Three Small Door
95 Sector Three Small Door
94 Lab Door?
93 Pipes door/wall
92 Caution Small Lab Door
91 ? Nothing
90 Lab Door?
8F Lab Door?
8E Lab Door?
8D ? Nothing
8C ? Nothing
8B Sector One Small Door
8A Red door?
89 Lockers?
88 Red door?
87 Blue police car!!!
86 ? Nothing
85 FREEZE
84 Stone door w/ outline of person from dataDyne Central
83 Stone door w/ outline of person from dataDyne Central
82 Fancy Door Air Force 1/ dDHQ
81 Solid Blue Door from various levels
80 Triangle G5 Brown Door
7F Big Brown G5 Door
7E Brown G5 Door
7D Blue Door w/ small glass slot from G5 Building
7C Red eye-like door from Covert Assault
7B Red eye-like door from Covert Assault
7A Blue wall?
79 Blue wall?
78 Big green door
77 Green door (very nice!)
76 Blue head w/ yellow eyes?
75 Blue frame?
74 Blue frame?
73 Blue
72 Blue
71 Map Covert Assault
70 Map Covert Assault
6F Yellow Door Covert Assault
6E Blue-lined ruins door
6D Pillar Skedar Ruins
6C ? Outline of something
6B Wall from ruins
6A Wall from ruins
69 Alien drawing from area 51
68 Board from Area 51

67 Piece of wall?
66 Small thing from some level
65 White door?
64 White door?
63 Office chair?
62 White frame?
61 FREEZE
60 FREEZE
2 3E7F only a little
3 36A3 - slow
4 Normal 3D33
5 Normal 3D88
6 Normal 3E24
7 ??= FF FREEZE
E8 Blue ruins wall
E7 Rock blocking ladder in Skedar Ruins
AF FREEZE
AE Yellow Door (default)
AD Brown Door G5 Building
AC Brown Wall with grooves?
AB E?ploded wall!
AA Chicago wall to put mine on
A9 E?ploded wall!
A8 Darker Wall like Chicago wall to put mine on
A7 FREEZE
A6 Piece of wall?
A5 Piece of wall?
A4 Mainframe?
A3 Pipes door/wall
A2 Pipes door/wall
A1 Pipes door/wall
A0 Mainframe?
9F Mainframe from Area 51
9E ? Nothing
9D Safe Door G5 Building
9C Bright red line and ball!!! (in game?)
9B dataDyne Elevator Door
9A dataDyne Elevator Door
99 Lab Door?
98 Lab Door?
97 FREEZE
96 Sector Three Small Door
95 Sector Three Small Door
94 Lab Door?
93 Pipes door/wall
92 Caution Small Lab Door
91 ? Nothing
90 Lab Door?
8F Lab Door?
8E Lab Door?
8D ? Nothing
8C ? Nothing
8B Sector One Small Door
8A Red door?
89 Lockers?
88 Red door?
87 Blue police car!!!
86 ? Nothing
85 FREEZE
84 Stone door w/ outline of person from dataDyne Central

83 Stone door w/ outline of person from dataDyne Central
82 Fancy Door Air Force 1/ dDHQ
81 Solid Blue Door from various levels
80 Triangle G5 Brown Door
7F Big Brown G5 Door
7E Brown G5 Door
7D Blue Door w/ small glass slot from G5 Building
7C Red eye-like door from Covert Assault
7B Red eye-like door from Covert Assault
7A Blue wall?
79 Blue wall?
78 Big green door
77 Green door (very nice!)
76 Blue head w/ yellow eyes?
75 Blue frame?
74 Blue frame?
73 Blue
72 Blue
71 Map Covert Assault
70 Map Covert Assault
6F Yellow Door Covert Assault
6E Blue-lined ruins door
6D Pillar Skedar Ruins
6C ? Outline of something
6B Wall from ruins
6A Wall from ruins
69 Alien drawing from area 51
68 Board from Area 51
67 Piece of wall?
66 Small thing from some level
65 White door?
64 White door?
63 Office chair?
62 White frame?
61 FREEZE

8 ??= FF FREEZE
CF FREEZE
B9 FREEZE
B8 little fin?
B7 Facility Door
B6 Facility Door (one in code)
B5 ? Thing
B4 Cetan Ship Door
B3 dataDyne Door
B2 ? Blue/Orange Sided
B1 ? 3D object
B0 ? Thing
AF Red w/ White Stripe Air Base Door
AE Blue eye-looking door from Covert Assault
AD Blue eye-looking door from Covert Assault
AC FREEZE
AB Blue Covert Assault Door
AA Terminal to turn on turrets in Carrington Institute
A9 Big Sliding Triangular Pieced Door from Area 51
A8 Stone to push to get bridge to activate from Ruins
A7 Light?
A6 Piece of a circuit
A5 Stone wall?
A4 Piece of Ruins?

A3 Presidential Seal Door
A2 ? Table ?
A1 ? Maybe piece of metal ?
A0 camspy
9F ? Round thing
9E ? Blue thing
9D ? Little knob
9C Presidential Briefcase from safe in Air Base
9B Blue piece ?
9A Skedar Bomb from Mr. Blonde's Revenge
99 ? Piece of Metal
98 ? Little knob
97 ? Little red knob
96 BAFTA Award
95 ? Little red thing
94 dataDyne Door
93 Very small metal item
92 Pelagic II Door no glass
91 ? Frame ?
90 Presidential Escape Pod
8F Door on Side of Air Force One that cannot be opened
8E FREEZE
8D Blue piece ?
8C Piece from Ruins
8B laser grid shut-off switch from G5 Building
8A Alarm G5 Building
89 Metal Piece ?
88 Thing w/ buttons
87 Decal Brown Door from Air Force One and dDCentral: Defection
86 White w/ red-top door
85 Lamp
84 A51 Arrow Door
83 A51 Door
82 Blue vest?
81 Keycard
80 RAREWARE LOGO
7F FREEZE
7E Hangar Door Covert Assault
7D Red Door (probably Covert Assault)
7C Red Door from Carrington Institute
7B Table?
7A FREEZE
79 FREEZE
78 FREEZE
77 bright red/blue thing?
76 bo?
75 white bo?
74 Grate chair
73 Frame ?
72 Glass chair?
71 Three pronged wooden holder
70 Shield Generator from Covert Assault
6F Blue frame (Dampening Field terminal w/o image)
6E Couch
6D Brown Chair?
6C Yellow/Blue/Brown Chair?
6B Chair
6A Couch w/ pillows from Villa
69 Brown Chair
68 Brown Chair

67 Brown Frame?
66 Brown Frame?
65 Chair?
64 Black frame?
63 Chair w/ black parts
62 Frame piece w/ brown center
61 Frame piece?
60 Chair w/ bright brown back?
5F FREEZE
5E Fancy Chair Big
5D Fancy Chair Big
5C Jigsaw Door w/ Diamond
5B Clothes from Locker Area 51
5A Torch from Skedar King in Ruins cut-scene!!!
59 Fancy Chair Small
58 Fancy Chair Small
57 FREEZE
56 Terminal
55 Terminal w/ bottom part
54 Green light on white
53 CD w/ red/yellow lights outside
52 Yellow light on white
51 Red panel w/ white
50 Dr. Carrol w/ one eye
4F Dr. Carrol w/ one eye
4E ? Stone
4D ? Stone
4C Target from Shooting Range!!!
4B FREEZE
4A FREEZE
49 Alien te?t/computer
48 Door opened by shooting light in Cetan Ship
47 Door opened by shooting light in Cetan Ship
46 The little light shot in Cetan Ship to Open Doors
45 Door opened by shooting light in Cetan Ship
44 FREEZE
43 Little brown pointy thing
42 Air Force One!!!
41 FREEZE
40 A viewscreen???
3F FREEZE
3E FREEZE
3D FREEZE
39 Green thing
38 Radioactive Isotope
37 Light
36 SKULL AND CROSSBONES on brown wall. BETA!?!?
35 Small blue thing
34 Skedar Ruins Wall
33 Skedar Ruins Wall
32 Skedar Ruins Wall
31 Wall?
30 Blue Wall Pelagic II?
2F Combat Boost
2E Little metal piece?
2D Little wall?
2C little wall?
2B Locker door
2A Green center w/ four yellow dots
29 Pointed Thing

28 FREEZE
27 Limousine
26 Alien MedPak
25 Pelagic II Door w/ glass hole
24 FREEZE
23 Little piece of metal
22 Little piece of metal
21 Three red spikes on a white thing
20 Diamond design?
1F Wheel design?
1E FREEZE
1D FREEZE
1C Rectangle
1B Rectangle
1A Rectangle
19 Rectangle
18 Rectangle
17 Rectangle
16 Tower and Beach Carrington Villa
15 Pointy

Challenges Completed Codes

Star 1

1 Level 1 800884BD 0001
2 Level 2 800884D7 0001
3 Level 3 800884F1 0001
4 Level 4 8008850B 0001
5 Level 5 81088524 0101
6 Level 6 8108853E 0101
7 Level 7 81088558 0101
8 Level 8 81088572 0101
9 Level 9 8108858C 0101
10 Level 10 810885A6 0101
11 Level 11 810885C0 0101
12 Level 12 810885DA 0101
13 Level 13 810885F4 0101
14 Level 14 8108860E 0101
15 Level 15 81088628 0101
16 Level 16 81088642 0101
17 Level 17 8108865C 0101
18 Level 18 81088676 0101
19 Level 19 81088690 0101
20 Level 20 810886AA 0101
21 Level 21 810886C4 0101
22 Level 22 810886DE 0101
23 Level 23 810886F8 0101
24 Level 24 81088712 0101
25 Level 25 8108872C 0101
26 Level 26 81088746 0101
27 Level 27 81088760 0101
28 Level 28 8108877a 0101
29 Level 29 81088794 0101
30 Level 30 810887AE 0101
31 All Levels (GS 3.0 Or Higher Needed!) 50001E1A 0000
800884BD 0001

Star 2

32 Level 1 800884BE 0001
33 Level 2 800884D8 0001
34 Level 3 800884F2 0001
35 Level 4 8008850C 0001

36 Level 5 80088526 0001
37 Level 6 80088540 0001
38 Level 7 8008855A 0001
39 Level 8 80088574 0001
40 Level 9 8008858E 0001
41 Level 10 800885A8 0001
42 Level 11 800885C2 0001
43 Level 12 800885DC 0001
44 Level 13 800885F6 0001
45 Level 14 80088610 0001
46 Level 15 8008862A 0001
47 Level 16 80088644 0001
48 Level 17 8008865E 0001
49 Level 18 80088678 0001
50 Level 19 80088692 0001
51 Level 20 800886AC 0001
52 Level 21 800886C6 0001
53 Level 22 800886E0 0001
54 Level 23 800886FA 0001
55 Level 24 80088714 0001
56 Level 25 8008872E 0001
57 Level 26 80088748 0001
58 Level 27 80088762 0001
59 Level 28 8008877C 0001
60 Level 29 80088796 0001
61 Level 30 800887B0 0001
62 All Levels (GS 3.0 Or Higher Needed!) 50001E1A 0000
800884BE 0001
Star 3
63 Level 1 800884BF 0001
64 Level 2 800884D9 0001
65 Level 3 800884F3 0001
66 Level 4 8008850D 0001
67 Level 5 80088527 0001
68 Level 6 80088541 0001
69 Level 7 8008855B 0001
70 Level 8 80088575 0001
71 Level 9 8008858F 0001
72 Level 10 800885A9 0001
73 Level 11 800885C3 0001
74 Level 12 800885DD 0001
75 Level 13 800885F7 0001
76 Level 14 80088611 0001
77 Level 15 8008862B 0001
78 Level 16 80088645 0001
79 Level 17 8008865F 0001
80 Level 18 80088679 0001
81 Level 19 80088693 0001
82 Level 20 800886AD 0001
83 Level 21 800886C7 0001
84 Level 22 800886E1 0001
85 Level 23 800886FB 0001
86 Level 24 80088715 0001
87 Level 25 8008872F 0001
88 Level 26 80088749 0001
89 Level 27 80088763 0001
90 Level 28 8008877D 0001
91 Level 29 80088797 0001
92 Level 30 800887B1 0001
93 All Levels (GS 3.0 Or Higher Needed!) 50001E1A 0000

800884BF 0001

Star 4

94 Level 1 800884C0 0001

95 Level 2 800884DA 0001

96 Level 3 800884F4 0001

97 Level 4 8008850E 0001

98 Level 5 80088528 0001

99 Level 6 80088542 0001

100 Level 7 8008855C 0001

101 Level 8 80088576 0001

102 Level 9 80088590 0001

103 Level 10 800885AA 0001

104 Level 11 800885C4 0001

105 Level 12 800885DE 0001

106 Level 13 800885F8 0001

107 Level 14 80088612 0001

108 Level 15 8008862C 0001

109 Level 16 80088646 0001

110 Level 17 80088660 0001

111 Level 18 8008867A 0001

112 Level 19 80088694 0001

113 Level 20 800886AE 0001

114 Level 21 800886C8 0001

115 Level 22 800886E2 0001

116 Level 23 800886FC 0001

117 Level 24 80088716 0001

118 Level 25 80088730 0001

119 Level 26 8008874A 0001

120 Level 27 80088764 0001

121 Level 28 8008877E 0001

122 Level 29 80088798 0001

123 Level 30 800887B2 0001

124 All Levels (GS 3.0 Or Higher Needed!) 50001E1A 0000

800884C0 0001

High Resolution Enable Cheat Codes

Combat Simulator

1 Unlock All Simulant Types, Unlock 1-hit kills 800ACCE1 0001

800ACCE2 0001

800ACCE4 0001

2 Unlock Capture/Hold the Briefcase, Unlock Slow Motion 800ACCE5 0001

800ACCE8 0001

800ACCE9 0001

3 Unlock Warehouse, Carpark, Temple, Complex levels 800ACCEB 0001

800ACCEC 0001

800ACCED 0001

800ACCEF 0001

4 Unlock Ravine, G5 Building, Grid, Felicity(Facility), Villa, Sewers,

Ruins, Base, Fortress 800ACCEE 0001

800ACCF0 0001

800ACCF1 0001

800ACCF2 0001

800ACCF3 0001

800ACCF4 0001

800ACCF5 0001

800ACCF6 0001

800ACCF8 0001

5 Unlock Have 8 Simulants 800ACD08 0001

6 Unlock Pop A Cap, Hacker Central 800ACD15 0001

800ACD16 0001

7 Unlock Laser Weapon 800ACD17 0001
8 Unlock Falcon 2(Silencer), Superdragon, Slayer 800ACCCB 0001
800ACCCC 0001
800ACCCD 0001
9 Unlock Falcon 2(Scope), Mauler, Phoenix 800ACCCE 0001
800ACCCF 0001
800ACCD0 0001
10 Unlock Gold Magnum (DY-357-LX), Callisto NTG, Laptop Gun 800ACCD1
0001
800ACCD2 0001
800ACCD3 0001
11 Unlock RC-P120, Shotgun, Reaper 800ACCD5 0001
800ACCD6 0001
800ACCD7 0001
12 Unlock Grenade Launcher Set, Devestator, Crossbow, N-Bomb 800ACCD8
0001
800ACCD9 0001
800ACCD A 0001
13 Unlock Proximity Mine, Proximity Mine Set, Remote Mine, X-Ray
Scanner 800ACCD B 0001
800ACCD C 0001
800ACCD D 0001
14 Unlock Cloaking Device, Combat Boost 800ACCD F 0001
800ACCE0 0001
800ACCE1 0001
15 Unlock Golden Magnum Set 800ACCCD 0001
800ACCD1 0001
16 Unlock Heavy Set 800ACCC8 0001
800ACCCB 0001
800ACCCF 0001
800ACCD0 0001
800ACCD1 0001
800ACCD2 0001
800ACCD3 0001
800ACCD4 0001
800ACCD5 0001
800ACCD6 0001
800ACCD7 0001
Unlock Cheats
17 Unlock Jo Shield, Super Shield, Enemy Shields, Enemy Rockets,
Farsight, Unlimited Ammo 800A226A 0001
800A2273 0001
800A2275 0001
18 Unlock Hit and Run(Buddy), Sniper Rifle, Classic Sight, Marquis of
Queensbury Rules, 2 Cinemas, have mission 1.1 finished with 2 stars and
mission 2.2 opened, and soundtrack music 800A2220 0001
800A2223 0001
800A2235 0001
19 Unlock Hotshot(Buddy), Psychosis Gun, Cloaking Devise(Invisibility),
DK Mode, Small Jo, Small Characters, and more soundtrack music
800A223D 0001
800A223F 0001
800A2247 0001
20 Unlock Team Heads Only, Play as Elvis, Laptop Gun, Unlimited Ammo:
Laptop Sentry Gun, Unlimited Ammo: No Reloads, X-Ray Scanner, and more
music 800A224F 0001
800A2259 0001
800A2261 0001
21 Unlock Phoenix, R-Tracker/Weapon Chache Locations, All Guns,
Alien(Buddy), War!(Special Assignment), Mr. Blonde's Revenge(Special

Assignment), Maian S.O.S(Special Assignment), and more music 800A227D
0001
800A2285 0001
800AA5A0 0001
22 Unlock Perfect Darkness Cheat 800A2262 0001
23 Unlock Cheat Slo-mo Single Player, Unlock Pugilist(Buddy), Have
missions 1.1 and 1.2 beaten on Perfect Agent 800A2225 0001
800A2228 0001
800A2229 0001
800A222A 000

High Resolution Misc.

Change Color Of Menu Modifiers

1 Perfect Menu (Joanna's Room) 1 80073A5C 00??
2 Perfect Menu (when you press start) 80073A74 00??
3 Cheats 80074368 00??
4 Fun 80073D24 00??
5 Gameplay 80073E40 00??
6 Weapons for Jo in Solo 80073F5C 00??
7 Classic Weapons for Jo in Solo 80074078 00??
8 Weapons 80074194 00??
9 Buddies 80074274 00??
10 Cinema 80073968 00??
11 Mission Select (solo,co-op,co co-op) 800739A8 00??
12 Weapons Availible (firing range comp) 8007352C 00??
13 Status 800736C0 00??
14 Abort 80073600 00??
15 Enter Agent Name 80074D80 00??
16 Game Files 80074EE0 00??
17 Perfect Dark 80074F34 00??
18 Copy File 80074A34 00??
19 Delete File 800749CC 00??
20 Select Location 80074858 00??
21 Controller Pak Menu 80074C38 00??
22 Audio/Visual 80074FEC 00??
23 Player Setup 800750A4 00??
24 Small but Perfect Menu 80075294 00??
25 Drop Out 800752FC 00??
26 Objectives 800756E8 00??
80075718 00??
80075730 00??
27 Mission Time 80075998 00??
28 Target Time 800759AC 00??

Gun Function Modifiers

Falcon 2:

29 1st 2 8106B73E ????
30 2nd 8106B742 ????

Falcon 2 (silencer):

31 1st 8106B7DE ????
32 2nd 8106B7E2 ????

Falcon 2 (scope):

33 1st 8106B78E ????
34 2nd 8106B792 ????

MagSec 4:

35 1st 8106BA1A ????
36 2nd 8106BA1E ????

Mauler:

37 1st 8106C176 ????
38 2nd 8106C17A ????

Phoenix:

39 1st 8106BF4A ????

40 2nd 8106BF4E ????

DY357 Magnum:

41 1st 8106BD52 ????

42 2nd 8106BD56 ????

DY357-LX:

43 1st 8106BDA2 ????

44 2nd 8106BDA6 ????

CMP150:

45 1st 8106C3DA ????

46 2nd 8106C3DE ????

Cyclone:

47 1st 8106C586 ????

48 2nd 8106C58A ????

Callisto NTG:

49 1st 8106C85E ????

50 2nd 8106C862 ????

RC-P120:

51 1st 8106C6EA ????

52 2nd 8106C6EE ????

Laptop Gun:

53 1st 8106D182 ????

54 2nd 8106D186 ????

Dragon:

55 1st 8106C9AE ????

56 2nd 8106C9B2 ????

K7 Avenger:

57 1st 8106CF6E ????

58 2nd 8106CF72 ????

AR34:

59 1st 8106CD96 ????

60 2nd 8106CD9A ????

SuperDragon:

61 1st 8106CBE6 ????

62 2nd 8106CBEA ????

Shotgun:

63 1st 8106D302 ????

64 2nd 8106D306 ????

Reaper:

65 1st 8106D506 ????

66 2nd 8106D50A ????

Sniper Rifle:

67 1st 8106E69E ????

68 2nd 8106E6A2 ????

Farsight XR-20:

69 1st 8106E0A6 ????

70 2nd 8106E0AA ????

Devastator:

71 1st 8106DA0A ????

72 2nd 8106DA0E ????

Rocket Launcher:

73 1st 8106D6E2 ????

74 2nd 8106D6E6 ????

Slayer:

75 1st 8106D856 ????

76 2nd 8106D85A ????

Combat Knife:

77 1st 8106F126 ????

78 2nd 8106F12A ????

Crossbow:

79 1st 8106E2BA ????

80 2nd 8106E2BE ????

Tranquilizer:

81 1st 8106E492 ????

82 2nd 8106E496 ????

Grenade:

83 1st 8106DE9E ????

84 2nd 8106DEA2 ????

N-Bomb:

85 1st 8106DF4A ????

86 2nd 8106DF4E ????

Timed Mine:

87 1st 8106DAE6 ????

88 2nd 8106DAEA ????

Proximity Mine:

89 1st 8106DC8E ????

90 2nd 8106DC92 ????

Remote Mine:

91 1st 8106DC06 ????

92 2nd 8106DC0A ????

Combat Boost:

93 1st 8106F47E ????

94 2nd 8106F482 ????

PP9i:

95 1st 8106E872 ????

CC13:

96 1st 8106E92E ????

KLO1313:

97 1st 8106E9E6 ????

KF7 Special:

98 1st 8106EA9E ????

ZZT (9mm):

99 1st 8106EB56 ????

DMC:

100 1st 8106EC0E ????

AR53:

101 1st 8106ECC6 ????

RC-P45:

102 1st 8106ED7E ????

Psychosis Gun

103 1st 8106E536 ????

Tester (beta gun):

104 1st 8106FEDE ????

Rocket Launcher (beta item):

105 1st 8106FE2A ????

Item Function Modifiers

106 Data Uplink 3 8106F7DA ????

107 Horizon Scanner 8106F35E ????

108 X-Ray Scanner 8106F73A ????

109 IR-Scanner 8106F54E ????

110 Jamming Device 8106DD4E ????

2x Guns

111 Callisto NTG 4 8006C896 00F6

112 RC-P120 8006C722 00F6

113 Laptop Gun 8006D1BA 00B6

114 Dragon 8006C9E6 0076

115 K7 Avenger 8006CFA6 0036

116 AR34 8006CDCE 0076

117 SuperDragon 8006CC1E 0076

118 Shotgun 8006D33A 0076

119 Reaper 8006D53E 0036
120 Sniper Rifle 8006E6D2 0076
121 Farsight XR-20 8006E0DE 0076
122 Devastator 8106DA42 7250
123 Rocket Launcher 8106D71A 7250
124 Slayer 8106D88E 7250
125 Crossbow 8006E2F2 0036
126 Tranquilizer 8006E4CA 00F6
127 Devastator 8006DA42 0072
8006DA43 0050
128 Rocket Launcher 8006D71A 0072
8006D71B 0050
129 Slayer 8006D88E 0072
8006D88F 0050
130 Grenade 8006DED6 00B6
131 N-Bomb 8006DF82 00B6
132 Timed Mine 8006DB1E 0036
133 Proximity Mine 8006DCC6 0036
134 Psychosis Gun 8006E56E 00F6

Number Comments

1 00: Blue, I think
01: Blue
02: Red
03: Green
04: White
05: Lighter white
06: Invisible
07 and up: I did not list them all, but through quite ways there is invisible ones and some strange neon ones around 15.
2 Falcon 2's and Falcon 2's (scope) single shot: B634
Falcon 2's (silencer) single shot: B674
All Falcon 2's pistol whip: B6B4
MagSec 4's single shot: B970
MagSec 4's 3 round burst: B9B0
Mauler's single shot: C0CC
Mauler's charge-up shot: C10C
Phoenix's single shot: BEA0
Phoenix's explosive shells: BEE0
DY357 Magnum's single shot: BC5C
DY357-LX's single shot: BC9C
Both DY357's pistol whip: BCDC
CMP150's rapid fire: C308
CMP150's follow lock on: C35C
Cyclone's rapid fire: C4B4
Cyclone's magazine discharge: C508
Callisto NTG's rapid fire: C78C
Callisto NTG's high impact shells: C7E0
RC-P120's rapid fire: C64C
C-P120's cloak: C6A0
Laptop Gun's burst fire: D0E0
Laptop Gun's deploy as sentry gun: D134 (glitchy!)
Dragon's rapid fire: C90C
Dragon's proximity self destruct: C960 (glitchy!)
K7 Avenger's burst fire: CE9C
K7 Avenger's threat detector: CEF0
AR34's burst fire: CCC4
AR34's use scope: CD18
SuperDragon's rapid fire: CAF0
SuperDragon's grenade launcher: CB44

Shotgun's shotgun fire: D258
Shotgun's double blast: D298
Reaper's reapege: D43C
Reaper's grinder: D490
Sniper Rifle's single shot: E64C
Sniper Rifle's crouch: E66C
Farsight XR-20's rail-gun effect: DFF8
Farsight XR-20's target locator: E038
Devastator's grenade launcher: D914
Devastator's wall hugger: D978
Rocket Launcher's rocket launch: D5F0
Rocket Launcher's targeted rocket: D654
Slayer's rocket launch: D764
Slayer's fly-by-wire rocket: D7C8
Combat Knife's knife slash: F08C
Combat Knife's throw poison knife: F0D8
Crossbow's sedate: E224
Crossbow's instant kill: E1C0
Tranquilizer's sedate: E3D4
Tranquilizer's lethal injection: E414
Grenade's 4-second fuse: DE2C
Grenade's proximity pinball: DE50
N-Bomb's impact detenation: DED8
N-Bomb's proximity detenation: DEFC
Timed Mine's timed explosive: DA98
Proximity Mine's proximity explosive: DC4D
Timed and Proximity Mine's threat detector: DA44
Remote Mine's remote explosive: DB94
Remote Mine's detenation: DBB8
Combat Boost's boost: F414
Combat Boost's revert: F434
PP9i's single shot: E808
CC13's single shot: E8C4
KLO1313's rapid fire: E968
KF7 Special's burst fire: EA20
ZZT (9mm)'s rapid fire: EAD8
DMC's rapid fire: EB90
AR53's burst fire: EC48
RC-P45's rapid fire: ED00
Psychosis Gun's Infect: E4E0
Tester (beta): FE74
Rocket Launcher (beta): FD9C
3 Suicide Pill: F01C
IR-Scanner: F520
X-Ray Scanner: F70C
Jamming Device: DD00
Horizon Scanner: F314
Data Uplink: F7A4
4 These work in all resoultions

High Resolution Multiplayer Codes

P1 Codes

1 Infinite Health 1 D01BCF0F 001E
811BB78C 3F80
D01BCF0F 001E
811BB77C 3F80
2 Infinite Shields D01BCF0F 001E
811BB790 3F80
3 All Guns D01BCF0F 001E
801BCF10 0007

4 Infinite Ammo Right Gun D01BCF0F 001E
801BBE7B 00FF
5 Infinite Ammo Left Gun D01BCF0F 001E
801BC69F 00FF
6 Moon Jump (Press B) D009C7E4 0040
811BB720 40F2
D009C7E4 0040
801BB6D3 0000
7 Force P1 To Use Cloaking Devices 801BB767 0040
Infinite Ammo (On Clip)
8 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D01BCF0F 001E
801BCE4F 00FF
9 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D01BCF0F 001E
801BCE53 00FF
10 Crossbow D01BCF0F 001E
801BCE57 00FF
11 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D01BCF0F 001E
801BCE5B 00FF
12 Shotgun D01BCF0F 001E
801BCE5F 00FF
13 FarSight XR-20 D01BCF0F 001E
801BCE63 00FF
14 Grenade D01BCF0F 001E
801BCE67 00FF
15 Rocket Launcher D01BCF0F 001E
801BCE6B 00FF
16 Combat Knife D01BCF0F 001E
801BCE6F 00FF
17 DY357 Magnum & DY357-LX D01BCF0F 001E
801BCE73 00FF
18 Devastator D01BCF0F 001E
801BCE77 00FF
19 Remote Mine D01BCF0F 001E
801BCE7B 00FF
20 Proximity Mine D01BCF0F 001E
801BCE7F 00FF
21 Timed Mine D01BCF0F 001E
801BCE83 00FF
22 Reaper D01BCF0F 001E
801BCE87 00FF
23 N-Bomb D01BCF0F 001E
801BCE93 00FF
24 Tranquilizer D01BCF0F 001E
801BCE97 00FF
25 Combat Boost D01BCF0F 001E
801BCE9F 00FF
26 Psychosis Gun D01BCF0F 001E
801BCEA3 00FF
27 All Guns D01BCF0F 001E
50001604 0000
801BCE4F 00FF
P2 Codes
28 Infinite Health D01BEB7F 001E
811BD3FC 3F80
D01BEB7F 001E
811BD3EC 3F80
29 Infinite Shields D01BEB7F 001E

811BD400 3F80
30 All Guns D01BEB7F 001E
801BEB80 0007
31 Infinite Ammo Right Gun D01BEB7F 001E
801BDB6B 00FF
32 Infinite Ammo Left Gun D01BEB7F 001E
801BE30F 00FF
33 Moon Jump (Press B) D009C7EC 0040
811BD390 40F2
D009C7EC 0040
801BD343 0000
34 Force P2 To Use Cloaking Devices 801BD3D7 0040
Infinite Ammo (On Clip)
35 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D01BEB7F 001E
801BEABF 00FF
36 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D01BEB7F 001E
801BEAC3 00FF
37 Crossbow D01BEB7F 001E
801BEAC7 00FF
38 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D01BEB7F 001E
801BEACB 00FF
39 Shotgun D01BEB7F 001E
801BEACF 00FF
40 FarSight XR-20 D01BEB7F 001E
801BEAD3 00FF
41 Grenade D01BEB7F 001E
801BEAD7 00FF
42 Rocket Launcher D01BEB7F 001E
801BEADB 00FF
43 Combat Knife D01BEB7F 001E
801BEADF 00FF
44 DY357 Magnum & DY357-LX D01BEB7F 001E
801BEAE3 00FF
45 Devastator D01BEB7F 001E
801BEAE7 00FF
46 Remote Mine D01BEB7F 001E
801BEAEB 00FF
47 Proximity Mine D01BEB7F 001E
801BEAEF 00FF
48 Timed Mine D01BEB7F 001E
801BEAF3 00FF
49 Reaper D01BEB7F 001E
801BEAF7 00FF
50 N-Bomb D01BEB7F 001E
801BEB03 00FF
51 Tranquilizer D01BEB7F 001E
801BEB07 00FF
52 Combat Boost D01BEB7F 001E
801BEB0F 00FF
53 Psychosis Gun D01BEB7F 001E
801BEB13 00FF
54 All Guns D01BEB7F 001E
50001604 0000
801BEABF 00FF
P3 Codes
55 Infinite Health D01C07EF 001E
811BF06C 3F80

D01C07EF 001E
811BF05C 3F80
56 Infinite Shields D01C07EF 001E
811BF070 3F80
57 All Guns D01C07EF 001E
801C07F0 0007
58 Infinite Ammo Right Gun D01C07EF 001E
801BF7DB 00FF
59 Infinite Ammo Left Gun D01C07EF 001E
801BFF7F 00FF
60 Moon Jump (Press B) D009C7F4 0040
811BF000 40F2
D009C7F4 0040
801BEFB3 0000
Infinite Ammo (On Clip)
61 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D01C07EF 001E
801C072F 00FF
62 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D01C07EF 001E
801C0733 00FF
63 Crossbow D01C07EF 001E
801C0737 00FF
64 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D01C07EF 001E
801C073B 00FF
65 Shotgun D01C07EF 001E
801C073F 00FF
66 FarSight XR-20 D01C07EF 001E
801C0743 00FF
67 Grenade D01C07EF 001E
801C0747 00FF
68 Rocket Launcher D01C07EF 001E
801C074B 00FF
69 Combat Knife D01C07EF 001E
801C074F 00FF
70 DY357 Magnum & DY357-LX D01C07EF 001E
801C0753 00FF
71 Devastator D01C07EF 001E
801C0757 00FF
72 Remote Mine D01C07EF 001E
801C075B 00FF
73 Proximity Mine D01C07EF 001E
801C075F 00FF
74 Timed Mine D01C07EF 001E
801C0763 00FF
75 Reaper D01C07EF 001E
801C0767 00FF
76 N-Bomb D01C07EF 001E
801C0773 00FF
77 Tranquilizer D01C07EF 001E
801C0777 00FF
78 Combat Boost D01C07EF 001E
801C077F 00FF
79 Psychosis Gun D01C07EF 001E
801C0783 00FF
80 All Guns D01C07EF 001E
50001604 0000
801C072F 00FF
P4 Codes

81 Infinite Health D01C245F 001E
811C0CDC 3F80
D01C245F 001E
811C0CCC 3F80
82 Infinite Shields D01C245F 001E
811C0CE0 3F80
83 All Guns D01C245F 001E
801C2460 0007
84 Infinite Ammo Right Gun D01C245F 001E
801C144B 00FF
85 Infinite Ammo Left Gun D01C245F 001E
801C1BEF 00FF
86 Moon Jump (Press B) D009C7FC 0040
811C0C70 40F2
D009C7FC 0040
801C0C23 0000
Infinite Ammo (On Clip)
87 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D01C245F 001E
801C239F 00FF
88 CMPi50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D01C245F 001E
801C23A3 00FF
89 Crossbow D01C245F 001E
801C23A7 00FF
90 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D01C245F 001E
801C23AB 00FF
91 Shotgun D01C245F 001E
801C23AF 00FF
92 FarSight XR-20 D01C245F 001E
801C23B3 00FF
93 Grenade D01C245F 001E
801C23B7 00FF
94 Rocket Launcher D01C245F 001E
801C23BB 00FF
95 Combat Knife D01C245F 001E
801C23BF 00FF
96 DY357 Magnum & DY357-LX D01C245F 001E
801C23C3 00FF
97 Devastator D01C245F 001E
801C23C7 00FF
98 Remote Mine D01C245F 001E
801C23CB 00FF
99 Proximity Mine D01C245F 001E
801C23CF 00FF
100 Timed Mine D01C245F 001E
801C23D3 00FF
101 Reaper D01C245F 001E
801C23D7 00FF
102 N-Bomb D01C245F 001E
801C23E3 00FF
103 Tranquilizer D01C245F 001E
801C23E7 00FF
104 Combat Boost D01C245F 001E
801C23EF 00FF
105 Psychosis Gun D01C245F 001E
801C23F3 00FF
106 All Guns D01C245F 001E
50001604 0000

801C239F 00FF

High Resolution Solo/Co-Op Codes

Player One Codes

P1 Codes

1 Infinite Health 8120677C 3f80

811ED77C 3F80

811D477C 3F80

2 P1 Infinite Health (Missions 1,3,5-9) 8120677C 4180

3 P1 Infinite Health (Mission 2) 811ED77C 4180

4 P1 Infinite Health (Mission 4) 811D477C 4180

5 All Guns 80207F10 0007

801EEF10 0007

801D5F10 0007

6 Infinite Ammo Right Gun 80206EFB 00FF

801EDEFB 00FF

801D4EFB 00FF

7 Infinite Ammo Right Gun (Mission 2) 811EDEFB 00FF

8 Infinite Ammo Left Gun 8020769F 00FF

801EE69F 00FF

801D569F 00FF

9 Infinite Ammo Left Gun (Mission 2) 811EE69E 00FF

10 Infinite Shield (Missions 1,3,5-9) 81206790 3F80

11 Infinite Shield (Mission 2) 811ED790 3F80

12 Infinite Shield (Mission 4) 811D4790 3F80

13 Moon Jump (Press B) D009C7E4 0040

81206720 40F2

D009C7E4 0040

802066D3 0000

D009C7E4 0040

811ED720 40F2

D009C7E4 0040

801ED6D3 0000

D009C7E4 0040

811D4720 40F2

D009C7E4 0040

801D46D3 0000

Infinite Ammo (On Clip)

14 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler, Phoenix, PP9i & CCI3 80207E4F 00FF

801EEE4F 00FF

801D5E4F 00FF

15 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT (9mm), DMC & RC-P45 80207E53 00FF

801EEE53 00FF

801D5E53 00FF

16 Crossbow 80207E57 00FF

801EEE57 00FF

801D5E57 00FF

17 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special, AR53 80207E5B 00FF

801EEE5B 00FF

801D5E5B 00FF

18 Shotgun 80207E5F 00FF

801EEE5F 00FF

801D5E5F 00FF

19 FarSight XR-20 80207E63 00FF

801EEE63 00FF

801D5E63 00FF

20 Grenade 80207E67 00FF

801EEE67 00FF
801D5E67 00FF
21 Rocket Launcher 80207E6B 00FF
801EEE6B 00FF
801D5E6B 00FF
22 Combat Knife 80207E6F 00FF
801EEE6F 00FF
801D5E6F 00FF
23 DY357 Magnum & DY357-LX 80207E73 00FF
801EEE73 00FF
801D5E73 00FF
24 Devastator 80207E77 00FF
801EEE77 00FF
801D5E77 00FF
25 Remote Mine 80207E7B 00FF
801EEE7B 00FF
801D5E7B 00FF
26 Proximity Mine 80207E7F 00FF
801EEE7F 00FF
801D5E7F 00FF
27 Timed Mine 80207E83 00FF
801EEE83 00FF
801D5E83 00FF
28 Reaper 80207E87 00FF
801EEE87 00FF
801D5E87 00FF
29 N-Bomb 80207E93 00FF
801EEE93 00FF
801D5E93 00FF
30 Tranquilizer 80207E97 00FF
801EEE97 00FF
801D5E97 00FF
31 Combat Boost 80207E9F 00FF
801EEE9F 00FF
801D5E9F 00FF
32 Psychosis Gun 80207EA3 00FF
801EEEA3 00FF
801D5EA3 00FF
33 All Guns 50001604 0000
80207E4F 00FF
50001604 0000
801EEE4F 00FF
50001604 0000
801D5E4F 00FF
Player Two Codes
34 Infinite Health 812083EC 3F80
811EF3EC 3F80
811D63EC 3F80
35 Infinite Health (Mission 1,3,5-9) 812083EC 4180
36 Infinite Health (Mission 2) 811EACCC 4180
37 Infinite Health (Mission 4) 811D63EC 4180
38 Infinite Shield (Mission 1,3,5-9) 81208400 3F80
39 Infinite Shield (Mission 2) 811EF400 3F80
40 Infinite Shield (level 4) 811D6400 3F80
41 All Guns 80209B80 0007
801F0B80 0007
801D7B80 0007
42 Infinite Ammo Right Gun 80208B6B 00FF
801EFB6B 00FF
801D6B6B 00FF

43 Infinite Ammo Left Gun 8020930F 00FF

801F030F 00FF

801D730F 00FF

44 Moon Jump (Press B) D009C7EC 0040

81208390 40F2

D009C7EC 0040

80208343 0000

D009C7EC 0040

811EF390 40F2

D009C7EC 0040

801EF343 0000

D009C7EC 0040

811D6390 40F2

D009C7EC 0040

801D6343 0000

Infinite Ammo (On Clip)

45 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 80209ABF 00FF

801F0ABF 00FF

801D7ABF 00FF

46 CMPi50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 80209AC3 00FF

801F0AC3 00FF

801D7AC3 00FF

47 Crossbow 80209AC7 00FF

801F0AC7 00FF

801D7AC7 00FF

48 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 80209ACB 00FF

801F0ACB 00FF

801D7ACB 00FF

49 Shotgun 80209ACF 00FF

801F0ACF 00FF

801D7ACF 00FF

50 FarSight XR-20 80209AD3 00FF

801F0AD3 00FF

801D7AD3 00FF

51 Grenade 80209AD7 00FF

801F0AD7 00FF

801D7AD7 00FF

52 Rocket Launcher 80209ADB 00FF

801F0ADB 00FF

801D7ADB 00FF

53 Combat Knife 80209ADF 00FF

801F0ADF 00FF

801D7ADF 00FF

54 DY357 Magnum & DY357-LX 80209AE3 00FF

801F0AE3 00FF

801D7AE3 00FF

55 Devastator 80209AE7 00FF

801F0AE7 00FF

801D7AE7 00FF

56 Remote Mine 80209AEB 00FF

801F0AEB 00FF

801D7AEB 00FF

57 Proximity Mine 80209AEF 00FF

801F0AEF 00FF

801D7AEF 00FF

58 Timed Mine 80209AF3 00FF

801F0AF3 00FF

801D7AF3 00FF
59 Reaper 80209AF7 00FF
801F0AF7 00FF
801D7AF7 00FF
60 N-Bomb 80209B03 00FF
801F0B03 00FF
801D7B03 00FF
61 Tranquilizer 80209B07 00FF
801F0B07 00FF
801D7B07 00FF
62 Combat Boost 80209B0F 00FF
801F0B0F 00FF
801D7B0F 00FF
63 Psychosis Gun 80209B13 00FF
801F0B13 00FF
801D7B13 00FF
64 All Guns 50001604 0000
80209ABF 00FF
50001604 0000
801F0ABF 00FF
50001604 0000
801D7ABF 00FF

Hi-res Gun Position Modifiers & Other Codes

Gun Position Modifiers

1 Unarmed 1 8006B388 00xx
8006B389 00xx
2 Falcon 2 8006B754 00XX
8006B755 00YY
3 Falcon 2 (silencer) 8006B7F4 00XX
8007B7F5 00YY
4 Falcon 2 (scope) 8006B7A4 00XX
8006B7A5 00YY
5 MagSec 4 8006BA30 00XX
8006BA31 00YY
6 Mauler 8006C18C 00XX
8006C18D 00YY
7 Phoenix 8006BF60 00XX
8006BF61 00YY
8 DY357 Magnum 8006BD68 00XX
8006BD69 00YY
9 DY357-LX 8006BDB8 00XX
8006BDB9 00YY
10 CMP150 8006C3F0 00XX
8006C3F1 00YY
11 Cyclone 8006C59C 00XX
8006C59D 00YY
12 Callisto NTG 8006C874 00XX
8006C875 00YY
13 RC-P120 8006C700 00XX
8006C701 00YY
14 Laptop Gun 8006D198 00XX
8006D199 00YY
15 Dragon 8006C9C4 00XX
8006C9C5 00YY
16 K7 Avenger 8006CF84 00XX
8006CF85 00YY
17 AR34 8006CDAC 00XX
8006CDAB 00YY
18 SuperDragon 8006CBFC 00XX

8006CBFD 00YY
19 Shotgun 8006D318 00XX
8006D319 00YY
20 Reaper 8006D51C 00XX
8006D51D 00YY
21 Sniper Rifle 8006E6B0 00XX
8006E6B1 00YY
22 Farsight XR-20 8006E0BC 00XX
8006E0BD 00YY
23 Devastator 8006DA20 00XX
8006DA21 00YY
24 Rocket Launcher 8006D6F8 00XX
8006D6F9 00YY
25 Slayer 8006D86C 00XX
8006D86D 00YY
26 Combat Knife 8006F13C 00XX
8006F13D 00YY
27 Crossbow 8006E2D0 00XX
8006E2D1 00YY
28 Tranquilizer 8006E4A8 00XX
8006E4A9 00YY
29 Grenade 8006DEB4 00XX
8006DEB5 00YY
30 N-Bomb 8006DF60 00XX
8006DF61 00YY
31 Laser 8006E7B4 00xx
8006E7B5 00xx
32 Timed Mine 8006DAFC 00XX
8006DAFD 00YY
33 Proximity Mine 8006DCA4 00XX
8006DCA5 00YY
34 Remote Mine 8006DC1C 00XX
8006DC1D 00YY
35 PP9i 8006E888 00XX
8006E889 00YY
36 CC13 8006E944 00XX
8006E945 00YY
37 KLO1313 8006E9FC 00XX
8006E9FD 00YY
38 KF7 Special 8006EAB4 00XX
8006EAB5 00YY
39 ZZT (9mm) 8006EB6C 00XX
8006EB6D 00YY
40 DMC 8006EC24 00XX
8006EC25 00YY
41 AR53 8006ECDC 00XX
8006ECDD 00YY
42 RC-P45 8006ED94 00XX
8006ED95 00YY
43 Psychosis Gun 8006E54C 00XX
8006E54D 00YY
Bullet Power Mods (how many thigns you can shoot thru)
44 Falcon 2/ Falcon 2 (scope) 2 8006B670 00xx
45 Falcon 2 (silencer) 8006B6AC 00xx
46 MagSec 4's single shot 8006B9AC 00xx
47 MagSec 4's 3-round burst 8006B9EC 00xx
48 Mauler's single shot 8006C108 00xx
49 Mauler's charge-up shot 8006C148 00xx
50 Phoenix's single shot 8006BEDC 00xx
51 Phoenix's explosive shells 8006BF1C 00xx

52 DY357 Magnum 8006BC98 00xx
53 DY357-LX 8006BCD8 00xx
54 CMP150's rapid fire 8006C344 00xx
55 CMP150's follow lock-on 8006C398 00xx
56 Cyclone's rapid fire 8006C4F0 00xx
57 Cyclone's magazine discharge 8006C544 00xx
58 Callisto NTG's rapid fire 8006C7C8 00xx
59 Callisto NTG's high impact shells 8006C81C 00xx
60 RC-P120 8006C688 00xx
61 Laptop Gun 8006D11C 00xx
62 Dragon 8006C948 00xx
63 K7 Avenger's burst fire 8006CED8 00xx
64 K7 Avenger's threat detector 8006CF2C 00xx
65 AR34's burst fire 8006CD00 00xx
66 AR34's use scope 8006CD54 00xx
67 SuperDragon's rapid fire 8006CB2C 00xx
68 SuperDragon's grenade launcher 8006CB80 00xx
69 Shotgun's shotgun fire 8006D294 00xx
70 Shotgun's double blast 8006D2D4 00xx
71 Reaper 8006D478 00xx
72 Sniper Rifle 8006E648 00xx
73 Farsight XR-20's rail-gun effect 8006E034 00xx
74 Farsight XR-20's target locator 8006E074 00xx
75 Devastator's grenade launcher 8006D950 00xx
76 Devastator's wall hugger 8006D9B4 00xx
77 Rocket Launcher's rocket launch 8006D62C 00xx
78 Rocket Launcher's targeted rocket 8006D690 00xx
79 Slayer's rocket launch 8006D7A0 00xx
80 Slayer's fly-by-wire rocket 8006D804 00xx
81 Crossbow's sedate 8006E260 00xx
82 Crossbow's instant kill 8006E1FC 00xx
83 Tranquilizer's sedate 8006E410 00xx
84 Laser 8006E730 00xx
85 PP9i 8006E844 00xx
86 CC13 8006E900 00xx
87 KLO1313 8006E9A4 00xx
88 KF7 Special 8006EA5C 00xx
89 ZZT (9mm) 8006EB14 00xx
90 DMC 8006EBCC 00xx
91 AR53 8006EC84 00xx
92 RC-P45 8006ED3C 00xx
93 Psychosis Gun 8006E51C 00xx

Other Codes

94 Always Standing P1 801BB74F 0002
95 Always Crouching P1 801BB74F 0001
96 Always Crouching Low P1 801BB74F 0000
97 Always Standing P2 801BD3BF 0002
98 Always Crouching P2 801BD3BF 0001
99 Always Crouching Low P2 801BD3BF 0000
100 Always Standing P3 801BF02F 0002
101 Always Crouching P3 801BF02F 0001
102 Always Crouching Low P3 801BF02F 0000
103 Always Standing P4 801C0C9F 0002
104 Always Crouching P4 801C0C9F 0001
105 Always Crouching Low P4 801C0C9F 0000

Number Comments

1 XX YY gun position
40 F0 Unarmed
41 10 All the Falcon 2's

41 28 MagSec 4's
41 38 Mauler and AR34's
41 18 Phoenix, both DY357 magnum's
41 50 CMP150, RC-P120, and KF7 Special's
41 AC Cyclone and Farsight XR-20's
41 8C Callisto NTG's
41 80 Laptop Gun's
41 70 Dragon and SuperDragon's
40 D0 K7 Avenger's
41 40 Shotgun's
40 80 Reaper and Remote Mine's
41 A8 Sniper Rifle's
41 9C Devastator's
41 C4 Rocket Launcher's
41 B4 Slayer's
41 94 Combat Knife's
41 30 Crossbow, ZZT (9mm), AR53 & RC-P45's

2 01: Shoots through nothing
FF: Shoot through 255 things

High Resolution Codes

GS 2.2 Or Higher Needed For This Game, 2.5 or 3.3 Reccomended. (Key Codes Needed)

This Game Requires The Zelda Keycode

1 Lo-Res Enable Code (Must Be On) (GS 3.20 Or Higher Needed!) EE000000
0000

2 Hi-Res Enable Code (Must Be On-GS Version 3.0-3.21) (GS 3.0 Or Higher Needed!) F1000204 27BD

F1000206 FFE4

F1000208 AFA8

F100020A 0014

F100020C AFA9

F100020E 0018

F1000210 3C1A

F1000212 A05F

F1000214 375A

F1000216 AE00

F1000218 3C08

F100021A A07C

F100021C 3508

F100021E 5C00

F1000220 241B

F1000222 0040

F1000224 8D09

F1000226 0000

F1000228 237B

F100022A FFFF

F100022C AF49

F100022E 0000

F1000230 2108

F1000232 0004

F1000234 1F60

F1000236 FFFB

F1000238 235A

F100023A 0004

F100023C 8FA9

F100023E 0018

F1000240 8FA8

F1000242 0014
F1000244 27BD
F1000246 001C
F1000248 3C1A
F100024A A05F
F100024C 375A
F100024E AE00
F1000250 0340
F1000252 0008
F1000254 2400
81000204 3C1A
81000206 A05F
81000208 375A
8100020A AE00
8100020C 0340
8100020E 0008
81000210 2400
3 Hi-Res Enable Code (Must Be On-GS Version 3.30) (GS 3.30 Or Higher
Needed!) FF1EAE00 0000
4 Hi-Res Enable Code #2 (Must Be On-GS Version 3.30) (GS 3.30 Or Higher
Needed!) FF75C000 0000
 Activators
5 Activator 1 P1 D009C7E4 00??
6 Activator 2 P1 D009C7E5 00??
7 Dual Activator P1 D109C7E4 00??
8 Activator 1 P2 D009C7EC 00??
9 Activator 2 P2 D009C7ED 00??
10 Dual Activator P2 D109C7EC 00??
11 Activator 1 P3 D009C7F4 00??
12 Activator 2 P3 D009C7F5 00??
13 Dual Activator P3 D109C7F4 00??
14 Activator 1 P4 D009C7FC 00??
15 Activator 2 P4 D009C7FD 00??
16 Dual Activator P4 D109C7FC 00??
 Miscellaneous Codes
17 Stare Down Enemies 1 8025FE88 0001
18 Enemies Don't Bleed On Themselves 80246988 0001
19 Joanna Barf (Menu Sequence Intro) 8023F488 0001
20 Able To Go Through Most Doors 2 8022E5FC 0001
21 Able To Go Through Some Other Different Doors 8022E608 0001
22 Able To Go Through Some Other Doors 8022E5F8 0001
23 Every Bullet Counts As Six Bullets 80282918 0001
24 Almost No Collisions 80285798 0001
25 Enemies Confused When Chasing You 80264DE8 0001
26 Have X-Ray Scope For All Weapons (Press L/R) 802C6D6B 0001
27 Have X-Ray Scope When Unarmed 802C6D63 0001
28 Have Infrared Vision When Unarmed and Aiming 802C6D63 0001
29 Always Punching/Trying To Attack 802C8F5C 0001
30 Lights Don't Give Off Glare 802D23F0 0020
31 All Doors Short Circuit 802AEF8C 0020
32 Able To Use & Take Weapons Out Of The Firing Range 802C92C4 0020
33 Low Mission Time 8120821E 0078
811EF21E 0078
811d621E 0078
34 Prop To Prop Almost No Collisions 8028AA4C 0020
35 Turn Off/Remove Props 8029E314 0020
36 Stationary Gravity 80283464 0001
37 No Props/Other Varying Effects 80285FB0 0020
38 Shiny Ammo Bar (Ammo Part) 802CB834 0020
39 Dark Blue Ammo Bar (Ammo Part) 802CB830 0020

40 Dark Blue Ammo Bar (Empty Part) 802CB82C 0020
41 Red Ammo Bar (Empty Part) 802CB838 0020
42 Walk Thru Walls 8002804B 0001
80028053 0001
80028057 0021
8002805B 0001
8002805F 0001
8002806B 00A1
8002806F 0001
80028073 0021
80028077 0001
43 Fast Joanna 8001AC0F 0000
8001AC1F 0080
8001AC4B 0081
8001AC5B 0001
8001AC6B 0081
8001AC7B 0001
8001AC8B 0081
8001AC9B 0001
8001ACAB 0081
8001ACB7 0001
44 Some Items Slide On Ground 80026C0F 003B
45 No Blood, Effects Dissapear Faster 8035EC87 0020
46 Dragon Ammo Capacity Modifier 8107039A ????
47 Long Range Streaming Laser 8006E79E 00E7
8006E79F 0034

Shooting Range Codes

48 Have 999 Points 810B1E32 03E7
49 Infinite Time 810B1E2E 004D
50 255 Targets Destroyed 810B1E34 00FF

Ammo Clip Capacity Modifiers

51 Dragon 8106C98C ????
52 Falcon 2/Falcon 2 (silencer) 8006B709 00??
53 Falcon 2 (scope) 3 8006B71D 00??
54 MagSec 4 8006B9F9 00??
55 Mauler 8006C155 00??
56 Phoenix 8006BF29 00??
57 DY357 Magnum/DY357-LX 8006BD31 00??
58 CMP150 8006C3B9 00??
59 Cyclone 8006C565 00??
60 Callisto NTG 8006C83D 00??
61 RC-P120 8006C6C9 00??
62 Laptop Gun 8006D161 00??
63 K7 Avenger 8006CF4D 00??
64 AR34 8006CD75 00??
65 SuperDragon 8006CBB1 00??
66 Shotgun 8006D2E1 00??
67 Reaper 8006D4E5 00??
68 Sniper Rifle 8006E675 00??
69 Farsight XR-20 8006E081 00??
70 Devastator 8006D9E5 00??
71 Rocket Launcher 8006D6C1 00??
72 Slayer 8006D835 00??
73 Combat Knife 800703D7 00??
74 Crossbow 8006E291 00??
75 Tranquilizer 8006E469 00??
76 Grenade 800703BF 00??
77 N-Bomb 80070443 00??
78 Timed Mine 80070413 00??
79 Proximity Mine 80070407 00??

80 Remote Mine 800703FB 00??
81 Combat Boost 8006F45D 00??
82 PP9i 8006E851 00??
83 CC13 8006E90D 00??
84 KLO1313 8006E9C5 00??
85 ZZT (9mm) 8006EB35 00??
86 DMC 8006EBED 00??
87 AR53 8006ECA5 00??
88 RC-P45 8006ED5D 00??

Number Comments

1 With this code, it works for almost all Solo levels near perfectly (but only slightly for 1.1 and 1.3). As long as you face, stare at, a enemy they can't shoot you!!! (they can though still punch and kick the crap out of you, up close) If you turn/have you're back to them, they can shoot you. Basically code gives you partial invincibility. Snipers can't be stared down. Code does slightly work on combat simulator, like challenge 16, and a bit in a few others. Code works almost perfect, may rarely freeze game.

2 With these codes, you can go through locked doors! Use only one door code at a time and u may have to squeeze through or crouch to go through doors.

3 No Psychosis Gun yet, but everything else is there.

REMEMBER:

Each gun can go up to FFFF for 65535 but the way I have it written it only goes to 00FF for 255.

IF YOU WANT THE 'WHOLE' VERSION:

Either take a line, let's say CC13, look at the last number in the 8 digits row and remove one. Then that will be the XX00 part and then put the normal line under it for the 00XX and you will have changed the 'WHOLE' instead of just half.

Here: 8006E90C 00FF original 8006E90D 00FF

Now the gun will be able to hold 65535 bullets at a time.

OR THIS WAY (HI-RES):

Make it a 810 code for hi-res so you can use XXXX in one line instead of two.

More High Resolution Misc. Codes

Gun Sound Modifiers

1 Falcon 2/ Falcon 2 (scope) 1 8006B66E 00XX
8006B66F 00KK
2 Falcon 2 (silencer) 8006B6AE 00XX
8006B6AF 00KK
3 MagSec 4's single shot 8006B9AA 00XX
8006B9AB 00KK
4 MagSec 4's 3-round burst 8006B9EA 00XX
8006B9EB 00KK
5 Mauler's single shot 8006C106 00XX
8006C107 00KK
6 Mauler's charge-up shot 8006C146 00XX
8006C147 00KK
7 Phoenix's single shot 8006BEDA 00XX
8006BEDB 00KK
8 Phoenix's explosive shells 8006BF1A 00XX
8006BF1B 00KK
9 DY357 Magnum 8006BC96 00XX
8006BC97 00KK
10 DY357-LX 8006BCD6 00XX
8006BCD7 00KK
11 CMP150's rapid fire 8006C342 00XX

8006C343 00KK
12 CMP150's follow lock-on 8006C396 00XX
8006C397 00KK
13 Cyclone's rapid fire 8006C4EE 00XX
8006C4EF 00KK
14 Cyclone's magazine discharge 8006C542 00XX
8006C543 00KK
15 Callisto NTG's rapid fire 8006C7C6 00XX
8006C7C7 00KK
16 Callisto NTG's hight impact shells 8006C81A 00XX
8006C81B 00KK
17 RC-P120 8006C686 00XX
8006C687 00KK
18 Laptop Gun 8006D11A 00XX
8006D11B 00KK
19 Dragon 8006C946 00XX
8006C947 00KK
20 K7 Avenger's burst fire 8006CED6 00XX
8006CED7 00KK
21 K7 Avenger's threat detector 8006CF2A 00XX
8006CF2B 00KK
22 AR34's burst fire 8006CED6 00XX
8006CED7 00KK
23 AR34's use scope 8006CD52 00XX
8006CD53 00KK
24 SuperDragon's rapid fire 8006CB2A 00XX
8006CB2B 00KK
25 SuperDragon's grenade launcher 8006CB7E 00XX
8006CB7F 00KK
26 Shotgun's shotgun fire 8006D292 00XX
8006D293 00KK
27 Shotgun's double blast 8006D2D2 00XX
8006D2D3 00KK
28 Reaper 8006D476 00XX
8006D477 00KK
29 Sniper Rifle 8006E646 00XX
8006E647 00KK
30 Farsight XR-20's rail-gun effect 8006E032 00XX
8006E033 00KK
31 Farsight XR-20's target locator 8006E072 00XX
8006E073 00KK
32 Devastator's grenade launcher 8006D94E 00XX
8006D94F 00KK
33 Devastator's wall hugger 8006D9B2 00XX
8006D9B3 00KK
34 Rocket Launcher's rocket launch 8006D62A 00XX
8006D62B 00KK
35 Rocket Launcher's targeted rocket 8006D68E 00XX
8006D68F 00KK
36 Slayer's rocket launch 8006D79E 00XX
8006D79F 00KK
37 Slayer's fly-by-wire rocket 8006D802 00XX
8006D803 00KK
38 Crossbow's sedate 8006E25E 00XX
8006E25F 00KK
39 Crossbow's instant kill 8006E1FA 00XX
8006E1FB 00KK
40 Tranquilizer 8006E40E 00XX
8006E40F 00KK
41 Laser 8006E72E 00xx

8006E72F 00xx
42 PP9i 8006E842 00XX
8006E843 00KK
43 CC13 8006E8FE 00XX
8006E8FF 00KK
44 KLO1313 8006E9A2 00XX
8006E9A3 00KK
45 KF7 Special 8006EA5A 00XX
8006EA5B 00KK
46 ZZT (9mm) 8006EB12 00XX
8006EB13 00KK
47 DMC 8006EBCA 00XX
8006EBCB 00KK
48 AR53 8006EC82 00XX
8006EC83 00KK
49 RC-P45 8006ED3A 00XX
8006ED3B 00KK
50 Psychosis Gun 8006E51A 00XX
8006E51B 00KK
Gun Zoom Modifiers
51 Unarmed 2 8006B382 00xx
8006B383 00xx
52 Falcon 2 8006B74E 00YY
8006B74F 00UU
53 Falcon 2 (silencer) 8006B7EE 00YY
8006B7EF 00UU
54 Falcon 2 (scope) 8006B79E 00YY
8006B79F 00UU
55 MagSec 4 8006BA2A 00YY
8006BA2B 00UU
56 Mauler 8006C186 00YY
8006C187 00UU
57 Phoenix 8006BF5A 00YY
8006BF5B 00UU
58 DY357 Magnum 8006BD62 00YY
8006BD63 00UU
59 DY357-LX 8006BDB2 00YY
8006BDB3 00UU
60 CMP150 8006C3EA 00YY
8006C3EB 00UU
61 Cyclone 8006C596 00YY
8006C597 00UU
62 Callisto NTG 8006C86E 00YY
8006C86F 00UU
63 RC-P120 8006C6FA 00YY
8006C6FB 00UU
64 Laptop Gun 8006D192 00YY
8006D193 00UU
65 Dragon 8006C9BE 00YY
8006C9BF 00UU
66 K7 Avenger 8006CF7E 00YY
8006CF7F 00UU
67 AR34 8006CDA6 00YY
8006CDA7 00UU
68 SuperDragon 8006CBF6 00YY
8006CBF7 00UU
69 Shotgun 8006D312 00YY
8006D313 00UU
70 Reaper 8006D516 00YY
8006D517 00UU

71 Sniper Rifle 8006E6AA 00YY
8006E6AB 00UU
72 Farsight XR-20 8006E0B6 00YY
8006E0B7 00UU
73 Devastator 8006DA1A 00YY
8006DA1B 00UU
74 Rocket Launcher 8006D6F2 00YY
8006D6F3 00UU
75 Slayer 8006D866 00YY
8006D867 00UU
76 Combat Knife 8006F136 00YY
8006F137 00UU
77 Crossbow 8006E2CA 00YY
8006E2CB 00UU
78 Tranquilizer 8006E4A2 00YY
8006E4A3 00UU
79 Grenade 8006DEAE 00YY
8006DEAF 00UU
80 N-Bomb 8006DF5A 00YY
8006DF5B 00UU
81 Laser 8006E7AE 00xx
8006E7AF 00xx
82 Timed Mine 8006DAF6 00YY
8006DAF7 00UU
83 Proximity Mine 8006DC9E 00YY
8006DC9F 00UU
84 Remote Mine 8006DC16 00YY
8006DC17 00UU
85 Combat Boost 8006F48E 00YY
8006F48F 00UU
86 PP9i 8006E882 00YY
8006E883 00UU
87 CC13 8006E93E 00YY
8006E93F 00UU
88 KLO1313 8006E9F6 00YY
8006E9F7 00UU
89 KF7 Special 8006EAAE 00YY
8006EAAF 00UU
90 ZZT (9mm) 8006EB66 00YY
8006EB67 00UU
91 DMC 8006EC1E 00YY
8006EC1F 00UU
92 AR53 8006ECD6 00YY
8006ECD7 00UU
93 RC-P45 8006ED8E 00YY
8006ED8F 00UU
94 Psychosis Gun 8006E546 00YY
8006E547 00UU

Number Comments

1 Quantity Digits (xx is first set of digits, kk is the second set)
Falcon 2/ Falcon 2 (scope): 80 4D
Falcon 2 (silencer): 80 54
MagSec 4: BOTH ARE SAME: 80 4C
Mauler: BOTH ARE SAME: 80 4B
Phoenix's single shot: 80 71
Phoenix's explosive shells: 80 72
DY357/ DY357-LX: 80 66
CMP150: BOTH ARE SAME: 80 40
Cyclone's rapid fire: 80 5F

Cyclone's mag. discharge: 80 75
Callisto NTG's rapid fire: 80 63
Callisto NTG's high impact: 80 64
RC-P120: 80 6D
Laptop Gun: 80 44
Dragon/SuperDragon: 80 49
K7 Avenger: BOTH ARE SAME: 80 5A
AR34: BOTH ARE SAME: 80 59
SuperDragon's grenade laun.: 80 73
Shotgun: BOTH ARE SAME: 80 55
Reaper: 80 3F
Sniper Rifle: 80 58
Farsight XR-20: BOTH ARE SAME: 81 3E
Devastator: BOTH ARE SAME: 80 73
Rocket Launcher: BOTH ARE SAME: 80 53
Slayer: BOTH ARE SAME: 80 67
Crossbow: BOTH ARE SAME: 80 56
Laser: 80 43
Tranq/Psychosis Gun: 80 57
PP9i: 80 69
CC13: 80 6A
KLO1313: 80 6B
KF7 Special: 80 6C
ZZT (9mm): 80 6D
DMC: 80 6E
AR53: 80 6F
RC-P45: 80 70
BETA Shotgun? Rifle?: 80 5C
Taser?: 80 B5
Powerful explosion: 80 A4
Rifle (GE?): 80 A0
Rifle 2 (GE?): 80 9B
BETA Mauler?: 80 5D
Drone Gun shot?: 81 0E
Aztec door?: 80 22
'You bitch!': 80 FC
'Oh God, he's dead!': 81 2A
2 Quantity Digits (YY is for the first set of the digits, UU is for the second set)
B0 A0 No zoom
B1 00 Scope zoom
B9 50 MagSec 4 zoom
B1 20 Laptop, Dragons, AR53 zoom
CC A4 Avenger, AR34 zoom
B1 C0 Unknown, but farthest zoom
E5 EC Sniper Rifle zoom (Does Not Work)
DF D8 Farsight zoom (Does Not Work)

More Low Resolution Misc. Codes
Weapons Pick-up Mods
Felicity
1 Player Mode
1 Weapon 1- pick up point 1 by door 1 801EE2EC 00??
2 Weapon 2- pick up point 1 in first grey hallway room (left) 801EE4A4 00??
3 Weapon 3- pick up point 1 in old locker room 801EE65C 00??
4 Weapon 4- pick up point 1 in second grey hallway room (right) 801EE814 00??
5 Weapon 5 end of stairs 801EE9CC 00??
6 Weapon 6 in long hallway at beggining 801EEB84 00??

7 Weapon 1- pick up point 2 on balcony 801EED3C 00??
8 Weapon 2- pick up point 2 in room past stairs 801EEEF4 00??
9 Weapon 3- pick up point 2 in bathroom 801EF0AC 00??
10 Weapon 4- pick up point 2 in end room 801EF264 00??
2 Player Mode
11 Weapon 1- pick up point 1 by door 801DFBBC 00??
12 Weapon 2- pick up point 1 in first grey hallway room (left)
801DFD74 00??
13 Weapon 3- pick up point 1 in old locker room 801DFF2C 00??
14 Weapon 4- pick up point 1 in second grey hallway room (right)
801E00E4 00??
15 Weapon 5 end of stairs 801E029C 00??
16 Weapon 6 in long hallway at beginning 801E0454 00??
17 Weapon 1- pick up point 2 on balcony 801E060C 00??
18 Weapon 2- pick up point 2 in room past stairs 801E07C4 00??
19 Weapon 3- pick up point 2 in bathroom 801E097C 00??
20 Weapon 4- pick up point 2 in end room 801E0B04 00??

Temple

1 Player Mode

21 Weapon 1- pick up point 1 801DC62C 00??
22 Weapon 2- pick up point 1 801DC7E4 00??
23 Weapon 3- pick up point 1 801DC99C 00??
24 Weapon 4- pick up point 1 801DCB54 00??
25 Weapon 5 801DCD0C 00??
26 Weapon 6 801DCEC4 00??
27 Weapon 1- pick up point 2 801DD07C 00??
28 Weapon 2- pick up point 2 801DD234 00??
29 Weapon 3- pick up point 2 801DD3EC 00??
30 Weapon 4- pick up point 2 801DD5A4 00??

Death Animation Modifiers, Works in all res

31 Death 1 2 80070769 ?????
32 Death 2 8007076b ?????
33 Death 3 8007076d ?????
34 Death 4 8007076f ?????
35 Death 5 80070771 ?????
36 Death 6 80070773 ?????
37 Death 7 80070775 ?????
38 Death 8 80070777 ?????

Weapons Slot Modifier for Ruins

39 Second slot 3 801FD8C9 00??
40 Third slot 801FD8DD 00??
41 Fourth Slot 801FD8F1 00??

Miscellaneous Codes

42 Equip Camspy (not working) 801FD8B3 0000
43 High-screen Mode 4 810705CC 4010
44 Inf. Sentry Gun Ammo, 1P Felicity with another player, no sims
801F1169 00C8
45 Inf. Sentry Gun Ammo, 1P Felicity with sims, no other players
801FF899 00C8
46 Inf. Sentry Gun Ammo, 1P Complex with sims, no other players
801F3E69 00C8
47 Inf. Sentry Gun ammo, 2P Felicity with another player, no sims
801F1215 00C8
48 P1 never dies completely - Felicity 801FF832 0000
49 Always Standing P1 8013D6AF 0002
50 Always Crouching P1 8013D6AF 0001
51 Always Crouching Low P1 8013D6AF 0000
52 Always Standing P2 8013F31F 0002
53 Always Crouching P2 8013F31F 0001
54 Always Couching Low P2 8013F31F 0000

55 Always Standing P1 (Fortress Level) 8013AEAF 0002
56 Always Crouching P1 (Fortress Level) 8013AEAF 0001
57 Always Crouching Low P1 (Fortress Level) 8013AEAF 0000
58 Always Standing P2 (Fortress Level) 8013CB1F 0002
59 Always Crouching P2 (Fortress Level) 8013CB1F 0001
60 Always Crouching Low P2 (Fortress Level) 8013CB1F 0000
61 Never Blurry P1 801F7408 0000
62 Always Blurry P1 801F7408 0013
63 Never Blurry P2 801EB960 0000
64 Always Blurry P2 801EB960 0013
65 Tall View 800705CC 0040
66 Wide View 800705CC 003E
67 Drunk Joanna Code 800705CA 0002
68 Left gun Falcon action mod 5 8013E3DC 00??
69 Green Background in Pause Menu 80070F28 0010
70 Blue Background in Pause Menu 80070F29 0010
71 Half Blue, Half Green background in Pause Menu 80070F2A 0010
72 Size Mod Health Bar 6 80070F2B 00XX
73 Shield Part of Health Bar Size Mod 7 80070F23 00XX
74 Long Bar 80070F27 0010
75 Length of Bar that looks correct 80070F2F 00XX
76 No left part of bar (red section) 80070F47 0010
77 Ammo Bar Mods 8 8013EBE4 00XX
78 P1 always cloaked without pickup 80091715 0034
800DB41B 005F
8013EDFA 002B
80249C33 0009
79 P1 Laptop Gun Mod 9 811FF832 00xx
80 Cannot go up ladders 8013D8AF 0000
81 Move like you're going up a ladder 8013D8AF 0001
82 Felicity Speed Modifier 8113D834 ????
83 Joanna Height Modifier while Walking 8113D848 ????
Grid Elevator Codes
84 Very Fast Elevator 801E1734 0040
85 Elevator is Unoperatable 801E1734 0000
86 Bottom Door Opens when top door is supposed to open 811E1762 5CD0
87 Top door opens when the bottom door is supposed to open 811E1766
9370
88 Bottom left door thickness modifier 801E1788 00??
89 Sometimes bottom set of doors open at will 801E178F 0000
90 Walk thru bottom left door 801E1792 D7C0

Number Comments

1 2D - Night Vision!
2E - CamSpy
2F - x-ray scanner
30 - IR scanner
31 - cloaking device
32 - horizon scanner
33 - TESTER! Glitched grenade pistol!
34 - Screwed up ROCKET LAUNCHER!
35 - ECM Mine
36 - Data Uplink
37 - R-Tracker
38 - Presidential Scanner
39 - Door Decoder
3A-autosurgeon
3B-explosives
3C-Skedar Bomb
3D - comms rider

3E - Tracer Bug
3F - Target Amplifier
40 - Disguise
41 - Disguise
42 Flight Plans
43 - Research Tape
44 - backup tape
45 - 4C key card
4D - Suitcase
4E - Briefcase
4F - Shield
50 - Necklace
51 - dot
52 - dot
53 - Rocket
54 didn't do yet
55 - Grenade Round
Quantity digits by SubDrag
2 0034 side jump twice
0037 butt death
0038 gruewesome neck shot
0039 they keep on dying
003e trying to throw a grenade
003f choking to death
0081 shaky death
0086 bump death
0088 back-dive
0089 beautifull headroll
008f twister
0091 belly dive
00a7 gruewesome choking death
00aa dance death
00bb very sadistic death
00c0 acrobatic death
3 2D Night Vision
2E - Camspy, doesn't work
2F - x-ray scanner
30 - IR scanner
31 and above - nothing
add 14 to the address in hex to get other slots
4 Works on all resolutions, DO NOT change video settings!
5 (Tested in combat simulator in Felicity)
00 - no function
01 - swinging fists
02 - normal falcon
03 - Silenced Falcon
04 - Scoped Falcon
05 - I'm not sure what this is
06 - Phoenix
07 - mauler
08 - Magnum
09 - dy357-LX
0A - cmp150
0B - cyclone
0C - callisto ntg
0D - rc-p120
0E - laptop gun
0F - dragon
10 - k7 avenger
11 - ar34

12 - superdragon
13 - shotgun
14 - reaper
15 - sniper rifle
16 - farsight xr-20
17 - devastator
18 - rocket launcher
19 - slayer
1A - combat knife
1B - crossbow
1C - tranquilizer
1D - laser
1E - grenade
1F - timed mine
20 - proximity mine
21 - remote mine
22 - combat boosts
23 - pp9i
24 - cc13
25 - klo1313
26 - zzt (9mm)
27 - dmc
28 - kf7 special
29 - ar53
2A - rc-p45
6 0C normal
7 1E normal
8 01 pistol
02 submachine guns
03 crossbow
04 assault rifles
05 shotgun
06 farsight
07 grenade
08 rockets
09 combat knife
0A magnum
0B devastator
0C remote mine
0D prox mine0E timed mine
0F ??
10 ??
11 ??
12 n-bomb
13 tranq
14 ??
15 combat boost
9 10:Floats (Like 007 Bunker Mine trick)
90:Flying through the air
14:Completely Gone

Low Res Codes

Player One Codes

1 Infinite Health 8113D6DC 3FFF
8113D6EC 3FFF
2 Infinite Cloaking 8013D6C7 0040
3 Moon Jump 1 D009C7E4 0040
8113D680 40F2
D009C7E4 0040
8013D633 0000

4 Have All Weapons D013EE6F 001E
8013EE70 0007
5 Infinite Ammo (Right Weapon) D013EE6F 001E
8013DE5B 00FF
6 Infinite Ammo (Left Weapon) D013EE6F 001E
8013E5FF 00FF
7 Player 1 Gun Modifier on Skedar level 2 8113DC38 ??0F
Infinite Rounds (On Clip)
8 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D013EE6F 001E
8013EDAF 00FF
9 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D013EE6F 001E
8013EDB3 00FF
10 Crossbow D013EE6F 001E
8013EDB7 00FF
11 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D013EE6F 001E
8013EDBB 00FF
12 Shotgun D013EE6F 001E
8013EDBF 00FF
13 FarSight XR-20 D013EE6F 001E
8013EDC3 00FF
14 Grenade D013EE6F 001E
8013EDC7 00FF
15 Rocket Launcher D013EE6F 001E
8013EDCB 00FF
16 Combat Knife D013EE6F 001E
8013EDCF 00FF
17 DY357 Magnum & DY357-LX D013EE6F 001E
8013EDD3 00FF
18 Devastator D013EE6F 001E
8013EED7 00FF
19 Remote Mine D013EE6F 001E
8013EEDB 00FF
20 Proximity Mine D013EE6F 001E
8013EEDF 00FF
21 Timed Mine D013EE6F 001E
8013EEE3 00FF
22 Reaper D013EE6F 001E
8013EEE7 00FF
23 N-Bomb D013EE6F 001E
8013EEF3 00FF
24 Tranquilizer D013EE6F 001E
8013EEF7 00FF
25 Combat Boost D013EE6F 001E
8013EEFF 00FF
26 Psychosis Gun D013EE6F 001E
8013EF03 00FF
27 All Guns (GS 3.0 Or Higher Needed!) D013EE6F 001E
50001604 0000
8013EDAF 00FF
Player Two Codes
28 Infinite Cloaking 8013F337 0040
29 Moon Jump D009C7EC 0040
8113F2F0 40F2
D009C7EC 0040
8013F2A3 0000
30 Have All Weapons D0140ADF 001E
80140AE0 0007

31 Infinite Ammo (Right Weapon) D0140ADF 001E

8013FACB 00FF

32 Infinite Ammo (Left Weapon) D0140ADF 001E

8014026F 00FF

Infinite Rounds (On Clip)

33 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D0140ADF 001E

80140A1F 00FF

34 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D0140ADF 001E

80140A23 00FF

35 Crossbow D0140ADF 001E

80140A27 00FF

36 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special,
AR53 D0140ADF 001E

80140A2B 00FF

37 Shotgun D0140ADF 001E

80140A2F 00FF

38 FarSight XR-20 D0140ADF 001E

80140A33 00FF

39 Grenade D0140ADF 001E

80140A37 00FF

40 Rocket Launcher D0140ADF 001E

80140A3B 00FF

41 Combat Knife D0140ADF 001E

80140A3F 00FF

42 DY357 Magnum & DY357-LX D0140ADF 001E

80140A43 00FF

43 Devastator D0140ADF 001E

80140A47 00FF

44 Remote Mine D0140ADF 001E

80140A4B 00FF

45 Proximity Mine D0140ADF 001E

80140A4F 00FF

46 Timed Mine D0140ADF 001E

80140A53 00FF

47 Reaper D0140ADF 001E

80140A57 00FF

48 N-Bomb D0140ADF 001E

80140A63 00FF

49 Tranquilizer D0140ADF 001E

80140A67 00FF

50 Combat Boost D0140ADF 001E

80140A6F 00FF

51 Psychosis Gun D0140ADF 001E

80140A73 00FF

52 All Guns (GS 3.0 Or Higher Needed!) D0140ADF 001E

50001604 0000

80140A1F 00FF

Fortress Only Codes

Player One Codes

53 Moon Jump D009C7E4 0040

8113AE80 40F2

D009C7E4 0040

8013AE33 0000

54 Have All Guns D013C66F 001E

8013C670 0007

55 Infinite Ammo (Right Weapon) D013C66F 001E

8013B65B 00FF

56 Infinite Ammo (Left Weapon) D013C66F 001E

8013BDFE 00FF

Infinite Rounds (On Clip)

57 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D013C66F 001E

8013C5AF 00FF

58 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D013C66F 001E

8013C5B3 00FF

59 Crossbow D013C66F 001E

8013C5B7 00FF

60 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special &
AR53 D013C66F 001E

8013C5BB 00FF

61 Shotgun D013C66F 001E

8013C5BF 00FF

62 FarSight XR-20 D013C66F 001E

8013C5C3 00FF

63 Grenade D013C66F 001E

8013C5C7 00FF

64 Rocket Launcher D013C66F 001E

8013C5CB 00FF

65 Combat Knife D013C66F 001E

8013C5CF 00FF

66 DY357 Magnum & DY357-LX D013C66F 001E

8013C5D3 00FF

67 Devastator D013C66F 001E

8013C5D7 00FF

68 Remote Mine D013C66F 001E

8013C5DB 00FF

69 Proximity Mine D013C66F 001E

8013C5DF 00FF

70 Timed Mine D013C66F 001E

8013C5E3 00FF

71 Reaper D013C66F 001E

8013C5E7 00FF

72 N-Bomb D013C66F 001E

8013C5F3 00FF

73 Tranquilizer D013C66F 001E

8013C5F7 00FF

74 Combat Boost D013C66F 001E

8013C5FF 00FF

75 Psychosis Gun D013C66F 001E

8013C603 00FF

76 All Guns D013C66F 001E

50001604 0000

8013C5AF 00FF

Player Two Codes

77 Moon Jump D009C7EC 0040

8113CAF0 40F2

D009C7EC 0040

8013CAA3 0000

78 Have All Guns D013E2DF 001E

8013E2E0 0007

79 Infinite Ammo (Right Weapon) D013E2DF 001E

8013D2CB 00FF

80 Infinite Ammo (Left Weapon) D013E2DF 001E

8013DA6F 00FF

Infinite Rounds (On Clip)

81 Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler,
Phoenix, PP9i & CCI3 D013E2DF 001E

8013E21F 00FF
82 CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT
(9mm), DMC & RC-P45 D013E2DF 001E
8013E223 00FF
83 Crossbow D013E2DF 001E
8013E227 00FF
84 Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special &
AR53 D013E2DF 001E
8013E22B 00FF
85 Shotgun D013E2DF 001E
8013E22F 00FF
86 FarSight XR-20 D013E2DF 001E
8013E233 00FF
87 Grenade D013E2DF 001E
8013E237 00FF
88 Rocket Launcher D013E2DF 001E
8013E23B 00FF
89 Combat Knife D013E2DF 001E
8013E23F 00FF
90 DY357 Magnum & DY357-LX D013E2DF 001E
8013E243 00FF
91 Devastator D013E2DF 001E
8013E247 00FF
92 Remote Mine D013E2DF 001E
8013E24B 00FF
93 Proximity Mine D013E2DF 001E
8013E24F 00FF
94 Timed Mine D013E2DF 001E
8013E253 00FF
95 Reaper D013E2DF 001E
8013E257 00FF
96 N-Bomb D013E2DF 001E
8013E263 00FF
97 Tranquilizer D013E2DF 001E
8013E267 00FF
98 Combat Boost D013E2DF 001E
8013E26F 00FF
99 Psychosis Gun D013E2DF 001E
8013E273 00FF
100 All Guns D013E2DF 001E
50001604 0000
8013E21F 00FF
Miscellaneous Codes
101 No Hands 800702DF 0000
102 Triangle On Mauler 3 8020E91A 00??
103 Beta Perfect Dark (Info Screen Text Modifier) 8110C994 2031
8110C996 2E30
8110C998 2062
8110C99A 6574
8110C99C 6120
104 No Hoverbox in Warehouse 801F2CF0 0000
105 Hack Almost Finished (Press B)- P1 D009C7E4 0040
800AC21A 0010
106 Hack Almost Finished (Press B)- P2 D009C7EC 0040
800AC21A 0010
107 Level Mod 4 8008E703 00xx
108 Scenario Mod 5 8009E703 00xx
109 Gun Set Modifier 6 800874CB 00XX
110 Custom Gun Modifier 7 800ACBA? 00xx
111 Combat Boost Always on 8009A42B 0001

112 Easy Challenge Finish 8 8007074f 0001
113 Sky Color Mod 9 80081060 00??
80081061 00??
80081062 00??
114 Weapons Info Scrolls Very Fast 80099FE0 0003
115 The Big Elevator In Ravine Is Gone 801DDB44 007A
116 The Elevator In Pipes Is Gone 801E7A00 007A
117 One Of The Elevators In The Base Is Gone (The Big Room) 801E78F8
004A
118 The Elevator That Is Over The Nonreachable "beta" Room In Sewers Is
Gone 801EA099 007A
119 Pipes Elevator Speed Mod 801E7A04 0???
120 Ravine Elevator Speed Mod 10 801DDB48 0???
121 No Spark From Bulletholes 8007F0BA 0000
122 No Smoke 812034B4 0000
812034B6 0000
123 No Bullet Holes, Scorches, Blood Marks On Walls Or Floor 8109B045
0000
8109CC4F 0000
124 Instantly Get Hills (KotH) 800AC116 001A
125 Pop Continuously Gets Points (Pop a Cap) 800AC112 003C
126 No Muzzle Flash Or Bullet 11 811BBCDC 0000
811BC480 0000
127 Gun/Hand Position/Animation Modifier 12 811BC080 ????
128 Gun/Hand Position/Animation Modifier (Part 2) 13 N/A
Perfect Menu Codes
129 Unlock Perfect Menu 14 810751FE 5674
81075206 3A5C
130 Access Cheats 15 80074376 007E
131 Access Fun 80073D32 007E
132 Access Gameplay 80073E4E 007E
133 Access Weapons for Jo in Solo 80073F6A 007E
134 Access Classic Weapons for Jo in Solo 80074086 007E
135 Access Weapons 800741A2 007E
136 Access Buddies 80074282 007E

Number Comments

1 NOTE: These only work in lo-res mode, and you activate the moon jump by pressing and holding the B button, release to fall. Just like in GE 007, you must first be in the air to activate the moon jump. To get in the air, you can run down hills, steps, etc.

2 05-Magsec4 (runs smoothe)

07-Phoenix (VERY GLITCHY usually freezes)

17-Devastator (runs smoothe) (best used without using a gun)

1A-Combat Knife (VERY GLITCHY, freezes when you pull the trigger)

18-Rocket Launcher (smoothe, best used without pulling out a gun)

19-Slayer (same stuff as Rocket Launcher)

3 This code puts a triangle on the Mauler, but only if you go into a multiplayer level by yourself (no other players). I don't know if it will work with sims being in the level. You can see the tip of the triangle with the digit being 01 or 02, but the bigger the number, the taller the triangle. 0 is no difference. I don't know if this works on any other guns, either.

4 00 - Skedar

01 - Pipes

02 - Ravine

03 - G5 Building

04 - Sewers

05 - Warehouse

06 - Grid

07 - Grid
08 - Area 52
09 - Base
0A - Fortress
0B - Villa
0C - Car Park
0D - Temple
0E - Complex
0F - Felicity
10 and above - Random

5 Okay, might as well explain these codes now. As you might have noticed, the scenario and level mod are the same code! If you just use it without accessing either the scenario or area sub-menus, it should take you to the level that the digit represents. But, if you choose the scenario sub-menu before you start a multiplayer match, it should do that scenario and a random level.

00 - Combat
01 - Hold the Case
02 - Hacker Central
03 - Pop A Cap
04 - King of the Hill
05 - Capture the Case

6 00= Pistols
01= Automatics
02= Power
03= FarSight
04= Tranquilizer
05= Heavy
06= Golden Magnum
07= Explosive
08= Grenade Launcher
09= Rocket Launcher
0A= Proximity Mine
0B= Remote Mine
0C= Random Five
0D= Random
0E= Custom

7 ?= 0= 1st slot
1= 2nd slot
2= 3rd slot
3= 4th slot
4= 5th slot
5= 6th slot
x= 00= Nothing

01= Falcon 2
02= Falcon 2(silencer)
03= Falcon 2(scope)
04= MagSec 4
05= Mauler
06= Phoenix
07= DY357 Magnum
08= DY357-LX
09= CMP150
0A= Cyclone
0B= Callisto NTG
0C= RC-P120
0D= Laptop Gun
0E= Dragon
0F= K7 Avenger
10= AR34

11= SuperDragon
12= Shotgun
13= Reaper
14= Sniper Rifle
15= Farsight XR-20
16= Devastator
17= Rocket Launcher
18= Slayer
19= Combat Knife
1A= Crossbow
1B= Tranquilizer
1C= Grenade
1D= N-Bomb
1E= Timed Mine
1F= Proximity Mine
20= Remote Mine
21= Combat Boost
22= Shield
23= Disabled

8 To use this code shoot your gun to win
9 I would suggest going to these addresses in the mem ed
10 XXX=100-1FF
11 slayer, rocket launcher, devastator, super dragon (grenade), or
laser will not work. Laptop sentry and dragon proximity will
continually launch
12 Anything after a "/" in the digits refers to what the gun does after
it fires. The ones with a "*" are my favorites.

0 gun way back
1 "
2 gun close and pointing down
3 middle an very close
4 middle and less close
5 as 3
6 shotgun reload
7 low on screen (reload)
8 low on screen (side reload, devastator?)
9 low right w/ rocket reload
0a high middle for some guns (superdragon reload?)
0b middle close bottom with glitchy movement
0c middle less close bottom with glitch
0d middle off screen bottom flashes to normal when fire
0e bottom middle-to-left close
0f very close middle
10 bottom right very close/jitters right to left
11 bottom right very close/jitters up to down
12 close middle right
13 less close right/ farther middle
14 less close right
15 close
bf bottom right of screen
c0 normal position, but little closer and pointing up
c1 crossbow! - cool effect with falcon *
c2 close to normal position, but gun parts move sideways*
c3 closer
c4 closer
c5 far left offscreen, gun won't work after reload
c6 as 119
c7 freeze
c8 as 119
c9 as c5

ca as 119
cb "
cc "
cd "
ce "
cf as c5
d0 "
d1 far right off screen
d2 tiny arm, won't fire after reload*
d3 gun in pieces, falls apart when fired*
d4 gun in pieces*
d5 gun offscreen upper left
d6 gun offscreen top and slightly left
d7 offscreen top and slightly right
d8 offscreen top, center
d9 offscreen upper left corner
da offscreen bottom center
db offscreen right
dc as d8
dd as d6
de as db
df tiny arm doing weird things in center of screen*
e0 tiny arm all the way out and to left*
e1 tiny arm all the way out and to left a bit*
00e2 laptop gun
e3 gun lowered to be part of hand
e4 like e3, but reload like superdragon
e5 like e3, but very fast reload
e6 K7 avenger /offscreen bottom left/kicks up onto screen
e7 close on bottom left
e8 as e7, but reload like shotgun
e9 as e7, but reloads like k7 (good view of gun)*
00ea falcons
eb gun center
ec as eb, fast reload
ed gun center/turns on side
ee offscreen bottom left
ef as ee
f0 tiny arms far right facing you*
f1 freeze
fc offscreen middle
fd offscreen normal position
fe offscreen middle
ff offscreen right
100 bottom left offscreen
101 gun on left pointing up at angle (good view of top)*
102 offscreen top right
103 offscreen bottom left
104 freeze
105 bottom left offscreen
106 "
107 offscreen top right
108 "
109 "
10a offscreen top
10b arm from top to bottom left and it moves to the right when you
fire*
10c offscreen top right
10d offscreen top right
10e "

10f "
110 huge gun pointing towards you (excellent view of gun)*
111 wristmounted gun, very close, cover bottom right corner of screen
(good view of gun)*
112 hold gun like club/froze when I changed guns
113 close right, pointing down/kicks back into face
114 middle low, very close
115 gun way back/ hand like cmo150
116cmp150
117 off the top of the screen/flashes to normal
118 as 117
119 no gun/flashes to normal spot, but bullet streaks don't appear
11a as119
11b as 119
11c "
11d "
11e " 11f "
120 offscreen left/flashes to normal spot
121 "

13 lae offscreen left
1af back on arm no reload
1b0 "
1b1 freeze
1d2 offscreen top right
1d3 offscreen left
1eb freeze
1ec freeze
1ed freeze
1f0 freeze
1fb offscreen middle
1fc normal position but closer than normal/dips into center then back
1fd back slightly and pointing down/pulls back offscreen
1fe back slightly/goes down
1ff slightly back of normal/gun looks to left then right
200 slightly closer than normal pointing down/moves across bottom of
screen
201 slightly closer and to! the right more
300 as 119
3e0 gun closer than normal and instant reload
3e1 "
3e2 "
3e3 "
3e4 "
3e5 "
3e9 gun lower right, reload high left
3ea fist punch
3eb gun center, reload like farsight
3ec farsight
3ed gun center, farther away
03ee shotgun
3ef center shotgun
3f0 rocket launcher
3f1 held closer than normal, some weird effects
3f2 held slightly to left of normal and makes pistol whip motion
3f3 mauler
3f4 freeze
3f5 back farther/turns clockwise slightly
3f6 pistol whip
3f7 devastator

3f8 gun below hand
3f9 dragon
3fa offscreen in normal position, hand goes right into your face on
reload
3fb as above different reload
3fc offscreen near normal position
3fd superdragon grenade launch
3fe superdragon normal
3ff offscreen near normal position
400 floating high on the screen in the center
401 as above/ tilts to point down and to the right
402 hand in normal position, gun offscreen in normal/hand stabs
forward
403 combat knife slash
404 other knife slash
405 combat knife throw
406 magnum
407 pistol whip after firing (magnum?)
408 magnum reload
409 2 magsec
40a higher than normal/magsec reload
40b Magsec
40c sniper rifle
40d freeze
40e cyclone
40f center of screen/goes up (shotgun reload?)
410 freeze
411 gun close to normal position, but moving part pushed to vertical*
412 hand is flat, gun normal, no reload
413 "
414 "
415 pheonix
416 slightly back on hand
417 normal position/side reload
418 callisto
419 ar34
41a rcp-120 reload/pointing slightly up at center of screen
41b combat knife ready to throw
41c gun above and to right of hand aiming at hand*
41d arm pointing inwards at normal position, gun offscreen*
41e gun back on arm, instant reload
41f gun pointing up, hand does palm strike*
420 magnum reload
421 empty hand with finger on trigger
422 gun on fo! rearm/hand goes up (mauler reload?)
423 normal position/ gun goes down offscreen (double gun reload?)
424 rcp-120
425 gun held sideways to right/ goes up when fired*
426 pointing from right to left on bottom of screen/weird effects*
427 reaper position, gun pointing down at bottom of screen/moves up
when fired
428 held magically above hand in normal position/goes down
429 slightly back on wrist/reload at back (slayer?)
42a slayer
42b n-bomb, grenade
42c shotgun double blast
42d tranq
42e laser - most guns not on screen and instant reload
42f offscreen normal position
430 prox, time mine

431 hand in center/gun flashes to normal position
432 remote mine
433 open hand in center/gun flashes to normal
434 as above, but slightly more open hand
435 mine close to you
436 mine held ready to throw
437 really close to screen. Gun held at weird angle, some guns in pieces*
438 guns held sideways in pieces mostly offscreen*!
439 bottom left offscreen/gun goes to a vertical position on right*
43a most guns held vertically in normal position*
43b hand in center of screen, gun held vertically, no reload
43c gun in center of screen, no reload
43d gun way back on hand/flashes to normal position
43e gun higher on hand, no reload
43f freeze
440 hand normal, gun closer than normal
441 slightly back from normal, no reload
442
443
444
445
4ff freeze
ffff freeze
14 You can access the Perfect Menu, but most options freeze up the game
15 ALL MUST BE USED OR IT WILL FREEZE IF YOU PICK A ONE YOU DID NOT ENTER!

More Misc. Codes

Timer Mod. Codes

1 1.1 - Agent 810A2220 ????
2 1.1 - Special Agent 810A2222 ????
3 1.1 - Perfect Agent 810A2224 ????
4 1.2 - Agent 810A2226 ????
5 1.2 - Special Agent 810A2228 ????
6 1.2 - Perfect Agent 810A222A ????
7 1.3 - Agent 810A222C ????
8 1.3 - Special Agent 810A222E ????
9 1.3 - Perfect Agent 810A2230 ????
10 2.1 - Agent 810A2232 ????
11 2.1 - Special Agent 810A2234 ????
12 2.1 - Perfect Agent 810A2236 ????
13 3.1 - Agent 810A2238 ????
14 3.1 - Special Agent 810A223A ????
15 3.1 - Perfect Agent 810A223C ????
16 3.2 - Agent 810A223E ????
17 3.2 - Special Agent 810A2240 ????
18 3.2 - Perfect Agent 810A2242 ????
19 4.1 - Agent 810A2244 ????
20 4.1 - Special Agent 810A2246 ????
21 4.1 - Perfect Agent 810A2248 ????
22 4.2 - Agent 810A224A ????
23 4.2 - Special Agent 810A224C ????
24 4.2 - Perfect Agent 810A224E ????
25 4.3 - Agent 810A2250 ????
26 4.3 - Special Agent 810A2252 ????
27 4.3 - Perfect Agent 810A2254 ????
28 5.1 - Agent 810A2256 ????
29 5.1 - Special Agent 810A2258 ????
30 5.1 - Perfect Agent 810A225A ????

31 5.2 - Agent 810A225C ????

32 5.2 - Special Agent 810A225E ????

33 5.2 - Perfect Agent 810A2260 ????

34 5.3 - Agent 810A2262 ????

35 5.3 - Special Agent 810A2264 ????

36 5.3 - Perfect Agent 810A2266 ????

37 6.1 - Agent 810A2268 ????

38 6.1 - Special Agent 810A226A ????

39 6.1 - Perfect Agent 810A226C ????

40 6.2 - Agent 810A226E ????

41 6.2 - Special Agent 810A2270 ????

42 6.2 - Perfect Agent 810A2272 ????

43 7.1 - Agent 810A2274 ????

44 7.1 - Special Agent 810A2276 ????

45 7.1 - Perfect Agent 810A2278 ????

46 8.1 - Agent 810A227A ????

47 8.1 - Special Agent 810A227C ????

48 8.1 - Perfect Agent 810A227E ????

49 9.1 - Agent 810A2280 ????

50 9.1 - Special Agent 810A2282 ????

51 9.1 - Perfect Agent 810A2284 ????

52 Mr. Blonde's Revenge - Agent 810A2286 ????

53 Mr. Blonde's Revenge - Special Agent 810A2288 ????

54 Mr. Blonde's Revenge - Perfect Agent 810A228A ????

55 Maian SOS - Agent 810A228C ????

56 Maian SOS - Special Agent 810A228E ????

57 Maian SOS - Perfect Agent 810A2290 ????

58 WAR! - Agent 810A2292 ????

59 WAR! - Special Agent 810A2294 ????

60 WAR! - Perfect Agent 810A2296 ????

61 The Duel - Agent 810A2298 ????

62 The Duel - Special Agent 810A229A ????

63 The Duel - Perfect Agent 810A229C ????

Miscellaneous Codes

64 File Name Mod. 810A2200 ????

810A2202 ????

810A2204 ????

810A2206 ????

810A2208 ????

65 All Gold in Firing Range 810A22AC FFFF

810A22AE FFFF

810A22B0 FFFF

810A22B2 FFFF

66 All Gold in Firing Range-Patched Version (GS Pro 3.0 Or Higher
Required) 50000402 0000

810A22AC FFFF

67 Multiplayer Level Modifier 1 8008E703 00??

68 Scenario Modifier 2 8009E703 00??

69 Level And Scenario Mod Part 2 3 N/A

70 All Stars On Co-Op Missions 810A22A0 FFFF

810A22A2 FFFF

810A22A4 FFFF

810A22A6 FFFF

810A22A8 FFFF

810A22AA FFFF

71 All Stars On Co-Op Missions-Patched Version (GS Pro 3.0 Or Higher
Required) 50000602 0000

810A22A0 FFFF

The Ultimate Code

72 The Ultimate Code (Part 1) 800884F3 0001

8008850E 0001
80088572 0001
80088574 0001
80088575 0001
80088576 0001
8008858C 0001
8008858D 0001
800885A6 0001
800885A9 0001
800885C0 0001
800885DA 0001
800885DC 0001
800885F4 0001
800885F5 0001
8008860E 0001
80088610 0001
80088612 0001
80088628 0001
80088642 0001
80088643 0001
80088644 0001
80088645 0001
80088646 0001
8008865C 0001
8008865D 0001
8008865E 0001
8008865F 0001
80088660 0001
80088676 0001
80088677 0001
80088678 0001
80088679 0001
8008867A 0001
80088690 0001
80088691 0001
80088692 0001
80088693 0001
80088694 0001
800886AA 0001
73 The Ultimate Code (Part 2) 800886AB 0001
800886AC 0001
800886AD 0001
800886AE 0001
800886C4 0001
800886C5 0001
800886C6 0001
800886C7 0001
800886C8 0001
800886DE 0001
800886DF 0001
800886E0 0001
800886E1 0001
800886E2 0001
800886F8 0001
800886F9 0001
800886FA 0001
800886FB 0001
800886FC 0001
80088712 0001
80088713 0001

80088714 0001
80088715 0001
80088716 0001
8008872C 0001
8008872D 0001
8008872E 0001
8008872F 0001
80088730 0001
80088746 0001
80088747 0001
80088748 0001
80088749 0001
8008874A 0001
80088760 0001
80088761 0001
80088762 0001
80088763 0001
80088764 0001
8008877A 0001
74 The Ultimate Code (Part 3) 8008877B 0001
8008877C 0001
8008877D 0001
8008877E 0001
80088794 0001
80088795 0001
80088796 0001
80088797 0001
80088798 0001
800887AE 0001
800887AF 0001
800887B0 0001
800887B1 0001
800887B2 0001
800A2219 0001
800A221D 0001
800A221F 0001
800A2221 0001
800A2223 0001
800A2225 0001
800A2227 0001
800A2229 0001
800A222B 0001
800A222D 0001
800A222F 0001
800A2231 0001
800A2233 0001
800A2235 0001
800A2237 0001
800A2239 0001
800A223B 0001
800A223D 0001
800A223F 0001
800A2241 0001
800A2243 0001
800A2245 0001
800A2247 0001
800A2249 0001
800A224B 0001
800A224D 0001
75 The Ultimate Code (Part 4) 800A224F 0001

800ACCE4 0001
800ACCE5 0001
800ACCE6 0001
800ACCE8 0001
800ACCE9 0001
800ACCEB 0001
800ACCEC 0001
800ACCEE 0001
800ACCEF 0001
800ACCF0 0001
800ACCF1 0001
800ACCF2 0001
800ACCF3 0001
800ACCF4 0001
800ACCF5 0001
800ACCF6 0001
800ACCF8 0001
800ACCFA 0001
800ACCFB 0001
77 The Ultimate Code (Part 6) 800ACCFD 0001
800ACCFD 0001
800ACCFE 0001
800ACCFE 0001
800ACD00 0001
800ACD01 0001
800ACD02 0001
800ACD03 0001
800ACD04 0001
800ACD05 0001
800ACD06 0001
800ACD07 0001
800ACD08 0001
800ACD09 0001
800ACD0A 0001
800ACD0B 0001
800ACD0C 0001
800ACD0D 0001
800ACD0E 0001
800ACD12 0001
800ACD15 0001
800ACD16 0001
800ACDEA 0001
800ACD3A 0001
78 The Ultimate Code (Part 7) 4 N/A
79 The Ultimate Code-Patched Version (Part 1) (GS Pro 3.0 Or Higher
Required) 800884F3 0001
8008850E 0001
80088575 0001
50000302 0000
80088572 0001
8008858C 0001
8008858D 0001
800885A6 0001
800885A9 0001
800885C0 0001
800885DA 0001
800885DC 0001
800885F4 0001
800885F5 0001
8008860E 0001

80088610 0001
80088612 0001
80088628 0001
50000501 0000
80088642 0001
50000501 0000
8008865C 0001
50000501 0000
80088676 0001
50000501 0000
80088690 0001
50000501 0000
800886AA 0001
50000501 0000
800886C4 0001
50000501 0000
800886DE 0001
50000501 0000
800886F8 0001
50000501 0000
80088712 0001
80 The Ultimate Code-Patched Version (Part 2) (GS Pro 3.0 Or Higher
Required) 50000501 0000
8008872C 0001
50000501 0000
80088746 0001
50000501 0000
80088760 0001
50000501 0000
8008877A 0001
50000501 0000
80088794 0001
50000501 0000
800887AE 0001
800A2219 0001
50003E02 0000
800A221D 0001
50000B01 0000
800ACCC9 0001
50000901 0000
800ACCD5 0001
50000401 0000
800ACCDF 0001
50000301 0000
800ACCE4 0001
800ACCE8 0001
800ACCE9 0001
800ACCEB 0001
800ACCEC 0001
50000901 0000
800ACCEE 0001
800ACCF8 0001
50002101 0000
800ACCF A 0001
800ACD12 0001
800ACD15 0001
800ACD16 0001
800ACDEA 0001
800ACD3A 0001

Number Comments

1 00 - Skedar
01 - Pipes
02 - Ravine
03 - G5 Building
04 - Sewers
05 - Warehouse
06 - Grid
07 - Grid
08 - Area 52
09 - Base
0A - Fortress
0B - Villa
0C - Car Park
0D - Temple
0E - Complex
0F - Felicity
10 and above - Random

2 00 - Combat
01 - Hold the Case
02 - Hacker Central
03 - Pop A Cap
04 - King of the Hill
05 - Capture the Case

3 Okay, might as well explain these codes now. As you might have noticed, that is the same code! If you just use it without accessing either the scenario or area sub-menus, it should take you to the level that the digit represents. But, if you choose the scenario sub-menu before you start a multiplayer match, it should do that scenario and a random level. I have not had anyone test these yet, so I don't know if they'll work for other people. Please tell me if they do.

4 In this big long list of codes, there are codes to activate solo missions, give all medals on solo missions, activate cheats, activate cinemas, and who knows what else. I just don't have the time to identify these codes. I know that some of this is credited to Zap2. I don't have the time to cut those codes out

Yet More Misc Codes.

1 Able To Kill Carrington Institute Personnel (Cinema Menu Gives Alt. Effect) 8022EE80 0020
802C92C4 0020
2 Power Outage (Lights Off) 8022169C 0020
3 Dim Lights 802214E0 0020
4 Most Lights Are Blown Out 80221690 0020
5 Lights Always On 802216A0 0020
6 All Lights On At Full Brightness (Overrides Light Switch) 80223D24
0020
7 Play When Its Dark Out 80223D24 0028
8 Perfect Darkness Cheat, But Still Light (Enemies Think Its Dark)
80220C38 0020
9 Neon Fruity Color Vision 80224C20 0020
10 Neon Pink Vision 80224C20 0028
11 Neon Blue Vision 80224C28 0020
12 Neon Gold Vision 80224C28 0028
13 Enhance Reflective Detail 80224C30 0020
14 No Reflective Detail 80224C30 0028
15 Most Enemies Rapid-Fire Weapons Are In Single-Shot Mode 80251700
0020
16 Most Enemies Single-Shot Weapons Are In Rapid-Fire Mode 80251704
0020

17 Enemies Dont Attack You 8026E138 0020
18 Enemies Immune To Gunfire 8028153C 0020
19 De-atomizer Ammo (Dont Use Crossbow) 80244420 0028
20 Change Placement Of Pick Up Items 8022D1D8 0020
21 Firing Range Encased Weapons Out Of Cases 8022D1E4 0020
22 Move Main Props Elsewhere 8022D204 0020
23 Move Main Props Elsewhere Different 8022D210 0020
24 Super Pushing Power, Push A Hovercrate 802A2EEC 0020
25 Kill A Enemy And They Throw Their Gun Up High 802B6550 0020
26 Enlarge Plants (Datadyne Building Type) 8022D2C0 0020
27 Debug Test Setting? (Game Crashes A Lot) 8022BC80 0020
28 Stop Clean Bots 8029DEA4 0020
29 Play The Carrington Institute Intro Level In Counter-Operative 1
8009DFE9 0026
8009DFEB 0040
802C92C4 0020
30 Play The Carrington Institute Intro Level In Co-Operative 8009DFE9
0026
8009DFEB 0080
802C92C4 0020
31 Play The The Duel In Counter-Operative 2 8009DFE9 004F
8009DFEB 0040
80285798 0001
32 Play The The Duel In Co-Operative 8009DFE9 004F
8009DFEB 0080
80285798 0001
33 Smart Enemies (All Enemies Can Now Use Grenades, Other Actions)
80273E30 0020
34 Gernade Enemies (Enemies Attack With Grenades) 80273E50 0020
35 More Aggressive Enemies 80273E44 0020
36 Chickenshit Enemies (Enemies Give Up Easy) 80273E2C 0020
37 Chickenshit/Hand-To-Hand Combat Enemies 80273E24 0020
38 Enemies Don't Go On Patrol 80273E4C 0020
39 Enemies Don't Attack 80273E00 0020
40 Shield Penetrating Bullets (Able To Kill Chicago Level Bot, Etc.)
80255108 0020
41 Light Shine 812246D6 0100
8027F24C 0020
42 Varying Multicolor Vision 802246D8 0028
43 Varying Multicolor Vision #2 802246D8 0030
44 All Elevators Don't Work 8029E71C 0020
45 Immune To Enemy Gunfire In Solo 8026AC10 0020
46 Invisible To Some Enemies 8024E1D4 0020
47 See Initial Character Placement 8023E698 0020
48 Enemy Mind Switch 8023E590 0020
49 Enemy Mind Switch #2 8023E59C 0020
50 Enemy Mind Switch #3 8023E59C 0028
51 Enemies Stretch Out Their Arms A Lot 8026F714 0020
52 Enemies Stretch/Can't Get Their Guns To Work 8026F700 0020
53 Enemies Mostly Inactive 8026F6FC 0020

Main Codes

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9 Neon Fruity Color Vision 80224C20 0020
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11 Neon Blue Vision 80224C28 0020
12 Neon Gold Vision 80224C28 0028
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14 No Reflective Detail 80224C30 0028
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0020
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17 Enemies Dont Attack You 8026E138 0020
18 Enemies Immune To Gunfire 8028153C 0020
19 De-atomizer Ammo (Dont Use Crossbow) 80244420 0028
20 Change Placement Of Pick Up Items 8022D1D8 0020
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22 Move Main Props Elsewhere 8022D204 0020
23 Move Main Props Elsewhere Different 8022D210 0020
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26 Enlarge Plants (Datadyne Building Type) 8022D2C0 0020
27 Debug Test Setting? (Game Crashes A Lot) 8022BC80 0020
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29 Play The Carrington Institute Intro Level In Counter-Operative 1
8009DFE9 0026
8009DFEB 0040
802C92C4 0020
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0026
8009DFEB 0080
802C92C4 0020
31 Play The The Duel In Counter-Operative 2 8009DFE9 004F
8009DFEB 0040
80285798 0001
32 Play The The Duel In Co-Operative 8009DFE9 004F
8009DFEB 0080
80285798 0001
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80273E30 0020
34 Gernade Enemies (Enemies Attack With Grenades) 80273E50 0020
35 More Aggressive Enemies 80273E44 0020
36 Chickenshit Enemies (Enemies Give Up Easy) 80273E2C 0020
37 Chickenshit/Hand-To-Hand Combat Enemies 80273E24 0020
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49 Enemy Mind Switch #2 8023E59C 0020

50 Enemy Mind Switch #3 8023E59C 0028
51 Enemies Stretch Out Their Arms A Lot 8026F714 0020
52 Enemies Stretch/Can't Get Their Guns To Work 8026F700 0020
53 Enemies Mostly Inactive 8026F6FC 0020

Gun Power Modifiers

1 Unarmed's punch 1 8006B2D8 00xx
8006B2D9 00xx
2 Unarmed's disarm 8006B324 00xx
8006B325 00xx
3 Falcon 2/ Falcon 2 (scope)'s single shot 8006B650 00xx
8006B651 00xx
4 Falcon 2 (silencer)'s single shot 8006B690 00xx
8006B691 00xx
5 All Falcon 2's pistol whip 8006B6C8 00xx
8006B6C9 00xx
6 MagSec 4's single shot 8006B98C 00xx
8006B98D 00xx
7 MagSec 4's 3-round burst 8006B9CC 00xx
8006B9CD 00xx
8 Mauler's single shot 8006C0E8 00xx
8006C0E9 00xx
9 Mauler's charge-up shot 8006C128 00xx
8006C129 00xx
10 Phoenix's single shot 8006BEBC 00xx
8006BEED 00xx
11 Phoenix's explosive shells 8006BEFC 00xx
8006BEFD 00xx
12 DY357 Magnum's single shot 8006BC78 00xx
8006BC79 00xx
13 DY357-LX's single shot 8006BCB8 00xx
8006BCB9 00xx
14 Both DY357's pistol whip 8006BCF0 00xx
8006BCF1 00xx
15 CMP150's rapid fire 8006C324 00xx
8006C325 00xx
16 CMP150's follow lock-on 8006C378 00xx
8006C379 00xx
17 Cyclone's rapid fire 8006C4D0 00xx
8006C4D1 00xx
18 Cyclone's magazine discharge 8006C524 00xx
8006C525 00xx
19 Callisto NTG's rapid fire 8006C7A8 00xx
8006C7A9 00xx
20 Callisto NTG's high impact shells 8006C7FC 00xx
8006C7FD 00xx
21 RC-P120's rapid fire 8006C668 00xx
8006C669 00xx
22 Laptop Gun's burst fire 8006D0FC 00xx
8006D0FD 00xx
23 Dragon's rapid fire 8006C928 00xx
8006C929 00xx
24 K7 Avenger's burst fire 8006CEB8 00xx
8006CEB9 00xx
25 K7 Avenger's threat detector 8006CF0C 00xx
8006CF0D 00xx
26 AR34's burst fire 8006CCE0 00xx
8006CCE1 00xx
27 AR34's use scope 8006CD34 00xx
8006CD35 00xx

28 SuperDragon's rapid fire 8006CB0C 00xx
8006CB0D 00xx
29 SuperDragon's grenade launcher 8006CB60 00xx
8006CB61 00xx
30 Shotgun's shotgun fire 8006D274 00xx
8006D275 00xx
31 Shotgun's double blast 8006D2B4 00xx
8006D2B5 00xx
32 Reaper's reapeage 8006D458 00xx
8006D459 00xx
33 Reaper's grinder 8006D4A4 00xx
8006D4A5 00xx
34 Sniper Rifle's single shot 8006E628 00xx
8006E629 00xx
35 Farsight XR-20's rail-gun effect 8006E014 00xx
8006E015 00xx
36 Farsight XR-20's target locator 8006E054 00xx
8006E055 00xx
37 Devastator's grenade launcher 8006D930 00xx
8006D931 00xx
38 Devastator's wall hugger 8006D994 00xx
8006D995 00xx
39 Rocket Launcher's rocket launch 8006D60C 00xx
8006D60D 00xx
40 Rocket Launcher's targeted rocket 8006D670 00xx
8006D671 00xx
41 Slayer's rocket launch 8006D780 00xx
8006D781 00xx
42 Slayer's fly-by-wire rocket 8006D7E4 00xx
8006D7E5 00xx
43 Combat Knife's knife slash 8006F0A0 00xx
8006F0A1 00xx
44 Combat Knife's throw poison knife 8006F0F8 00xx
8006F0F9 00xx
45 Crossbow's sedate 8006E240 00xx
8006E241 00xx
46 Crossbow's instant kill 8006E1DC 00xx
8006E1DD 00xx
47 Tranquilizer's sedate 8006E3F0 00xx
8006E3F1 00xx
48 Tranquilizer's lethal injection 8006E428 00xx
8006E429 00xx
49 Laser's pulse fire 8006E710 00xx
8006E711 00xx
50 Laser's short range stream 8006E750 00xx
8006E751 00xx
51 PP9i's single shot 8006E824 00xx
8006E825 00xx
52 CC13's single shot 8006E8E0 00xx
8006E8E1 00xx
53 KLO1313's rapid fire 8006E984 00xx
8006E985 00xx
54 KF7 Special's burst fire 8006EA3C 00xx
8006EA3D 00xx
55 ZYT (9mm)'s rapid fire 8006EAF4 00xx
8006EAF5 00xx
56 DMC's rapid fire 8006EBAC 00xx
8006EBAD 00xx
57 AR53's burst fire 8006EC64 00xx
8006EC65 00xx

58 RC-P45's rapid fire 8006ED1C 00xx
8006ED1D 00xx
59 Psychosis Gun's infect 8006E4FC 00xx
8006E4FD 00xx

Number Comments

1 Unarmed Punch: 3F 00
Unarmed Disarm: 3E 99
Falcon 2: 3F 80
Falcon 2 Pistol Whip: 3F 66
Magsec 4: 3F 8C
Mauler: 3F 99
Phoenix Single Shot: 3F 8C
Phoenix Explosive Shells: 3F 99
DY357 Magnum Single Shot: 40 00
DY357-LX Single Shot: 43 48 (most powerful)
DY357 and DY357-LX pistol whip: 3F 66
CMP150: 3F 80
Cyclone Rapid Fire: 3F 4C
Cyclone Magazine Discharge: 3F B3
Callisto NTG Rapid Fire: 3F 99
Callisto NTG High Impact Shells: 40 19
RC-P120: 3F 99
Laptop Gun Burst Fire: 3F 93
Dragon: 3F 8C
K7 Avenger: 3F C0
AR34: 3F B3
SuperDragon: 3F 99
Shotgun: 3F 19
Reaper Reapage: 3F 99
Reaper Grinder: 3D 4C
Sniper Rifle: 3F 99
Farsight XR-20: 42 C8
Devistator: 3F 80
Rocket Launcher: 3F 80
Slayer: 3F 80
Combat Knife Slash: 40 00
Combat Knife Poison Knife: 3F 80
Crossbow Sedate: 3F 80
Crossbow Instant Kill: 42 C8
Tranquilizer Sedate: 3E 80
Tranquilizer Lethal Injection: 42 C8
Laser Pulse Fire: 3F 80
Laser Short Range
Stream: 3D CC
PP9i: 3F 80
CC13: 3F 80
Klo1313: 3F 19
KF7 Special: 3F 80
ZZT (9mm): 3F 80
DMC: 3F 80
AR53: 3F B3
RC-P45: 3F E6
Psychosis Gun: 3F 00

More Low Res Misc. Codes

Timer Mod. Codes

1 1.1 - Agent 810A2220 ?????
2 1.1 - Special Agent 810A2222 ?????
3 1.1 - Perfect Agent 810A2224 ?????

4 1.2 - Agent 810A2226 ????
5 1.2 - Special Agent 810A2228 ????
6 1.2 - Perfect Agent 810A222A ????
7 1.3 - Agent 810A222C ????
8 1.3 - Special Agent 810A222E ????
9 1.3 - Perfect Agent 810A2230 ????
10 2.1 - Agent 810A2232 ????
11 2.1 - Special Agent 810A2234 ????
12 2.1 - Perfect Agent 810A2236 ????
13 3.1 - Agent 810A2238 ????
14 3.1 - Special Agent 810A223A ????
15 3.1 - Perfect Agent 810A223C ????
16 3.2 - Agent 810A223E ????
17 3.2 - Special Agent 810A2240 ????
18 3.2 - Perfect Agent 810A2242 ????
19 4.1 - Agent 810A2244 ????
20 4.1 - Special Agent 810A2246 ????
21 4.1 - Perfect Agent 810A2248 ????
22 4.2 - Agent 810A224A ????
23 4.2 - Special Agent 810A224C ????
24 4.2 - Perfect Agent 810A224E ????
25 4.3 - Agent 810A2250 ????
26 4.3 - Special Agent 810A2252 ????
27 4.3 - Perfect Agent 810A2254 ????
28 5.1 - Agent 810A2256 ????
29 5.1 - Special Agent 810A2258 ????
30 5.1 - Perfect Agent 810A225A ????
31 5.2 - Agent 810A225C ????
32 5.2 - Special Agent 810A225E ????
33 5.2 - Perfect Agent 810A2260 ????
34 5.3 - Agent 810A2262 ????
35 5.3 - Special Agent 810A2264 ????
36 5.3 - Perfect Agent 810A2266 ????
37 6.1 - Agent 810A2268 ????
38 6.1 - Special Agent 810A226A ????
39 6.1 - Perfect Agent 810A226C ????
40 6.2 - Agent 810A226E ????
41 6.2 - Special Agent 810A2270 ????
42 6.2 - Perfect Agent 810A2272 ????
43 7.1 - Agent 810A2274 ????
44 7.1 - Special Agent 810A2276 ????
45 7.1 - Perfect Agent 810A2278 ????
46 8.1 - Agent 810A227A ????
47 8.1 - Special Agent 810A227C ????
48 8.1 - Perfect Agent 810A227E ????
49 9.1 - Agent 810A2280 ????
50 9.1 - Special Agent 810A2282 ????
51 9.1 - Perfect Agent 810A2284 ????
52 Mr. Blonde's Revenge - Agent 810A2286 ????
53 Mr. Blonde's Revenge - Special Agent 810A2288 ????
54 Mr. Blonde's Revenge - Perfect Agent 810A228A ????
55 Maian SOS - Agent 810A228C ????
56 Maian SOS - Special Agent 810A228E ????
57 Maian SOS - Perfect Agent 810A2290 ????
58 WAR! - Agent 810A2292 ????
59 WAR! - Special Agent 810A2294 ????
60 WAR! - Perfect Agent 810A2296 ????
61 The Duel - Agent 810A2298 ????
62 The Duel - Special Agent 810A229A ????
63 The Duel - Perfect Agent 810A229C ????

Other Assorted Codes

64 File Name Mod. 810A2200 ????

810A2202 ????

810A2204 ????

810A2206 ????

810A2208 ????

65 All Gold in Firing Range 810A22AC FFFF

810A22AE FFFF

810A22B0 FFFF

810A22B2 FFFF

66 All Gold in Firing Range-Patched Version (GS Pro 3.0 Or Higher
Required) 50000402 0000

810A22AC FFFF

67 Multiplayer Level Modifier 1 8008E703 00??

68 Scenario Modifier 2 8009E703 00??

69 Level And Scenario Mod Part 2 3 N/A

70 All Stars On Co-Op Missions 810A22A0 FFFF

810A22A2 FFFF

810A22A4 FFFF

810A22A6 FFFF

810A22A8 FFFF

810A22AA FFFF

71 All Stars On Co-Op Missions-Patched Version (GS Pro 3.0 Or Higher
Required) 50000602 0000

810A22A0 FFFF

The Ultimate Code

72 The Ultimate Code (Part 1) 800884F3 0001

8008850E 0001

80088572 0001

80088574 0001

80088575 0001

80088576 0001

8008858C 0001

8008858D 0001

800885A6 0001

800885A9 0001

800885C0 0001

800885DA 0001

800885DC 0001

800885F4 0001

800885F5 0001

8008860E 0001

80088610 0001

80088612 0001

80088628 0001

80088642 0001

80088643 0001

80088644 0001

80088645 0001

80088646 0001

8008865C 0001

8008865D 0001

8008865E 0001

8008865F 0001

80088660 0001

80088676 0001

80088677 0001

80088678 0001

80088679 0001

8008867A 0001

80088690 0001
80088691 0001
80088692 0001
80088693 0001
80088694 0001
800886AA 0001
73 The Ultimate Code (Part 2) 800886AB 0001
800886AC 0001
800886AD 0001
800886AE 0001
800886C4 0001
800886C5 0001
800886C6 0001
800886C7 0001
800886C8 0001
800886DE 0001
800886DF 0001
800886E0 0001
800886E1 0001
800886E2 0001
800886F8 0001
800886F9 0001
800886FA 0001
800886FB 0001
800886FC 0001
80088712 0001
80088713 0001
80088714 0001
80088715 0001
80088716 0001
8008872C 0001
8008872D 0001
8008872E 0001
8008872F 0001
80088730 0001
80088746 0001
80088747 0001
80088748 0001
80088749 0001
8008874A 0001
80088760 0001
80088761 0001
80088762 0001
80088763 0001
80088764 0001
8008877A 0001
74 The Ultimate Code (Part 3) 8008877B 0001
8008877C 0001
8008877D 0001
8008877E 0001
80088794 0001
80088795 0001
80088796 0001
80088797 0001
80088798 0001
800887AE 0001
800887AF 0001
800887B0 0001
800887B1 0001
800887B2 0001

800A2219 0001
800A221D 0001
800A221F 0001
800A2221 0001
800A2223 0001
800A2225 0001
800A2227 0001
800A2229 0001
800A222B 0001
800A222D 0001
800A222F 0001
800A2231 0001
800A2233 0001
800A2235 0001
800A2237 0001
800A2239 0001
800A223B 0001
800A223D 0001
800A223F 0001
800A2241 0001
800A2243 0001
800A2245 0001
800A2247 0001
800A2249 0001
800A224B 0001
800A224D 0001
75 The Ultimate Code (Part 4) 800A224F 0001
800A2251 0001
800A2253 0001
800A2255 0001
800A2257 0001
800A2259 0001
800A225B 0001
800A225D 0001
800A225F 0001
800A2261 0001
800A2263 0001
800A2265 0001
800A2267 0001
800A2269 0001
800A226B 0001
800A226D 0001
800A226F 0001
800A2271 0001
800A2273 0001
800A2275 0001
800A2277 0001
800A2279 0001
800A227B 0001
800A227D 0001
800A227F 0001
800A2281 0001
800A2283 0001
800A2285 0001
800A2287 0001
800A2289 0001
800A228B 0001
800A228D 0001
800A228F 0001
800A2291 0001

800A2293 0001
800A2295 0001
800A2297 0001
800ACCC9 0001
800ACCCA 0001
800ACCCB 0001
76 The Ultimate Code (Part 5) 800ACCCD 0001
800ACCCD 0001
800ACCCE 0001
800ACCCF 0001
800ACCD0 0001
800ACCD1 0001
800ACCD2 0001
800ACCD3 0001
800ACCD5 0001
800ACCD6 0001
800ACCD7 0001
800ACCD8 0001
800ACCD9 0001
800ACDA 0001
800ACDDB 0001
800ACDC 0001
800ACDD 0001
800ACDF 0001
800ACCE0 0001
800ACCE1 0001
800ACCE2 0001
800ACCE4 0001
800ACCE5 0001
800ACCE6 0001
800ACCE8 0001
800ACCE9 0001
800ACCEB 0001
800ACCEC 0001
800ACCEE 0001
800ACCEF 0001
800ACCF0 0001
800ACCF1 0001
800ACCF2 0001
800ACCF3 0001
800ACCF4 0001
800ACCF5 0001
800ACCF6 0001
800ACCF8 0001
800ACCF9 0001
800ACCFB 0001
77 The Ultimate Code (Part 6) 800ACCFD 0001
800ACCFD 0001
800ACCFE 0001
800ACCFE 0001
800ACD00 0001
800ACD01 0001
800ACD02 0001
800ACD03 0001
800ACD04 0001
800ACD05 0001
800ACD06 0001
800ACD07 0001
800ACD08 0001
800ACD09 0001

800ACD0A 0001
800ACD0B 0001
800ACD0C 0001
800ACD0D 0001
800ACD0E 0001
800ACD12 0001
800ACD15 0001
800ACD16 0001
800ACDEA 0001
800ACD3A 0001
78 The Ultimate Code (Part 7) 4 N/A
79 The Ultimate Code-Patched Version (Part 1) (GS Pro 3.0 Or Higher
Required) 800884F3 0001
8008850E 0001
80088575 0001
50000302 0000
80088572 0001
8008858C 0001
8008858D 0001
800885A6 0001
800885A9 0001
800885C0 0001
800885DA 0001
800885DC 0001
800885F4 0001
800885F5 0001
8008860E 0001
80088610 0001
80088612 0001
80088628 0001
50000501 0000
80088642 0001
50000501 0000
8008865C 0001
50000501 0000
80088676 0001
50000501 0000
80088690 0001
50000501 0000
800886AA 0001
50000501 0000
800886C4 0001
50000501 0000
800886DE 0001
50000501 0000
800886F8 0001
50000501 0000
80088712 0001
80 The Ultimate Code-Patched Version (Part 2) (GS Pro 3.0 Or Higher
Required) 50000501 0000
8008872C 0001
50000501 0000
80088746 0001
50000501 0000
80088760 0001
50000501 0000
8008877A 0001
50000501 0000
80088794 0001
50000501 0000

800887AE 0001
800A2219 0001
50003E02 0000
800A221D 0001
50000B01 0000
800ACCC9 0001
50000901 0000
800ACCD5 0001
50000401 0000
800ACCDF 0001
50000301 0000
800ACCE4 0001
800ACCE8 0001
800ACCE9 0001
800ACCEB 0001
800ACCEC 0001
50000901 0000
800ACCEE 0001
800ACCF8 0001
50002101 0000
800ACCF8 0001
800ACD12 0001
800ACD15 0001
800ACD16 0001
800ACDEA 0001
800ACD3A 0001

Number Comments

1 00 - Skedar
01 - Pipes
02 - Ravine
03 - G5 Building
04 - Sewers
05 - Warehouse
06 - Grid
07 - Grid
08 - Area 52
09 - Base
0A - Fortress
0B - Villa
0C - Car Park
0D - Temple
0E - Complex
0F - Felicity
10 and above - Random
2 00 - Combat
01 - Hold the Case
02 - Hacker Central
03 - Pop A Cap
04 - King of the Hill
05 - Capture the Case

3 Okay, might as well explain these codes now. As you might have noticed, that is the same code! If you just use it without accessing either the scenario or area sub-menus, it should take you to the level that the digit represents. But, if you choose the scenario sub-menu before you start a multiplayer match, it should do that scenario and a random level. I have not had anyone test these yet, so I don't know if they'll work for other people. Please tell me if they do.

4 In this big long list of codes, there are codes to activate solo missions, give all medals on solo missions, activate cheats, activate

