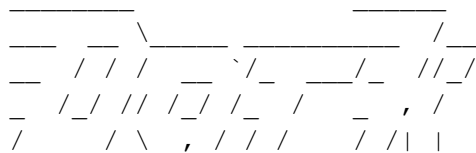
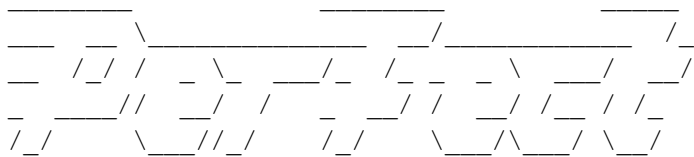


Perfect Dark FAQ/Walkthrough

by Dallas

Updated to v2.0 on Dec 9, 2003



P E R F E C T D A R K

FAQ/Walkthrough for the N64 Version of Perfect Dark

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=i. Introduction & Version History=
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After a very long wait, eager gamers have now been presented with one of Rare's Top 3 titles, Perfect Dark. As most of you know, Perfect Dark is somewhat of a sequel to the hit shooter "Goldeneye 007" released back in 1997. As one of the top 3 titles (Donkey Kong 64, Jet Force Gemini, Perfect Dark) Perfect Dark is surely going to be both popular, and big. As most games such as Perfect Dark, it may, and in fact, probably will become a million seller in a matter of months.

So, as many gamers need the help, I have come once again with this FAQ to help you all out. Of course, marshmallow (N64 Master Author) is writing for this as well, and many people in fact head straight for his FAQ/Walkthrough as a result of his past work, which is excellent. That's fine, but I have a simple request of you gamers, and that is to give all the FAQs a try, such as you have done by reading this.

As a closing note to this introduction I would like to start you off by saying that I hope you enjoy reading this FAQ, and I hope it provides useful in your quest of playing Perfect Dark. Good Luck!

Version History:

- V2.0 (05/29/2000): FAQ Complete. All Missing objectives added. Enjoy.
V1.5 (05/28/2000): Walkthrough fully complete, still need to add a few missed objectives and missing sections. I am now officially sick of writing this FAQ.
V1.4 (05/28/2000): Perfect Agent Walkthrough complete except a few random objectives.

V1.3 (05/28/2000): All of Special Agent Walkthrough Complete except parts of Missions 7-9.
V1.2 (05/27/2000): All of Agent Walkthrough Complete except part of Mission 9.
V1.1 (05/27/2000): Mission 8 and part of Mission 9 Walkthrough Complete. Mission 1 Special Agent Walkthrough Complete.
V1.0 (05/26/2000): Mission 6 and Mission 7 Walkthrough Complete.
V0.9 (05/26/2000): Mission 5 Walkthrough Complete. 70% of Mission 6 Walkthrough Complete.
V0.8 (05/25/2000): Mission 4 Walkthrough Complete. Most of Mission 5 Walkthrough finished.
V0.7 (05/25/2000): Mission 3 Walkthrough Complete. Part of Mission 4 walkthrough added. Also added my review of the game.
V0.6 (05/24/2000): Finished up the G5 Building for Mission 3. Also added Mission listings thanks to Nemesis.
V0.5 (05/24/2000): More on Mission 3 Walkthrough added.
V0.4 (05/24/2000): More Mission 3 Walkthrough added. Changed a few things, and added a few people to the credits section.
V0.3 (05/24/2000): First 2 Missions and part of Mission 3 Walkthrough complete. Codes & Gameshark Codes added. Simulants added.
V0.2 (05/23/2000): New Art. More added to Walkthrough.
V0.1 (05/23/2000): Initial Release. BETA Version, First Part of Mission 1 walkthrough complete.

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=I. About Perfect Dark=

=====

Goldeneye fans now have a new challenge ahead of them, and that would be Perfect Dark. Perfect Dark, a Rareware game, was supposed to be the sequel to Goldeneye 007, and in a sense it is. What's the difference between the two games? New characters, New Weapons, New Items, and New Missions. The games, however, are similar in structure, such as the different difficulty settings, Agent, Secret Agent, and Perfect Agent.

What is the basic concept of the game? Various things mixed together as a whole really. The game features the action part, which would consist of shooting all enemy guards, etc. and then there is the "puzzle" type part which is solving, and completing the objectives. However, some objectives could be the action part of the game as well. Almost every gamer out there has played Goldeneye 007 somehow, and therefore you know what this game is like.

There are several different weapons scattered throughout the game which can be earned in a way as you progress. There are also Bots, which can be set to be allies or enemies for single player or multi-player. You will learn more about the bots later in this FAQ.

As mentioned, one major replay factor is the multi-player which has been implemented into the game. Multiplayer fans shall have a blast with this game, and you'll see why a bit later in this FAQ, specifically under the "Multiplayer" section.

Even if you aren't a big fan of MultiPlay, the game has TONS of replay value for single players. With 3 difficulty settings and one secret difficulty setting for all the missions in the game, you'll be busy for a long time before you are fully done with this game.

Overall, all I can honestly say about Perfect Dark is that, if you enjoyed playing Goldeneye, by all means you shall absolutely be in bliss with this game. That's a guarantee, why? Because it's a Rare game!

MY REVIEW

Overall Review:

As many FPS (First-Person Shooter) know, Perfect Dark is the biggest game to come out on the Nintendo 64 this year. It's been delayed several times, and has been released finally in May 2000. So, does it really live up to all the hype?

In my honest opinion, Yes. I won't lie to you, because if I thought this game sucked (which I did before buying it) I would tell you it sucks. But believe me, this game is one of the best I've played in a LONG time, and it keeps me hooked. All I want to do is play Perfect Dark, all the time.

What's so special about it you ask?

Just about everything. There are tons of features available in the game, such as Solo Missions, Training, Simulants, MultiPlayer, Rack Training, Challenges, codes, weapons, items, and much much more. The game features so much it's hard to believe it can all fit onto one cartridge.

Now comes the most frequently asked question of all time? Is it like Goldeneye? Yes, in a way. But Perfect Dark and Goldeneye are two separate games just made by the same company, therefore they are going to be somewhat similar. When you also take into consideration that Perfect Dark is supposed to be the sequel to Goldeneye, you are going to find the 2 games simiar in gameplay.

Which is better? By all means Perfect Dark out does Goldeneye 1 to 10. Why? Because there are all new levels, more of them, 3 difficulty settings, great MultiPlayer, great Solo player, challenges, and much more than goldeneye would ever have. Then comes the ever so popular quetion: Should I purchase this game?

It depends, if you enjoy FPS's such as goldeneye you will be in heaven when playing this game. If you aren't much of a fan of FPS's (such as Goldeneye, Doom, Duke Nuken, etc.) then Perfect Dark really isn't for you.

Now, that's cool about the game in general, but how do the individual categories hold up? Well, let's find out.

Graphics: 9/10

As expected, with the enhanced technology of the Expansion Pak, the graphics are truly outstanding in this game. Very detailed, superb 3rd demension, and basically will leave you speechless, so why the 9 and not the 10, well maybe it's just me, but I tend to get a bit nauseous after playing for a while.

I assume it's motion sickness, but there are a lot of graphics that can make one feel nauseous, such as bluriness, or just overall moving around too much. But this is only the case for some people, not everyone. Now, how about the blood and guts!?

Yes, it's true, Perfect Dark does feature plenty of blood, but not much guts. Whenever an enemy is shot, his blood will splatter on the wall/door or wherever he's standing. You can continually shoot a dead enemy on the floor and continue to see blood splatter from them. That's one reason why the game earned a "Mature" rating (17+).

Overall, I have to say the graphics have been drawn out very well, nicely and most importantly, very detailed. You can see the drops of blood trickle down the wall after an enemy guard has been shot, if that's not detailed enough, then you are just plain sick.

Sound: 10/10

Ah, the gloriousness of hearing guards cuss at you as you blow their brains out. Yes, it's also true that the guards use profanity such as the "S" word or the "B" word. However, there is an option to turn the profanity off in the game, which brings up another highlight of the game's features.

Other sounds would include weapon firings, guards screaming as they are shot, dialouge being spoken, and your other basic sound effects such as explosions, elevator dings, etc. Overall, the sound is awesome and very, very loud. Very nice job in the sound department.

Gameplay: 10/10

The most fun you will EVER have on your N64, period. The strategic and challenge levels present in Perfect Dark are amazing. There are 9 missions each with several levels within them. Plus 3 difficulty settings, each with more objectives than the lower class before it. Making a grand total of 27 missions, 9 being unique.

This adds a great replay value to the game, because these missions are no walk in the park. There can be up to 3 sub-missions within one main mission, and then you have 3 difficulty levels to play on once you finish the other.

Basically, here's the lowdown. You begin a mission and your goal is to complete all the objectives on your list. You must complete them all in order to complete a level, and you must complete all levels before you complete a mission.

The gameplay is self-explanatory really, it's pretty much like goldeneye, only much better with new features and options and new challenges that await you. Outstanding gameplay is what makes this game what it is.

Replay Value: 9/10

Okay, let's put it this way, 9 missions, tons of levels within these missions, MultiPlayer, Simulant Challenges, Training, Training Rack, 3 difficulty levels, and more. This shall surely keep you busy for weeks or months on hand. Rare did a great job on preserving the wonderful MultiPlayer mode as they did in Goldeneye, only they perfected upon it here.

Even if you aren't a huge fan of MultiPlayer games, or you despise them, the solo missions are surely what really makes the game and they will keep you playing for quite a while. The replay value is very high here, and the only downfall is that motion sickness which some people experience.

Rent/Buy:

Okay, the price to buy is rather high (\$60) but to me, it's worth the cash. However, if you really want to rent first, so be it but good luck on finding a copy anywhere.

Overall: 10/10

Honestly, Perfect Dark truly deserves a perfect 10. Why? Because Rare has worked extremely hard on bringing this game to us and not only did they bring it, but they made it a masterpiece of a game. FPS fans are in for a treat as well as Goldeneye fans, I recommend this game to anybody.

=====
=II. Story=
=====

Yes, I'm cheap, and lazy, so I copied the story straight from the manual itself, heck, at least you know it's the original story. I'm not too creative when it comes to storytelling, so I'll give you the official one.

Since the dawn of man, our planet has been watched. The reasons for this interest differ from race to race: some merely wish to observe until humanity has evolved to a point where they can introduce themselves without sparking mass panic, while the motives of others are considerably less benign.

And not all humans are oblivious to the watchers above and among us. Daniel Carrington, head of the elite Carrington Institute, suspects that rapid technological developments at dataDyne HQ are the results of the corporation taking a dark path to first contact - a path which apparently branches through major Government agencies...

Whether or not his suspicions are justified, it is clear that events are rushing to a head. People are being abducted, animals are being mutilated: someone amongst the stars desperately wants something they believe us to have, and Carrington suspects that the grand plan penetrates far deeper than these surface incidents. Using all means available, the Institute has resolved to find out exactly what's going on before it's too late, and only recently has it been offered its first real lead into the conspiracy: urgent messages from one Dr. Carroll located deep in the heart of dataDyne operations, requesting extraction from the company before alleged threats on his life are actually carried out.

Cue freshly-qualified Agent Joanna Dark, codenamed Perfect Dark thanks to her unprecedented achievements in training. Her first real assignment could hardly be of more importance: infiltrate the dataDyne skyscraper, extract Dr. Carroll and bring him back to the Institute undetected and unharmed. With events at dataDyne shrouded in mystery and yet moving so fast, whatever knowledge Dr. Carroll possesses could ultimately decide the fate of the human race.

=====
=III. Controls=
=====

These are the controls on the standard Nintendo 64 Controller...

A Button - Change Weapon or Gadget

B Button - Reload Weapon; Open Door

C-Up - Look downward

C-Down - Look upward

C-Left - Side step Left

C-Right - Side step Right

LEFT Button - Aim Weapon with Scope

RIGHT Button - Aim Weapon with Scope

START - Pause

Z Button - Fire Weapon / Use Gadget

D-Pad + - Same as C-Buttons

Joystick - Control Character

=-----=
=IV. Characters=
=-----=

More in-depth information shall be added to this later today.

AGENT DARK

Real Name.....Joanna Dark
Age.....23 Years; 2 Months of age
Race.....Homo Sapien (Human)
Profile.....Highly trained but inexperienced. Reactions super.
Proficient with a variety of weapons. Very competent all-around agent. Highest recorded training scores resulted in the creation of a new calss of training grade. The embodiment of the Carrington Institute's ideal agent, hence the call sign, 'Perfect Dark'.

OTHERS

Real Name.....Jonathan
Age.....28 Years of age
Race.....Homo Sapien (Human)
Profile.....Coming Soon...

Real Name.....Daniel Carrington
Age.....62 Years of age
Race.....Homo Sapien (Human)
Profile.....Coming Soon...

Real Name.....President
Age.....50 Years of age
Race.....Homo Sapien (Human)
Profile.....Coming Soon...

Real Name.....Cassandra De Vries
Age.....39 Years of age
Race.....Homo Sapien
Profile.....Coming Soon...

More to come...

=-----=
=V. Gameplay Modes=
=-----=

As you've seen in Goldeneyem there are 3 different modes of gameplay or "difficulty levels" to play on through each mision. Here they are...

AGENT - The standard agent, this is how you will begin each level. Playing levels in Agent mode enables you to do less work, but it's also the easiest mode to play on. Not too good for bragging rights.

SPECIAL AGENT - One rank above the standard agent, Special Agent mode allows you to complete more obstacles in each mission, and it is the 2nd hardest mode to play on. You would be considered a "good" player when beating a mission on Special Agent.

PERFECT AGENT - The absolute highest ranked agent you can play as. On Perfect Agent mode, you have the maximum amount of obstacles to tackle and it's the hardest mode. You can call yourself a god at this game if you beat missions on Perfect Agent.

MY SYMBOLS - Throughout the FAQ on each mission I will use the following symbols to determine the agents:

- A = Agent
- SA = Special Agent
- PA = Perfect Agent

Thanks to Nemesis for the following...

| Mission | Level(s) |
|-----------|---|
| Mission 1 | DataDyne Central DataDyne Research dataDyne Central |
| Mission 2 | Carrington Villa |
| Mission 3 | Chicago G5 Building |
| Mission 4 | Area 51 Area 51 Area 51 |
| Mission 5 | Air Base Air Force One Crash Site |
| Mission 6 | Pelagic II Deep Sea |
| Mission 7 | Carrington Institute |

| | |
|-----------|--------------|
| Mission 8 | Attack Ship |
| Mission 9 | Skedar Ruins |

Mission List:

| Mission | Type |
|-----------|--|
| Mission 1 | Defection Investigation Extraction |
| Mission 2 | Hostage One |
| Mission 3 | Stealth Reconnaissance |
| Mission 4 | Infiltration Rescue Escape |
| Mission 5 | Espionage Anti-terrorism Confrontation |
| Mission 6 | Exploration Nullify Threat |
| Mission 7 | Defense |
| Mission 8 | Covert Assault |
| Mission 9 | Battle Shrine |

Mission Objectives:

Key:

- A- Agent Difficulty level
- S- Secret Agent Difficulty level
- P- Perfect Agent Difficulty level

| MISSION | LEVEL | OBJECTIVES |
|---------|-------|------------|
|---------|-------|------------|

| | | |
|-----------|-------------------------------------|---|
| Mission 1 | DataDyne Central: Defection | -Disable Internal Security Hub (S,P) -Obtain the keycode Necklace (S,P) -Download Project Files (P) -Disable external Comms Hub (S,P) -Gain entrance to Laboratory (A,S,P) |
| Mission 1 | DataDyne Research: Investigation | -Holograph Radioactive Isotope (A,S,P) -Start Security Maintenance Cycle (S,P) -Shut down the experiments (S,P) -Obtain experimental technologies (P) -Locate Dr. Carroll (A,S,P) |
| Mission 1 | DataDyne Central: Extraction | -Access the Foyer Elevator (A,S,P) -Reactivate Office Elevator (P) -Destroy DataDyne's Hovercopter (S,P) -Defeat Cassandra's Body Guards (A,S,P) -Rendezvous at the Helipad (A,S,P) |
| Mission 2 | Carrington Villa: Hostage One | -Save the Negotiator (A,S) -Eliminate the Rooftop Snipers (S,P) -Activate Wind Generator (A,S,P) -Locate and Eliminate DataDyne Hackers (P) -Capture the DataDyne Guard (P) -Rescue Carrington (A,S,P) |
| Mission 3 | Chicago: Stealth | -Retrieve the Drop Point Equipment (A,S,P) -Attach the Tracer to the Limousine (P) -Prepare your escape route (S,P) -Create a vehicular diversion (A,S,P) -Gain entry into the G5 building (A,S,P) |
| Mission 3 | G5 Building: Reconnaissance | -Disable the Damping Field Generator (P) -Deactivate the Laser Grid Systems (S,P) -Photograph Meeting Conspirators (A,S,P) -Retrieve Dr. Carroll Backup from safe(ASP) -Exit the G5 Building (A,S,P) |
| Mission 4 | Area 51: Infiltration | -Shut down air intercept radar (A,S,P) -Plant comms device on antenna (S,P) -Disable all Robot Interceptors (P) -Gain entrance to hangar lift (A,S,P) -Make contact with CI spy (A,S,P) |
| Mission 4 | Area 51: Rescue | -Destroy computer records (P) -Locate conspiracy evidence (S,P) -Obtain and use lab technician d.g (A,S,P) -Gain access to autopsy lab (A,S,P) -Rescue the crash survivor (A,S,P) |
| Mission 4 | Area 51: Escape | -Locate alien tech medpack (P) -Rendezvous with CI spy (A,S,P) -Locate secret hangar (A,S,P) -Revive Maian bodyguard (S,P) -Escape from Area 51 (A,S,P) |
| Mission 5 | Air Base: Espionage | -Obtain disguise and enter base (A,S,P) -Check in equipment (S,P) |

| | | |
|-----------|-------------------------------------|---|
| | | -Subvert security monitoring system(A,S,P) |
| | | -Obtain flight plans from safe (P) |
| | | -Board Air Force One (A,S,P) |
| Mission 5 | Air Force One: Antiterrorism | -Locate and retrieve equipment (S,P) -Locate President (A,S,P) -Get President to escape capsule (A,S,P) -Secure Air Force One flight path (P) -Detach UFO from Air Force One |
| Mission 5 | Crash Site: Confrontation | -Retrieve Presidential medical scanner(S,P) -Activate distress beacon (A,S,P) -Shut down enemy jamming device (P) -Retire Presidential clone (A,S,P) -Locate and rescue President (A,S,P) |
| Mission 6 | Pelagic II: Exploration | -Disable primary power source (A,S,P) -Secure laboratories and research data (P) -Deactivate GPS and autopilot (A,S,P) -Activate Moon Pool lift (S,P) -Rendezvous and escape with Elvis (A,S,P) |
| Mission 6 | Deep Sea: Nullify Threat | -Reactivate teleportals (A,S,P) -Disable Citan megaweapon (A,S,P) -Secure control room (S,P) -Restore Dr. Carroll's personality (P) -Escape from Cetan ship (A,S,P) |
| Mission 7 | Carrington Institute: Defense | -Reactivate automatic defenses (S,P) -Release hostages (A,S,P) -Retrieve experimental weapon (A,S,P) -Destroy sensitive information (P) -Deactivate Bomb (A,S,P) |
| Mission 8 | Attack Ship: Covert Assault | -Disable shield system (A,S,P) -Open hangar doors (P) -Access navigational systems (A,S,P) -Sabotage engine systems (S,P) -Gain control of bridge (A,S,P) |
| Mission 9 | Skedar Ruins: Battle Shrine | -Identify temple targets (A,S,P) -Activate bridge (A,S,P) -Gain access to inner Sanctum (S,P) -Destroy secret Skedar army (P) -Assassinate Skedar leader (A,S,P) |

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=VI. Main Menu=

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Okay, when you first start out the game, you will be Joanna Dark, main character of the game. Press start after typing in your name and you will be taken to the main menu screen. You will be able to choose from the following options:

CARRINGTON INSTITUTE

Upon going here for the first time you will be guided through on a tour by a local worker. He will show you around all the rooms inside where you can train, head the the hangar, and a bunch of other things, I suggest you take the tour, no matter how slow this guy walks.

SOLO MISSIONS

This is the main gameplay area of the game. You will be able to play all missions in the game here on 3 different modes, Agent, Special Agent, and Perfect Agent. Each mission has it's own objectives you must complete in order to pass that mission and gain access to the next. My walkthrough covers each mission. This is the major part of the game.

COMBAT SIMULATOR

Upon selecting the combat simulator, you can either play Challenges, do a Quick Start, or load preset games. You can select the first 4 challenges at the start of the game to play, there are a total of 30, later in my FAQ you will find how to beat each challenge and what you win by doing so.

CO-OPERATIVE PLAY

This is sort of an easier or harder way to play the actual missions. You will have a helper along with you in each mission by selecting this option, so it's basically for beginners to the game.

COUNTER-OPERATIVE

This is the MultiPlayer section of the game, please see the "Multiplayer" section in this FAQ for more information.

CHANGE AGENT

This allows you to change the current game you are playing (Save File) it does not let you change your character, just the save file. So if you want to change the current game you are playing, this is how you'd do so.

OPTIONS

By pressing RIGHT on your control stick you will be taken to the game's options menu. There you will find several options which you can change to make your gameplay more suitable to your needs. Here are the options you can change...

AUDIO

Sound Volume: Here is where you can set the volume of the Sound Effects.

Music Volume: Same as Sound only this changes the volume of the BGMusic.

Sound Mode: Here you can select from Stereo, Mono, Headphone, or Surround.

Language Filter: I'm not sure what this does yet.

VIDEO

Screen Size: You can choose from a Full Screen, Wide Screen, or Cinema Screen size.

Ratio: Not sure what this does, but you can choose from Normal or 16:9

Hi-Res: This sets the screen resolution to Normal or High.

2-Player Screen Split: This sets the 2-Player screen either Horizontal or Verticle.

CONTROL

Control Style 1.1: L/R Buttons = Aim
C-Up = Look Down
C-Down = Look Up
C-L/R = Strafe Left/Right
A Button = Weapon Select
B Button = Action/Reload Weapon
Control Stick = Walk/Turn
Z Button = Fire Weapon
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

Control Style 1.2: L/R Buttons = Aim
C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Weapon
B Button = Action/Reload
Control Stick = Look
Z Button = Fire
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

Control Style 1.3: L/R Buttons = Weapon
C-Up = Look Down
C-L/R = Strafe Left/Right
C-Down = Look Up
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.

Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

Control Style 1.4: L/R Buttons = Weapon

C-Up = Forwards
C-L/R = Strafe Left/Right
C-Down = Backwards
A Button = Fire Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim
D-Pad = Same as C-Buttons
Hold Weapon button for quick-menu.
Hold Action button to toggle function.
Action+Fire temporarily changes function.
Aim allows you to target accurately.
Aim + C-Down button crouches.
Aim + C-Up button gets up.

Control Style 2.1 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Fire Weapon

Control Style 2.1 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look/Strafe
Z Button = Aim

Control Style 2.2 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look
Z Button = Fire

Control Style 2.2 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Strafe
Z Button = Aim

Control Style 2.3 Controller #1:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Turn
Z Button = Aim

Control Style 2.3 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Look/Strafe
Z Button = Fire Weapon

Control Style 2.4 Controller #1:

A Button = Weapon

B Button = Action/Reload
Control Stick = Look
Z Button = Aim

Control Style 2.4 Controller #2:

A Button = Weapon
B Button = Action/Reload
Control Stick = Walk/Strafe
Z Button = Fire Weapon

Reverse Pitch: Not sure what this setting does, you can set it on or off.

Look Ahead: This lets you see ahead during gameplay. I suggest leaving it on.

Head Roll: This allows you to turn your head fully around when looking.

Auto-Aim: This will hone in on enemies during fire when set on.

Aim Control: You can select Hold, where you have to hold the Aim, or toggle, where it is automatically set when the corresponding key is pressed.

DISPLAY

Sight on Screen: Not sure what this does yet.

Always Show Target: This will show a target when AIM is located over an enemy or shootable object.

Show Zoom Range: This will shows the range when you zoom on screen.

Ammo on Screen: This will show the amount of ammo. you have left on the screen during gameplay.

Show Gun Function: Shows a gun's function upon selection.

Paintball: Sets shooting into Paintball mode.

In-Game Subtitles: This will print out spoken text during the game.

Cutscene Subtitles: Same as above.

Show Mission Time: This will show how long it's taken you for your current mission.

CHEATS

See Cheats Section.

CINEMA

Play-All: This will play all current cinemas you have viewed.

Other Cinemas: Below Play All you will be able to view all cinemas individually as you open them.

=-----=
=VII. Walkthrough=
=-----=

I've separated the walkthrough into three separate sections, the first being the "Agent" mode of play, the second being the "Special Agent" mode of play and finally the "Perfet Agent" mode of play.

There are 2 methods of survival in Perfect Dark.

1.) Fist Fighting

As in all games, using your fists to fight is free and unlimited. So when you're out of ammo, you'll always have an unlimited supply of....fists. Fist Fighting is rather useful if you don't need to use your weapons. If very close to an enemy, use your fists to either knock 'em out or steal their weapon. So it's a 2 for 1 deal.

2.) Weapons Galore!

Of course, without weapons, you'd be "left in the dark" with this game. Each weapon has 2 functions: A primary function and a secondary function. The primary function is just the standard use of the weapon, but the secondary function adds on to the primary one. It powers up the primary weapon into a more powerful secondary weapon. There is a great variety of weapons that need discovering, but it all takes time.

 A G E N T W A L K T H R O U G H

M I S S I O N 1 - dataDyne

dataDyne CENTRAL - Defection

Objectives: 1.) Gain Entrance to Laboratory

1.) GAIN ENTRANCE TO LABORATORY

You start out outside on the heliport pad. Go down 3 flights of stairs the the bottom of this structure. On the bottom you may find a few guards, pick them off with your silencer and take their weapons/ammo. Now, see that thing that looks like a vent? That's a door.

Use the action button to open the door and walk inside, head down the first flight of stairs you arrive at and pick off the guard who says: "Who the..." Now, Continue straight and head down two more flights of stairs where you will find another door, next to a huge fan.

Go inside and you will find yet some more stairs. Head down to the bottom, on your way you will encounter a guard, kill him next to a wall and you will see his rich blood splatter all over the wall. Now, at the bottom you will

find a red colored door. Open it.

Once inside you will find several cubicles and a few guards. Shoot the guards first, now right next to the door you entered this room you will find an elevator. Press the action button in front of it and get inside. It will take you all the way down to the bottom of the structure where you will find several guards waiting on a long flight of stairs, first kill them all off.

You will then get a message saying "The basement elevator must be somewhere around here." Head to the right after going down the long flight of 4 or 5 steps. You will go inside a small cubicle with a desk inside, there is a door right nearby. Open it, kill the guards inside and continue on. You will then come to the basement elevator and complete Objective #1.

dataDyne RESEARCH - Investigation

Objectives: 1.) Holograph radioactive isotope
 2.) Locate Dr. Carrol

1.) HOLOGRAPH RADIOACTIVE ISOTOPE -----

Okay, after viewing the cool cinema of Joanna knocking out a guard from the top of the elevator, go LEFT from after exiting the elevator. Now, you will come to a few guards behind glass. Shoot them all before continuing on. Once they are finished, go through the door they were in front of.

This door takes you straight into the main room. In this main room you will find 2 big doors. One is marked "CAUTION" and the other is marked "SECTOR 2" and you will also see a locked door to the side of Sector 2. First off, go inside the door marked CAUTION, but don't go all the way through every door. Instead, go through the first 2 sets of doors until you come to 2 guards. Kill them both, then take out your CamSpy by pressing START and moving to the Inventory menu and press the A button when CamSpy is selected.

This activates your CamSpy, move it into the next room. Move it so it's right in front of the radioactive isotope in the center of the room. Then press the "Z" button to capture a picture of the isotope. Now take your CamSpy off to complete Objective one.

2.) LOCATE DR. CARROL -----

Okay, this one can be kind of tricky. Leave the room marked "CAUTION" and enter the door labeled "SECTOR 2" once inside you will find a guard, kill him and continue through the next door. After that you will come to the Sector 2 room which is packed with guards. Shoot every last guard standing and then go to the end of the long hallway you see.

At the end, turn to your RIGHT to find a door. Go inside, you will find some more guards pick them off. You will now see a door labeled "SECTOR 3" which is near where Dr. Carrol's HQ are located. Go through the door and kill any oncoming guards who get in your way. However, you will be barricaded by red lasers blocking your path. To get past them, wait for the little robot beetle to stop near the lasers and they will disappear letting the robot beetle to pass.

When they disappear, pass through following along the robot beetle, after all of the lasers have been bypassed you will find a door which contains the data computer which you must alter to pass the security locked door next to it. When you enter this room, turn around immediately and pick off the 2 dragon guards and take their new weapon, the Dragon.

Now equip the Data Chip, to do so, press start, move over to the inventory and press A on the Data Chip. Now you will have it in your hand. Press Z to use it next to the computer. It will gain the password to the security lock and open the door letting you pass. Take out you gun again and get ready to shoot.

In the next room, you will find a few guards, kill them off as they run around the room, and then head over to the door marked "RESTRICTED" go inside and kill the 2 guards, then continue through the next door where you will find sensory machine guns attached to the ceiling, just run past them for now and take the damage they deal out. At the end of the hallway you will find the last door, open it to complete the last objective for the RESEARCH level.

dataDyne CENTRAL - Extraction

Objectives: 1.) Access foyer elevator
 2.) Defeat Cassandra's bodyguards
 3.) Rendezvous at helipad

1.) ACCESS FOYER ELEVATOR

Okay, the first thing you must do here is equip your Night Vision glasses in order to see anything. Now, go forward and you will find a guard sitting at a desk. From a distance, shoot him with your sniper rifle. Then turn left at the desk to find a door. Go through and kill the guards hiding behind boxes.

Once they are gone, you will have to circle the main room killing all guards. You will soon reach the back of the main room where you will find a flight of stairs with 2 guards at the top, try picking them off from the bottom using the AIM function of your weapon. Now it's home free. Turn left to find an elevator, this is the foyer elevator, press "B" to activate it and go inside to complete Objective #1.

2.) DEFEAT CASSANDRA'S BODYGUARDS

You can now remove your Night Vision glasses, as they are no longer necessary in order to see. Once the elevator has made it's way to the top, exit and turn to your right. Go around the corner you come to and you will find a guard waiting at the end. Shoot him and go through the door that is behind him. This takes you to a room with another corner, go around the corner and come to the end

where you will find 2 of Cassandra's Bodyguards (they are firing shotguns at you and they are dressed in different clothing.)

Kill them both and continue going through this room, go through the next door to find one more bodyguard in this area, kill him. Now, head back the way you came where you will see a small elevator, it's the one that goes up just one floor. Go inside and let it take you up to the next floor. Once you exit the elevator, go RIGHT and turn around another corner. And the end of this long corridor you will find 2 guards behind boxes, shoot them and then go through the door that is to the left of them (in front of the boxes they were

hiding behind.)

This takes you into a room that looks like an office, with desks, chairs, and other furniture. Turn LEFT as soon as you enter this room, there is a sliding door on the left side of the room, once inside, turn left again and go through the next door. You will see another bodyguard, kill him. Then go left again after killing that bodyguard and go through the next door. Go past this room and into the next where you will find yet 2 more bodyguards, kill them and then backtrack back an elevator with a door next to it, go in this door to lead to a flight of stairs.

Go up the stairs and through the door, but don't turn right yet. You will hear a conversation between some scientists and a guard. Pretty funny, just turn right and blast away the guard. Pick up his Rocket Launcher. Then, right where the guard was standing, you'll find a door on the left, go through this door which leads to some more stairs. Go up this final flight of stairs to the top level where you will find another ventilated door. Go through it.

Now this part is kind of tough. Once you go through the ventilated door at the top of the stairs, put on your Night Vision glasses so you can see in the dark. You will now have to kill off several bodyguards. There are 2 located on the ground and 2 located up on the ramps. Pick them all off and you will complete the 2nd objective.

3.) RENDEZVOUS AT HELIPAD

Now that you have cleared out all the bodyguards, find the ramp on the top level. Go up the ramp and keep following it, you don't need to slow down for Dr. Carroll because you can complete when you reach the helipad no matter if the Dr. is there or not. Continue going up the ramp and you will come to a ventilated door, go through it and continue going up the ramp.

You will soon make your way back to where you started this mission, at the helipad. That completes Objective 3 as well as Mission 1.

M I S S I O N 2 - Carrington

Carrington Villa - Hostage One

Objectives: 1.) Save the negotiator
 2.) Activate wind generator
 3.) Rescue Carrington

1.) SAVE THE NEGOTIATOR

This is a very simple task to accomplish. When the mission begins, you will be equipped with a sniper rifle and will be placed on an over-look (place where a sniper hides out to shoot his victims). In the beginning, walk forward so you can view the guards. Use your AIM feature on your sniper and shoot both guards in the head before they kill the hostage.

If done quickly, effectively, and correctly, both guards should be dead and the negotiator (hostage) should run up into the town and escape without being harmed. That will finish Objective #1 for you.

2.) ACTIVATE WIND GENERATOR

Once the hostage has been saved, turn around. You will see a big structure behind you. Go around it on either side and you will see a guard lay down quickly to try and snipe you from a distance, AIM and pick him off quickly before he does any damage. Now walk over and pick up his CMP150, but don't equip it just yet. Turn right and look over the edge of the cliff.

You will see 2 guards. One is trying to snipe you off to the right, and one is using his CMP150 from straight below. Pick them both off and jump off the cliff. Once on the ground, take the right path where you shot the guard trying to snipe you. You will encounter another guard here, just shoot him quickly and continue on your way. You will now come to a place to turn left, but don't do it just yet.

Hide behind the corner and look up with your AIM feature on your sniper rifle. You will see a guard just above trying to snipe you, kill him and watch as he falls off the roof to his death on a flight of small stairs. Go right and down a separate flight of stairs where you will find a wall. Hide behind this wall and AIM your rifle towards the roof in the distance you will see 4 snipers on the rooftop. Pick them all off and any remaining guards on the ground.

Once there are no more snipers or guards in site, head into the main courtyard where you picked off the 4 snipers. From here head right, you will come to another over-look which is located above a large body of water. If you look closely there is a sniper on the far left of the body of water. Kill him when he's not looking.

Now head back to the main courtyard, you will find a flight of stairs in the middle. Head up the stairs and follow the path to the right. Pick off the remaining sniper which is just ahead. Now, go up the flight of stairs where you will find a door. Go inside and you will be inside the house or "pueblo." Once inside, kill of all guards first. Then head down the stairs. Once at the foot of the stairs turn right into the first blue colored hallway you come to.

At the end you will find a room with a few guards, kill them. Now head to where you find the Kitchen, there are some stairs here. Go down them, at the bottom you will find two more guards, kill them both and go left to find another set of double doors, head through the doors and go down the steps. There is one guard right in front of you and one near the back of the stairway, kill them both.

Once they are dead, go over to the set of double doors near the back of the stairway. It leads to a pathway. Go straight down this pathway, without turning left on the way. At the end of the pathway, turn left and kill the 3 guards you come to. You will see 2 large control panels. You must activate them in order to activate the wind generator. To activate them, press "B" near the activation switch on each panel. Once both have been activated, head back down the pathway again, only this time, turn right into the turn you skipped before.

Head down this path until you come to the end where you will find a bunch of guards. Kill them all and turn left to find the huge wind generator. On the backside of the generator you will find an activation switch, hit "B"

on the switch to activate the wind generator and complete your 2nd Objective.

3.) RESCUE CARRINGTON

Once you activate the wind generator, leave the room with the generator in it, and continue going straight. Turn left at the end to find a set of doors, go through them and down the stairs. At the foot of the stairs turn left and go through another door.

In here is where you will find several rooms with liquor stored on shelves. There are a bunch of guards in this area and one of them holds the key card to Carrington's cell. Go through the area killing all guards until you find the one with the key. The one with the key is naturally located near Carrington's cell. Shoot him, take the key card, open the door and this mission will be complete.

M I S S I O N 3

Chicago - Stealth

- Objectives: 1.) Retrieve drop point equipment
2.) Create vehicular diversion
3.) Gain entry to GS building

1.) RETRIEVE DROP POINT EQUIPMENT

Okay, after the opening cinema plays, you are left in the rain. Go left around the corner where you will see an innocent civilian passing by, do not kill him. Turn left and kill the disguised guard holding a gun. Now go down the corridor near where you shot the guard. At the end turn left and you should see a Taxi straight ahead.

Go up the stairs to the left and hide inside the area with gates. Open the gates and kill all guards in site. Now go straight (behind and past the taxi) until you come to a little opening in the wall. Go through and you will be taken to the storm drain area. First off, kill all guards you see, then from where you entered turn RIGHT and go all the way to the end of the drain. Now, go up on the right side of the drain where you will find a very small area.

First Duck, then crouch so you can fit through the narrow passage way, continue to crouch all the way to the end of the passageway where you will find your drop point equipment and complete objective #1.

2.) CREATE VEHICULAR DIVERSION

Your main goal here is to reprogram the taxi you saw earlier to make it crash into a wall farther a way which will create a diversion making all the guards turn and run to see what's going on. First, head back to where you saw the taxi (out of storm drain). Once you find the taxi, make sure there are no guards

or simulants in the way while you reprogram the cab.

Once the coast is clear, take out the reprogrammer, by pressing Start, going to your inventory screen and pressing "A" on the reprogrammer, then when you are near the taxi, press Z to activate the reprogrammer, it takes about 10 seconds to reprogram the taxi, and you have to make sure that nast simulant isn't in the way, otherwise it will shoot at you and the taxi causing the cab to explode. So make sure it's out of the way.

Once the cab has been reprogrammed, let a few seconds go by and the cab will automatically leave for it's destination. After about a minute you will hear an explosion, and all the guards will come running to see what happened. Objective #2 complete.

3.) GAIN ENTRY TO GS BUILDING

Okay, now before you doing anything, you will need to do one simple thing that is necessary in a later level. Go over to where you see that limo car, pass it and go to the end, turn right and you will find some stairs, climb them to the top and place a remote mine on it. Now you can continue to gain entrance to the GS Building.

>From where the taxi used to be, go straight and continue to the end and then turn RIGHT, in the distance you should see the blown up taxi. There will be a few guards, but nothing a few bullets can't cure. Shoot them all. Now turn left and you will see an open door. This is the entrance to the GS building and as you can see the guard that was blocking it before is now gone, allowing you to complete your final objective.

Also, upon completion of this level, you will receive the DK Mode cheat in the cheat menu, which obviously makes all the characters look like Donkey Kong.

----- G5 Building - Reconnaissance -----

Objectives: 1.) Holograph meeting conspirators
 2.) Retrieve Dr. Carroll backup from safe
 3.) Exit Building

1.) HOLOGRAPH MEETING CONSPIRATORS

Okay, after the opening cinema you will be left with two guards who are invisible. You cannot harm them when they are invisible, but they can harm you, so be careful, after a few steps they will become visible for a short time allowing you to pick them off. One of them holds a key card, collect it.

With this key card you can go through the door straight in front of you, go through and turn left, you will see a guard in the distance, kill him before he sees you. Then continue going straight, at the end of the hallway you will find a switch, this turns on or off the lights in the room to your left. Leave them on, and go through the door to the left of the switch.

The lights will turn off when you go through the class doors and you will be confronted with some invisible guards, as they appear, kill them. One of them contains a key card. Now it's time to use the CamSpy again. Still in

the same room, go behind one of the dumpsters and take out the CamSpy by pressing start, moving over to inventory and selection CamSpy, now take the CamSpy into the two glass doors, go through the door here, and go up the stairway.

At the top you will find another door, go in it and immediately rush up the stairway, you will notice a little path which leads around the building take the CamSpy along this path until you reach the end where you will find the Holograph Meeting Conspirators. Objective #1 complete.

2.) RETRIEVE DR. CAROLL BACKUP FROM SAFE

This is a rather simple task. Once you've completed Objective one, put away the CamSpy, now go through the glass doors and up the stairs back to the path you travelled on as the CamSpy, Crouch down to fit, and once you reach the end where you can't go any further, drop down onto the ground.

Turn backward and turn RIGHT into the first hallway you come to. Go through the door here. You will find a few sets of stairs. Climb them up to the top and go through the door. Remember to kill any guards who get in your way, because there is no longer a possible danger for you to fail Objective one.

If a guard turns on the alarm, quickly turn it off so you don't get bombarded with guards. Once you go through the door, turn right and go straight, you will see another door on your right, this leads to the SAFE room. Go inside and make sure the coast is clear outside.

Once there are no guards in sight, take out the Decoder and place it on the little switch on the wall. The decoder will take 50 seconds to decode the safe lock, and during these 50 seconds the alarm sounds notifying all guards to come up to the safe room. Kill them as they come to the door, and wait out the 50 seconds.

Once the 50 seconds are over, the safe door will slowly open. Go inside and you will find the backup of Dr. Carroll lying on the shelf to the right. Grab it and you will have completed objective #2.

3.) EXIT BUILDING

Now, from the safe, go to your left and down the long corridor, at the end go through the door on the left, you will find some stairs that lead up to the 3rd floor. Climb them. At the top you will be taken to the back side of the door you placed the remote mine on.

Take out your detonator by pressing Start and going to the inventory screen, select remote mines. You should be holding the detonator, take cover somewhere and press "Z" to blow up the door and exit the G5 Building. Objective #3 complete.

M I S S I O N 4 - Area 51

Area 51 - Infiltration

- Objectives: 1.) Shut down air intercept radar
2.) Gain access to hangar lift
3.) Make contact with CI spy

1.) SHUT DOWN AIR INTERCEPT RADAR

Once the opening cinema has finished you are left outside. Okay, if you look straight ahead you will spot 2-3 guards nearby. Shoot all 3 of them, but be careful because there are automatic machine guns around this area. One being on the RIGHT side of where you shot the guards. Now, turn around backwards from where you first began the level, and walk in that direction.

Turn left and you will spot a guard in the distance, he won't notice you yet so pick him off using the Zoom feature on your weapon. Now right next to this guard you just shot is another automatic machine gun, which isn't firing yet because it hasn't spotted you. You can either: a.) pick it off from a distance or b.) run up and very quickly shoot the gun about 6 times to blow it up. The second method is useful later in the game, but I suggest picking this one off at a distance.

Once you get rid of it, turn right from where it was. Don't go out into the open just yet, though. There is another automatic machine gun on the left side. The quickest, and safest way to get rid of this one is to just run out and shoot about 6 bullets as fast as you can into the gun before it has time to fire at you, I found this successful.

Once that gun is gone, continue on. You will come to a large tower with a main gate on the left of it. In the distance you will find a long walkway, but don't go down there just yet. Stay at a distance from the tower and use your Zoom feature to pick off the snipers inside the tower. Once you see no more movement going on, climb up the ladder of the tower to get inside.

Once inside, collect the dead guards' ammo and then look at the back wall inside the tower. You will see an activation switch, hit it to open the main gate and then quickly jump down the ladder and go into the main area before the gate closes again. You must be quick in here because there are automatic ceiling machine guns attached to the walls. 2 on the right side and one on the left. Aim and blow them all up.

Once the guns have been taken care of, kill all the loose guards wondering about. You will now notice a man standing next to a hover bike near the center of the main area. Just shoot him, and collect his lift key card which will allow you to access the lift later on when needed. Once you've taken care of ALL enemies in this main area, it's time to blow up some stuff.

Head to the left side (near the gates) of the main area (where the one machine gun was) and you will find a little ladder leading underground, follow this ladder.

Once underground you will find a door in front of you, go inside to find the radar panel. It's the little computer screen, and if you press "B" near it, you will get a "Access Denied" message.

Now, take out your explosives by pressing Start, moving over to the inventory section, and selecting "Explosives" with the A button. Place the explosives on this little computer or "panel" by pressing the "Z" button. Upon doing so, a countdown will begin and all guards will be notified of what you are doing.

Leave this room out into the outer perimeter and shoot all guards that come

down ladder. Make sure you are out of the panel room as the bomb detonates. Once the guards are gone, climb the ladder and listen to the sweet sound of a radar being shut down via explosion. Objective #1 complete.

2.) GAIN ACCESS TO HANGAR LIFT

This task is very simple, nothing compared to the last objective. Once the radar has been shut down, and you have climbed up the ladder, go straight near the 2 gates. Behind these gates is a huge lift or "elevator" leading to the hangar.

However, they are locked. So how do you get in?

See that little computer screen on the wall? This is the access panel to the lift. You must have the lift key card, which you should have gotten, or will get from the man standing next to the hover bike. Use the card and press "B" near the computer screen and the doors to the lift shall unlock allowing you to enter. Go inside and kill the two guards you find in there.

The doors will close and the lift shall descend. Once the doors reopen, all you have to do is step out of the lift and into the hangar and the 2nd objective here will be complete.

3.) MAKE CONTACT WITH CI SPY

Now, your final goal is to meet up with a spy who is dressed as a guard somewhere inside the hangar. First, once you step off the lift, kill ALL guards you see on the ground and wait for the rest of them to come from upstairs, once there is no sight of any oncoming guards, make your way to the back of the hangar. Here you will find a ramp leading to an elevator.

Take the elevator down one story and you will be approached by 2 guards, kill them both and follow the walkway. You will find another ramp at the end of the walkway, go down the ramp and kill the 3 guards hiding behind boxes. There is a door just under the ramp, go through it and meet with the CI Spy to finish the last objective for this level.

----- Area 51 - Rescue -----

Objectives: 1.) Obtain and use lab technician disguise
2.) Gain access to autopsy lab
3.) Rescue the crash Survivor

1.) OBTAIN AND USE LAB TECHNICIAN DISGUISE

Alright, after the cinema, head straight and take a right. You will see a bunch of guards in the main storage room. Kill them all, then walk into the room. Search around and kill all the guards. It is necessary for you to kill all the guards in this whole beginning area because you will be carrying a box and you cannot have guards firing at you for fear that they may hit and explode the box in your face which would ruin the mission.

Once all the guards have been cleared from the ground floor. Hop into the elevator (and kill any oncoming guards) and ride up to the next floor. Here, get off the elevator and shoot the guard far in the distance to the right. Next turn left and kill any remaining guards here. Go through the large door and turn left to find the next elevator.

Get inside and take the elevator to the top floor of this area. Kill the few remaining guards up here and then start travelling back down. As you rereturn back down to the ground floor, pick off any missed guards. There cannot be one living guard in this area.

Once all guards are gone, backtrack to the beginning of the level where the floating box is located. Go in front of the floating box and press "B" to hold on to it. Carry the box back up the elevators all the way up to the top floor again. Once here, go to the end of the walkway and you will notice a little "X" scratched into the side of a white strip on the wall.

Put the box down in front of this "X" by pressing B. Now, back up a few steps and fire at the box a few times. This causes the box to explode and opens up a new pathway to the lab area. Once here, go straight forward past the dead guard on the floor (who was killed from the explosion, notice his toasty complexion ^_^) and you will find the Lab Clothing lying on the floor.

Collect the clothing, and quickly put them on by pressing START, going to the inventory screen and selecting "Lab Clothing" with the A button. This will put on the clothing, and complete Objective #1, remember to put away your weapons too.

2.) GAIN ACCESS TO AUTOPSY LAB

Okay, for this you MUST be wearing the lab clothing otherwise the guard won't let you through the door. From where you blew the hole in the wall, turn LEFT and go through the first door. In this room, look on the right wall to find another door, open it.

Once inside you will have to go through a set of two more doors and then you will find a door with a little slit in the middle, it is locked but if you are unarmed and dressed in the lab clothes, the guard will say: "It's about time you got here" and he will open the door. Go through the room all the way to the back still in the clothes, open the back door (at the end of the room) and you will gain access into the autopsy lab.

This completes your 2nd objective. You can now take out your gun (which will automatically take off the lab clothing) and shoot all guards in the room. Many more guards will come, just shoot them as you come to them.

3.) RESCUE THE CRASH SURVIVOR

This is a crucial part in the game, you must be alert because the place is swarming with guards. First, leave the autopsy room, and turn RIGHT. Go through the large door and you will find another small door on the right wall. Before, this door was locked. But now that you have the 2nd Level Key Card, you can enter it.

On the other side is a room with 3 guards, kill them (2 hiding behind posts, and one out in the open). Once they are gone, go straight and into the next room. This is the most important room in the Area 51 area. Why? Because it has the Alien (Crash Survivor in the back). If you aren't quick, the surgeons

will kill the Alien and the objective will fail.

Right when you go into this room, head to the back RIGHT corner near the back door. Kill this guard first, he holds the key card which you use to get into the operating room. Once you get this key, don't bother to shoot the other guards in the room, but instead head straight into the back door which leads into the operating room. Go through one more door.

Once you enter this room, the objective will be complete. You will see the cinema of Joanna telling the surgeons to get back and don't make a move. This completes the 3rd and final objective.

Area 51 - Escape

Objectives: 1.) Rendezvous with CI Spy
 2.) Locate secret hangar
 3.) Escape from Area 51

1.) RENDEZVOUS WITH CI SPY

The opening cinema shows Joanna taking the Alien body out of the operating room, and the 2 surgeons going nuts. As Joanna is leaving, they turn on some poison gas by mistake and kill themselves, you are then left pushing the alien around trying to escape from Area 51.

Okay, first leave this room, Johnathan will talk to you telling you that there is a secure place where you can store the alien for now. Go back to the main room and find the brown door, it will open automatically, and you will drop the alien off here.

Now go back to one of the hatch rooms where there are several switches to lower or raise the cryogenic freezing tubes. There are two of these rooms, one of them has another door in it. Go in this one and go through the door that used to be locked. Shoot the guards inside here then go through the door on the left wall.

You will meet Johnathan here (CI Spy) and your first objective will be complete. The secret hangar is very easy to locate as you are about to find out. Johnathan says that it's time to get back to our friend meaning the alien.

2.) LOCATE SECRET HANGAR

Once you find Johnathan, you will both leave that room and go across the room next to a wall. Johnathan will stare and think for a while, then he will place some explosives near the wall.

After a few seconds, the wall will explode revealing the secret hangar and your 2nd objective will be complete. Easy, eh? Now it's time to escape from Area 51.

3.) ESCAPE FROM AREA 51

There is only one way to escape from Area 51 and that is via the Space Shuttle, but first you must take the Alien with you. This secret hangar has a brown door in it, which leads to the secure room you placed the Alien in earlier. Open it and you will view a cinema of the Alien.

He will tell you that his name is Elvis and that he is surprised he's alive. After the cinema, go down the ramp near where Johnathan blew the wall open, down here you will find the Space Ship, but the hangar door is closed.

There is another problem also, the Space Ship can only carry two people. So after deciding, Joanna and Elvis take the ship and Johnathan decides to open the hangar doors and escape on the Hover bike. As Johnathan goes to open the hangar doors, you must watch his back.

Follow him up the ramp and shoot the guards that are standing in the doorway. Once you get the message saying the hangar doors have been opened, run back down the ramp and run out the hangar door, you will then view a closing cinema of the ship escaping. Objective and Mission Complete.

M I S S I O N 5

Air Base - Espionage

Objectives: 1.) Obtain disguise and enter base
2.) Subvert security monitoring system
3.) Board Air Force One

1.) OBTAIN DISGUISE AND ENTER BASE

In order to enter the base, you must be in disguise. There is a stewardess coming off of the cable car and she has her uniform in her bag. Your job is to get it without harming her or any other civilians. Okay, first walk down and kill the guard with an arrow.

Now turn left into a cave like area. You will find 2-3 guards at the end and the stewardess yelling: "Ah! It's an intruder!" First pick off the guards, now head back so that you are in front of the stewardess. Using the AIM feature on your crossbow, shoot the bag out of her hand.

By doing so, she will fall to the ground, but she didn't die. Pick up her bag to collect the uniform. Now, put on the uniform by pressing Start, going to your inventory and selecting the Uniform. You will put it on, but it does no good if you have a weapon out.

Once you put it on, put your weapon away so you are unarmed, then go straight and turn left out of the cave like area. You will see some proximity mines on the ground, pick them up. Now backtrack out of the cave like area back to where you first started the mission.

Go through the double doors and you will see guards and a receptionist, don't panic. They will warmly greet you because remember you look like a stewardess. See that door behind the guards? Go through it and enter the base to complete

Objective #1.

2.) SUBVERT SECURITY MONITORING SYSTEM

Now, just because you are in disguise, doesn't mean the security system can't detect that you are carrying weapons. So what you must do is shut down the security monitoring system. From where you entered the base, go down the escalator on the LEFT the one that is going in the up direction.

Turn right at the foot of the elevator and turn into the room with several blocks. Make 2 rights and you will find a flight of stairs. Climb to the top and you will come to a room with a computer and 2 guards. Walk up to the computer and turn of the security monitoring system.

The guards will begin firing at you, but you can take out your gun now because you've completed the 2nd objective. Keep in mind that all guards know who you are now because you blew your cover when turning off the security system. Just keep your weapon out and blow away all guards.

3.) BOARD AIR FORCE ONE

Okay, now you have to board the Air Force One. Go back to where the several blocks where except this time turn LEFT where you see a door. Open it, it's an elevator that descends in a diagonal direction, it will travel down to the bottom where there is another door.

Get off the elevator and go through the door. You are now confronted with lasers in the shape of triangles. Kill all the guards here, there are a bunch. Now go to the end where you will find a ramp, head up the ramp and go into the elevator. It will go up one story.

Get off here and shoot the 3 guards waiting outside of the elevator, then turn right from exiting the elevator and you will find the Air Force One, pretty isn't she? Open the doors and step inside to complete the final objective.

Air Force One - Antiterrorism

Objectives: 1.) Locate President
2.) Get President to escape capsule
3.) Detach UFO from Air Force One

1.) LOCATE PRESIDENT

Okay, after viewing the opening cinema, which shows Trent and the President arguing, then Trent decides to kidnap the President, you are left dressed as a stewardess. Now, go inside of the door you are standing in front of, then stay on the left side of the room and continue to go straight.

Go through 2 doors, then you will see a Red Grate on the floor in the next room on the left side. Press "B" to open it and hop down. Continue and go through all doors until you come to the kitchen, make sure no other stewardess is around, then continue going through the doors.

Pass the hover bike, and go into the next room where you will find a guard, knock him out and steal his key card. Then hit the red switch on the wall where you knocked out the guard. This raises the cargo hold. Now go back into the previous room where the hover bike is.

You can now press the red button in between the 2 doors because you have the key card. Press it. Then go back into the kitchen and press the activation switch in the middle of the room, this will make an elevator appear. Crouch down and climb inside and let it take you up.

Once you exit you are taken to where you first began the level. Go through the door in front of you and you will find a set of stairs, climb them. You will be notified that this is the floor that the president is on. From the top of the stairs, turn RIGHT and go through the door behind the guard. This is the president's room.

Joanna will tell him what Trent is planning to do, but he isn't convinced, so she let's him hear a recorded conversation of what Trent is going to do, and he eventually goes with her. Objective #1 complete.

2.) GET PRESIDENT TO ESCAPE CAPSULE

Now comes the tough part. There are guards everywhere and your job is to make sure they don't kill the president, so you are basically the president's "bodyguard" now. Go down the stairs and through the door into the interior of Air Force One (where you first started). Go all the way back to where the red grate was earlier.

When you approach the red grate you will notice Trent and the conspirators, you will have to take care of them before going to the red grate. Once they are gone, open the grate and head to the silver door that contains the capsule.

This is the escape capsule, once you go inside, the 2nd objective will be complete and now all you have to do is detach that UFO from the Air Force One.

3.) DETACH UFO FROM AIR FORCE ONE

Now, your final objective here is to detach that UFO from the side of the Air Force One. How to do it? Blow it off of course! Leave the Escape capsule, with the president in it, and go back up through the red grate and back to where you first started the level.

You will see a long passageway, this is the cord that is keeping the UFO attached to the Air Force One. Run near the end and throw a timed mine on the end by pressing start, going to your inventory and selecting timed mines. Once you throw it on there, RUN FOR YOUR LIFE as fast as you can and make sure you get out of the cord in time.

It will explode and detach from the Air Force One and you will complete the final objective. Joanna then calls for Elvis to come and finish off the UFO. Elvis agrees and places a bomb on the UFO, it blows up and that is the closing cinema.

Crash Site - Confrontation

- Objectives: 1.) Activate distress beacon
2.) Retire Presidential clone
3.) Locate and rescue president

1.) ACTIVATE DISTRESS BEACON

This is a very simple objective in which you will have to complete. From the start, stay along the right wall and continue straight. You will come to 2 guards, pick them both off at a distance, then collect their weapons. Now look over to the far left side.

You will notice the escape pod. On one side of it you will see a little red button, press "B" to press it and you will activate the distress beacon, objective #1 complete.

2.) RETIRE PRESIDENTIAL CLONE

Okay, once you activate the distress beacon on the escape capsule, turn back around in the direction you just came, but stay up against the right wall. Follow this wall all the way until you reach a cave. It is dark in this cave, so you'll need to put your Night Vision Glasses on.

Once in here, continue to stay against the right wall, kill all guards that you encounter. Soon, you will reach a hole in the right wall, it leads to a path going upward. Go into this hole and follow the narrow path all the way up to the top.

Once here, you will find several guards near some funny looking palm trees. Kill off the guards and you will soon find the Fake President. Shoot and kill him to finish this objective. Now it's time to find Trent and the real president.

3.) LOCATE AND RESCUE PRESIDENT

Okay, from where you killed the fake president, go back down the long, narrow path you came up on. Make your way out of the hole in the wall and back to the front end of the cave. Leave your Night Vision goggles on.

Now from the very front of the cave (where it gets dark), go to the left path and stay up against the left wall this time instead of the right. Kill any guards you encounter, once again you will soon come to another hole in the left wall, which leads to another path leading upward.

Go through the hole and up the path. It should become daylight once again here, so take off your Night Vision glasses. Now, continue up the path and you will soon encounter some shooting simulants, and these can be killed. Shoot at all the simulants firing at you a few times and they will blow up.

Once all of the simulants are taken care of, look to your right, you will see Trent and the real president. Shoot Trent a few times and he will run away like the coward he really is. Now you are left with the president,

which is only one half of this objective. Now you have to rescue him.

Whatever you do, do not go back into the cave area or the president will die and you will fail the mission. Instead, look around a bit until you find some sunlight. From here you are led into an open field. You must once again protect the president from being killed by fending off any guards around the area.

The president will soon run into the middle of the field where you will find Elvis and his ship waiting to rescue you. Final objective and last objective of this mission complete.

M I S S I O N 6

Pelagic II - Exploration

Objectives: 1.) Disable primary power source
2.) Deactivate GPS and autopilot
3.) Rendezvous and escape with Elvis

1.) DISABLE PRIMARY POWER SOURCE

Okay, once you start, open the first door you come to and kill the guard right next to it. Make sure you try and kill all guards near the alarm switches FIRST otherwise they will trigger the alarm and you'll have a swarm of guards on you. Continue and go through the next few doors, then go through the door on the left wall, it leads into a room with a big circular generator in it.

Before fully entering the room, slightly enter it and turn left to see a security camera. Shoot it once to get rid of it, then kill any guards in here. Now go down stairs to find the bottom half of the generator, there is another camera, so take it out at the foot of the stairwell before proceeding down here.

Kill any remaining guards down here, then go back upstairs when there are no more guards in sight. Take out your X-Ray Scanner by pressing Start, going into the inventory menu and selecting the X-Ray scanner. Now look at the top half of the generator.

You will see green switches on top, there are a few red switches, which are bad, they reset the green ones. What you need to do is go around the generator and turn all the green switches to black by pressing "B" next to them. If you hit a red switch, all the current black switches will return to green, so don't hit the red ones.

Once all of the green switches have been switches to black, take off the X-Ray Scanner. Now head down the stairs again. See that long thing sticking out of the bottom half of the generator? Inside of it is a switch, press "B" when you go near it to disable the primary power source and complete Objective number 1.

2.) DEACTIVATE GPS AND AUTOPILOT

Okay, once objective 1 is complete, head back up the stairs and out the door

you came in. Turn left and go through the next door. Kill any loose guards wondering about in here. Then go up the stairs which are on the left wall. Once at the top, go straight and up another set of stairs, then kill the 2 guards at the top.

Go straight through the next door and into the room where the 3 scientists are working. Joanna will order them to shut down the GPS and autopilot. Two of the scientists are cooperative, but the 3rd one turns on his co-workers and tries to shoot them while saying: "Trader!" Shoot this scientist before he does any harm to the other 2.

Once the scientists have shut down the GPS and autopilot you will have completed this objective. However, put away your weapon so you are unarmed and knock out the 2 scientists so they won't tell anyone what you did.

3.) RENDEZVOUS AND ESCAPE WITH ELVIS

Now, this is the toughest part of this level. First, finding Elvis is a piece of cake, but once you find him you will have to follow him, which is very tough because there are TONS of guards that get in the way. First, go back down the sets of stairs and go through the doors until you finally meet up with Elvis.

You will hear him say: "Finally, what took you so long? Follow me." and he then disappears. Kill the guards in this door first then go through the next. It's all like one big make. You must continue going through door after door after door and killing all guards in each room until you reach the end.

You may die a few times while trying to reach the end because of the great number of guards, but I've found 2 tips which will make the task easier. First, stay behind closed doors. Shoot through the windows at guards that way you can kill them, and they can't shoot you behind a closed door. Try and shoot as many guards as possible through the windows of doors.

Then, once you enter the door, shoot boxes that have guards behind them. This will cause the boxes to explode and harm/kill the guard behind it, and makes your job of killing them easier. If you have to take time to reload your gun, move out of the range of enemy fire.

Once you finally reach the end, go through the door on the left wall and you will be taken into the big watery area and complete the final objective. You will see Elvis climb down the ladder into the submarine, and it's time for a Deep Sea adventure!

Deep Sea - Nullify Threat

Objectives: 1.) Reactivate teleportals
 2.) Disable Cetan megaweapon
 3.) Escape from Cetan ship

1.) REACTIVATE TELEPORTALS

The generator here is rather tough to find, but once it's found, leave it all up to Elvis and he'll turn reactivate those teleportals in no time. Elvis will be following along with you this time. Go straight through the first

door, and then put on your RI Scanner by pressing Start, going to the inventory and selecting the RI Scanner with "A."

Go through the next room so you can see the invisible guards (using the IR Scanner). Shoot them, and Elvis will help too. Once they're gone, go through the only door left on the right in this room. Go straight through the door after that, shoot the 4 invisible guards and then take off the IR Scanner.

Turn right down the long corridor and shoot all normal guards as you come to them. Now at the end of this hallway you will see a door straight ahead, and you will see an underground path to the left. Go down into the underground path. Now this is the tough part.

This underground path is like a maze. Continue going through each new opening you can find and you will eventually fall upon the room which has the generator in it. First kill of the guards in here, and then Elvis will climb up to the generator and Recativate the teleportals which will complete the first objective.

2.) DISABLE CETAN MEGAWEAPON

Okay, from the room with the generator, head back through the "maze" of pathways until you emerge where you came in. Now turn left and go through the big door. You will see an open space in front of you and you will have the option of going left or right.

If you go left, all you will find is a shield, so go right. Once here, go to the end of the pathway to find a teleportal, which is a jello looking type of thing on the wall and the end of the pathway, go through this by running into it and you will be teleported to the other side.

Now, go through this area with pipes hanging from the roof all the way to the end where you will find a big door. Go through it to find 2 more doors, one in front of you and one to the right of you. Go through the one on the right to find the megaweapon.

Elvis tends to travel rather slowly, so you'll need to wait for him to catch up so he can disable the megaweapon, once he catches up, go into the right door into where the megaweapon is. Elvis will automatically go up and disable it and you will have completed the 2nd objective.

3.) ESCAPE FROM CETAN SHIP

Another rather easy task. Leave the megaweapon room, and then go through the door on your right (previously the door straight ahead of you). Follow the pathway (with pipes on the ceiling) until the end, where you will find another jello like teleportal, walk through it and go through the door right in front of you.

You will now see Dr. Carroll, you will view a FMV and Dr. Carroll will explain that you only have 60 seconds to exit the Cetan ship before it blows. Elvis will lead the path, but he's far too slow, plus you already will know the way. Basically you will be going out the same way you came in.

>From where you saw the FMV of Dr. Carroll, go through the door on your right, then follow the path down and turn left when you see the opening. Now go down this path (same path you came in) and kill the remaining guards if you

have time. Then go to the end of the path where you will find the large, blue door you entered with.

Go through this door, and you will automatically exit the Cetan Ship, and complete the 3rd and final objective of Mission 6.

M I S S I O N 7

Carrington Institute - Defense

Objectives: 1.) Release hostages
 2.) Retrieve experimental weapon
 3.) Deactivate bomb

1.) RELEASE HOSTAGES

You will view a FMV here showing the Skedar monster and Joanna taking one of the guards' guns. From the beginning, go straight and look ahead to find the skedar monster in the distance, kill him with a few shots. Then turn left to find a brown door in front of you, don't go in it, turn right instead.

You will find an elevator here, go in it. Once at the top, use a Combat Boost by pressing Start, going to your inventory and press "A" on combat boost. Press "Z" to take it. This will slow everything down, allowing you to kill the guards before they kill the hostages, easier.

>From the elevator, go right and into the door you see, kill both guards, but don't hit the hostages, this is easy because it's in slow motion. You should now return back to normal. After collecting the dead guards' guns, leave this room and turn left and go into the room right next door.

Here you will find 2 more guards holding hostages, shoot them quickly before they do any harm to the hostages. The hostages will thank you and leave the room. Now go back to the elevator you came up in, there will be guards in it along with the hostages you freed. Carefully kill the guards and at the bottom you will find another guard, kill him.

>From the elevator, go right, continue until you find 2 brown doors, go inside and turn left, (this is the shooting range room). Kill the guards in here before they do any harm to hostages. Now, leave this room and go back to the elevator. From here go left and into more brown doors, kill the guards in here to free the remaining hostages and you will have complete objective #1.

2.) RETRIEVE EXPERIMENTAL WEAPON

This has got to be the simplest task in the game. Still in the same room, kill off any remaining or oncoming guards. Now, go over to the computer and press "B" to break the case holding the experimental weapon. Now go over to the case which carries the experimental weapon.

Press "B" to take the weapon and complete the 2nd objective, now kill any oncoming guards that enter the door.

3.) DEACTIVATE BOMB

Now, head back to where you first began the level. You will find several ramps leading downward, head down all of them until you finally reach the bottom. At the bottom, turn left onto the helipad, run up to the helicopter and take out the Data Uplink by pressing Start, going to the inventory and selecting Data Uplink with "A." Use it near the helicopter.

It will begin to download the virus, once the virus has been downloaded, the bomb will be disactivated and you will have complete the 3rd and final objective of this mission. However, you still aren't finished.

Go back out of the helipad, and go up one ramp and stay on the right wall, you will come to a door, go through it to finish the mission and watch the closing cinema.

M I S S I O N 8

----- Attack Ship - Covert Assault -----

Objectives: 1.) Disable shield system
 2.) Access navigational systems
 3.) Gain control of bridge

1.) DISABLE SHIELD SYSTEM

Okay, you start off with just a knife and your bare hands. Leave the room you are in, and then switch your knife to it's secondary function, which is a poisonous throwing knife. Throw it at one of the aliens and take it's gun, the Mauler.

Now kill the other alien, and collect it's weapon. Go back to the front of this room to find 3 parts of the shield system. Shoot all three of them, one by one, and it will disable the shield system, allowing Elvis and his "companions" can come into the building. Objective #1 complete.

2.) ACCESS NAVIGATIONAL SYSTEMS

Once Objective #1 is done, go to the back of this room where you will find an elevator leading down. Take the elevator down, and you will meet up with Elvis, he will give you an AR34. He will then say that he'll take one lift and you take the other.

Go up and you will see 2 elevators, go into the one that is open and take it up a few levels. Now, go through the first door you see and kill the 2 monsters in here. Turn LEFT and go through that door, then go through the right door in this room. Kill the monster hiding in here, then go through the door at the end of the hallway.

Now, turn right at the halfway mark of the hallway to enter the Navigation Systems room. Once Elvis catches up with you, he will do his work here and access the navigational systems to complete the 2nd objective.

3.) GAIN CONTROL OF BRIDGE

Alright, now leave through the door you came in through, and turn RIGHT. Go through this door and kill the monster inside. Turn left and go up the ramp here, follow the turning hallways until you find a path leading up on the right wall. Go up the path.

At the top, kill the monster and turn left and go through the blue door. Kill the 2 skedar monsters in here, then go up the ramp either on the left or right side. At the top, go through the door and then into the elevator (next door). Once at the top, go through the next elevator, and then shoot the 3 skedars inside of the bridge room.

Once those are dead, wait for Elvis to come, he will start gaining control of the bridge and your job is to protect him. Stand by the elevator door and shoot every monster that comes in. Elvis will soon gain control over the bridge and you will have completed the last objective in Mission 8.

M I S S I O N 9

Mission 9 will NOT be saved on your Solo Mission sheet, so do NOT press "Decline" for any reason once you've finished Mission 8, otherwise you will have to re-do Mission 8.

----- Skedar Ruins -----

- Objectives: 1.) Identify temple targets
2.) Activate bridge
3.) Assassinate Skedar leader

1.) IDENTIFY TEMPLE TARGETS -----

Okay, throughout the ruins, there are temples that you must target, these temples are simply little, pointy structures. In order to target them, you will simply take out the Target Amplifier, and place it on the temple. There is one way to figure out if a temple needs targeting or not. Put on the R-Tracker at all times, and use your Falcon 2 (scope). If the yellow dot lines up with the green crosshair the temple needs to be targeted.

When you start out, head straight and turn left. Kill the skedar monster here. Then continue straight past where you killed the monster and kill the 2 skedars in here as well. In the center of the room, you will find the first temple. It may need to be targeted, so target it by pressing start, moving to your inventory, taking out the Target Amplifier, and press "Z" to throw it onto the temple, ONLY IF IT NEEDS TO BE.

Continue on straight and turn right. You will find some more monsters here, kill them and walk along the path, killing skedar monsters as you come to them. You will soon come to a fork in the road, deciding on left or right. First kill the 2 skedar monsters and then go right. You will find another monster here and another temple, target it if needed.

Now, head back to where the fork in the road was, pass it and turn RIGHT into an opening, kill the monster here and go down to the end, turn right again and kill the 2 mosnters behind boxes. Now, take the right path to find another temple, target it if needed.

2.) ACTIVATE BRIDGE

(Thanks to Nemesis...)

Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach an fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

3.) ASSASSINATE SKEDAR LEADER

Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner, then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Now go through that door.

The Skedar Army must be defeated, and they are in suspended animation. Only one of them will come out of the green capsules at a time. After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

S P E C I A L A G E N T W A L K T H R O U G H

M I S S I O N 1 - dataDyne

dataDyne Central - Defection

- Objectives: 1.) Disable internal security hub
2.) Obtain keycode necklace
3.) Disable external comms hub
4.) Gain entrance to laboratory

1.) DISABLE INTERNAL SECURITY HUB

Okay, from where you start the mission (on the helipad) go down to the bottom floor where you will find a ventilated door. Before entering this door, shoot the security camera up on top of it. Then enter the door. Kill the guard that is in front of you as well as the one when you go down the small ramp.

Now go down the next 2 ramps down to the bottom floor. You will receive a message saying the the internal security hub is nearby, look over into the red area. You will see an activation switch. Take out your ECM Mine by pressing Start, going to your inventory and selecting the ECM mine with "A."

Now, aim the mine so it lands correctly onto the activation switch. Press "Z" to throw it. Once it sticks to the activation switch, you will have completed the first objective and the internal security hub will be disabled.

2.) OBTAIN KEYCODE NECKLACE

Okay, still on the bottom floor, go past the large fan and into the ventilated door, you will find stairs inside. Head down the 2 flights of stairs and kill the guard you encounter on the way. Go through the door at the bottom of the stairs to be inside of an office type area.

First, kill all the guards you see in here. Then, once all the guards are gone, put away your weapon so you are "UNARMED" and make sure you are able to punch. Now, head to the center of the room where you will find double brown doors, go inside and punch Cassandra De Vrie to knock her unconscious.

Upon doing so, you will collect her keycode necklace and you will have completed the 2nd objective of Mission 1.

3.) DISABLE EXTERNAL COMMS HUB

Leave Cassandra's office and turn LEFT from her door. Go through the brown door on the left wall which leads to more stairs. Take the stairs all the way to the bottom and kill any guards on the way. Once at the bottom, go through the door. Then walk down the end of the hallway, picking off all guards as you come to them.

You will see an elevator on the right side at the end of the hallway, get in

and ride up 3 levels, but don't get out. The elevator will then take you all the way down to the base of the area. Once here, leave the elevator and get ready to shoot. There are TONS of guards that will have to be killed, so carefully pick them all off, one by one.

Once the coast seems to be relatively clear, turn right from the elevator and into the decorated doors. In here you will find some more guards if they haven't come out yet, kill them and head over to the left wall. You will see a computer and an activation switch next to it.

Take out another Mine by pressing Start, moving over to your inventory and selecting the mine with "A." Now throw it so it lands on the activation switch. This will disable the external comms hub and you will have completed Objective #3.

4.) GAIN ENTRANCE TO LABORATORY

>From where you finished Objective #3, go back outside of that room and back to the dataDyne logo on the wall. From here, go left and into the room with the desk, you will find a door here, go inside to find several guards. Kill all of them and continue on.

In the next room, pick off any remaining guards and you will see the elevator that leads into the Laboratory, open and go inside of the elevator to complete the 4th and final objective.

dataDyne Research - Investigation

Objectives: 1.) Holograph radioactive isotope
 2.) Start security maintenance cycle
 3.) Shut down experiments
 4.) Locate Dr. Carroll

1.) HOLOGRAPH RADIOACTIVE ISOTOPE

Okay, after viewing the cool cinema of Joanna knocking out a guard from the top of the elevator, go LEFT from after exiting the elevator. Now, you will come to a few guards behind glass. Shoot them all before continuing on. Once they are finished, go through the door they were in front of.

This door takes you straight into the main room. In this main room you will find 2 big doors. One is marked "CAUTION" and the other is marked "SECTOR 2" and you will also see a locked door to the side of Sector 2. First off, go inside the door marked CAUTION, but don't go all the way through every door. Instead, go through the first 2 sets of doors until you come to 2 guards. Kill them both, then take out your CamSpy by pressing START and moving to the Inventory menu and press the A button when CamSpy is selected.

This activates your CamSpy, move it into the next room. Move it so it's right in front of the radioactive isotope in the center of the room. Then press the "Z" button to capture a picture of the isotope. Now take your CamSpy off to complete Objective one.

2.) START SECURITY MAINTENANCE CYCLE

Okay, go back all the way to where you first started the mission at the elevator. From the elevator, turn left and go down the hallway but not through the door at the end. Instead, turn to your left to see another small door. Wait for the security bug to come by and open it.

Go inside and to the end where you will find some stairs on the left side, go down the stairs and to the end of the hallway. You will find a ramp leading down on the right side to another door labeled "Sector 1." Go inside and kill the guard. Then turn left and go into the red area. You will come to a big screen, pass it for now and continue on.

You will now come to another screen, press "B" near it to reprogram the bots, now go back to the first screen and activate the bots to complete the second objective.

3.) SHUT DOWN EXPERIMENTS

Okay, first head back to the room with the 2 large doors saying "CAUTION" and "SECTOR 2." Once here, go through the door reading "Sector 2." Kill off the guard standing and go straight through the door. There will be several guards here so pick them all off.

Now, go to the room on your right to find a scientist, put your gun to his head and Joanna will tell him to shut down one of the experiments, he will do so, leave him and go to the last door on the left side once in here, you will find another scientist.

Do the same thing and he will shut down the next experiment. In the back of this room you will find a large metal door. Go through it and through the next to find another room with another scientist in it. Tell him to do the same, he instead triggers the alarm. Shoot him and press "B" on the computer.

This shuts down the final experiment and you will have completed the 3rd objective in this mission.

3.) LOCATE DR. CAROLL

Okay, from objective #3, leave through the 2 metal doors you came in and back out into the Sector 2 room. Go across the hallway into the door on the right, go through it.

At the end, turn to your RIGHT to find a door. Go inside, you will find some more guards pick them off. You will now see a door labeled "SECTOR 3" which is near where Dr. Carrol's HQ are located. Go through the door and kill any oncoming guards who get in your way. However, you will be barricaded by red lasers blocking your path. To get past them, wait for the little robot beetle to stop near the lasers and they will disappear letting the robot beetle to pass.

When they disappear, pass through following along the robot beetle, after all of the lasers have been bypassed you will find a door which contains the data computer which you must alter to pass the security locked door next to it. When you enter this room, turn around immediately and pick off the 2 dragon guards and take their new weapon, the Dragon.

Now equip the Data Chip, to do so, press start, move over to the inventory

and press A on the Data Chip. Now you will have it in your hand. Press Z to use it next to the computer. It will gain the password to the security lock and open the door letting you pass. Take out you gun again and get ready to shoot.

In the next room, you will find a few guards, kill them off as they run around the room, and then head over to the door marked "RESTRICTED" go inside and kill the 2 guards, then continue through the next door where you will find sensory machine guns attached to the ceiling, just run past them for now and take the damage they deal out. At the end of the hallway you will find the last door, open it to complete the last objective for the RESEARCH level.

dataDyne Central - Extraction

Objectives: 1.) Access Foyer Elevator
 2.) Destroy dataDyne Hover Copter
 3.) Defeat Cassandra's bodyguards
 4.) Rendezvous at helipad

1.) ACCESS FOYER ELEVATOR

Okay, the first thing you must do here is equip your Night Vision glasses in order to see anything. Now, go forward and you will find a guard sitting at a desk. From a distance, shoot him with your sniper rifle. Then turn left at the desk to find a door. Go through and kill the guards hiding behind boxes.

Once they are gone, you will have to circle the main room killing all guards. You will soon reach the back of the main room where you will find a flight of stairs with 2 guards at the top, try picking them off from the bottom using the AIM function of your weapon. Now it's home free. Turn left to find an elevator, this is the foyer elevator, press "B" to activate it and go inside to complete Objective #1.

2.) DESTROY DATADYNE HOVER COPTER

[Complete Objective 3 First]

Once you've completed the 3rd objective, after you have killed the guard and taken his Rocket Launcher, equip it. Now face the large window in front of you. The Hover Copter will appear shortly.

Once you see it, fire the Rocket Launcher at it once you are sure you will be able to hit it. It will blow and you will have destroyed the dataDyne Hover Copter and completed the 2nd objective.

3.) DEFEAT CASSANDRA'S BODYGUARDS

You can now remove your Night Vision glasses, as they are no longer necessary in order to see. Once the elevator has made it's way to the top, exit and turn to your right. Go around the corner you come to and you will find a guard waiting at the end. Shoot him and go through the door that is behind him. This takes you to a room with another corner, go around the corner and come to the end

where you will find 2 of Cassandra's Bodyguards (they are firing shotguns at you and they are dressed in different clothing.)

Kill them both and continue going through this room, go through the next door to find one more bodyguard in this area, kill him. Now, head back the way you came where you will see a small elevator, it's the one that goes up just one floor. Go inside and let it take you up to the next floor. Once you exit the elevator, go RIGHT and turn around another corner. And the end of this long corridor you will find 2 guards behind boxes, shoot them and then go through the door that is to the left of them (in front of the boxes they were hiding behind.)

This takes you into a room that looks like an office, with desks, chairs, and other furniture. Turn LEFT as soon as you enter this room, there is a sliding door on the left side of the room, once inside, turn left again and go through the next door. You will see another bodyguard, kill him. Then go left again after killing that bodyguard and go through the next door. Go past this room and into the next where you will find yet 2 more bodyguards, kill them and then backtrack back an elevator with a door next to it, go in this door to lead to a flight of stairs.

Go up the stairs and through the door, but don't turn right yet. You will hear a conversation between some scientists and a guard. Pretty funny, just turn right and blast away the guard. Pick up his Rocket Launcher. Then, right where the guard was standing, you'll find a door on the left, go through this door which leads to some more stairs. Go up this final flight of stairs to the top level where you will find another ventilated door. Go through it.

Now this part is kind of tough. Once you go through the ventilated door at the top of the stairs, put on your Night Vision glasses so you can see in the dark. You will now have to kill off several bodyguards. There are 2 located on the ground and 2 located up on the ramps. Pick them all off and you will complete the 3rd objective.

4.) RENDEZVOUS AT HELIPAD

Now that you have cleared out all the bodyguards, find the ramp on the top level. Go up the ramp and keep following it, you don't need to slow down for Dr. Carroll because you can complete when you reach the helipad no matter if the Dr. is there or not. Continue going up the ramp and you will come to a ventilated door, go through it and continue going up the ramp.

You will soon make your way back to where you started this mission, at the helipad. That completes Objective 4 as well as Mission 1.

M I S S I O N 2

Carrington Villa - Hostage One

Objectives: 1.) Save the negotiator
2.) Eliminate Rooftop snipers
3.) Activate Wind generator
4.) Rescue Carrington

1.) SAVE THE NEGOTIATOR

This is a very simple task to accomplish. When the mission begins, you will be equipped with a sniper rifle and will be placed on an over-look (place where a sniper hides out to shoot his victims). In the beginning, walk forward so you can view the guards. Use your AIM feature on your sniper and shoot both guards in the head before they kill the hostage.

If done quickly, effectively, and correctly, both guards should be dead and the negotiator (hostage) should run up into the town and escape without being harmed. That will finish Objective #1 for you.

2.) ELIMINATE ROOFTOP SNIPERS

Well, I've listed all the snipers in the next objective, so look there to find where all of them are. Hide behind the wall in order to stay out of the Snipers' view, then pick them all off on top of the rooftops all around the main area, there are also some upstairs and over the body of water.

Once all of the snipers have been removed from this area, you will have completed the 2nd objective.

3.) ACTIVATE WIND GENERATOR

Once the hostage has been saved, turn around. You will see a big structure behind you. Go around it on either side and you will see a guard lay down quickly to try and snipe you from a distance, AIM and pick him off quickly before he does any damage. Now walk over and pick up his CMP150, but don't equip it just yet. Turn right and look over the edge of the cliff.

You will see 2 guards. One is trying to snipe you off to the right, and one is using his CMP150 from straight below. Pick them both off and jump off the cliff. Once on the ground, take the right path where you shot the guard trying to snipe you. You will encounter another guard here, just shoot him quickly and continue on your way. You will now come to a place to turn left, but don't do it just yet.

Hide behind the corner and look up with your AIM feature on your sniper rifle. You will see a guard just above trying to snipe you, kill him and watch as he falls off the roof to his death on a flight of small stairs. Go right and down a separate flight of stairs where you will find a wall. Hide behind this wall and AIM your rifle towards the roof in the distance you will see 4 snipers on the rooftop. Pick them all off and any remaining guards on the ground.

Once there are no more snipers or guards in site, head into the main courtyard where you picked off the 4 snipers. From here head right, you will come to another over-look which is located above a large body of water. If you look closely there is a sniper on the far left of the body of water. Kill him when he's not looking.

Now head back to the main courtyard, you will find a flight of stairs in the middle. Head up the stairs and follow the path to the right. Pick off the remaining sniper which is just ahead. Now, go up the flight of stairs where you will find a door. Go inside and you will be inside the house or "pueblo." Once inside, kill of all guards first. Then head down the stairs. Once at the foot of the stairs turn right into the first blue colored hallway you come to.

At the end you will find a room with a few guards, kill them. Now head to where you find the Kitchen, there are some stairs here. Go down them, at the bottom you will find two more guards, kill them both and go left to find another set of double doors, head through the doors and go down the steps. There is one guard right in front of you and one near the back of the stairway, kill them both.

Once they are dead, go over to the set of double doors near the back of the stairway. It leads to a pathway. Go straight down this pathway, without turning left on the way. At the end of the pathway, turn left and kill the 3 guards you come to. You will see 2 large control panels. You must activate them in order to activate the wind generator. To activate them, press "B" near the activation switch on each panel. Once both have been activated, head back down the pathway again, only this time, turn right into the turn you skipped before.

Head down this path until you come to the end where you will find a bunch of guards. Kill them all and turn left to find the huge wind generator. On the backside of the generator you will find an activation switch, hit "B" on the switch to activate the wind generator and complete your 3rd Objective.

4.) RESCUE CARRINGTON

Once you activate the wind generator, leave the room with the generator in it, and continue going straight. Turn left at the end to find a set of doors, go through them and down the stairs. At the foot of the stairs turn left and go through another door.

In here is where you will find several rooms with liquor stored on shelves. There are a bunch of guards in this area and one of them holds the key card to Carrington's cell. Go through the area killing all guards until you find the one with the key. The one with the key is naturally located near Carrington's cell. Shoot him, take the key card, open the door and this mission will be complete.

M I S S I O N 3

Chicago - Stealth

Objectives: 1.) Retrieve drop point equipment
2.) Create Vehicular Diversion
3.) Prepare escape route
4.) Gain entry to G5 Building

1.) RETRIEVE DROP POINT EQUIPMENT

Okay, after the opening cinema plays, you are left in the rain. Go left around the corner where you will see an innocent civilian passing by, do not kill him. Turn left and kill the disguised guard holding a gun. Now go down the corridor near where you shot the guard. At the end turn left and you should see a Taxi straight ahead.

Go up the stairs to the left and hide inside the area with gates. Open the gates and kill all guards in site. Now go straight (behind and past the taxi) until you come to a little opening in the wall. Go through and you will be taken to the storm drain area. First off, kill all guards you see, then from where you entered turn RIGHT and go all the way to the end of the drain. Now, go up on the right side of the drain where you will find a very small area.

First Duck, then crouch so you can fit through the narrow passage way, continue to crouch all the way to the end of the passageway where you will find your drop point equipment and complete objective #1.

2.) CREATE VEHICULAR DIVERSION

Your main goal here is to reprogram the taxi you saw earlier to make it crash into a wall farther a way which will create a diversion making all the guards turn and run to see what's going on. First, head back to where you saw the taxi (out of storm drain). Once you find the taxi, make sure there are no guards or simulants in the way while you reprogram the cab.

Once the coast is clear, take out the reprogrammer, by pressing Start, going to your inventory screen and pressing "A" on the reprogrammer, then when you are near the taxi, press Z to activate the reprogrammer, it takes about 10 seconds to reprogram the taxi, and you have to make sure that nast simulant isn't in the way, otherwise it will shoot at you and the taxi causing the cab to explode. So make sure it's out of the way.

Once the cab has been reprogrammed, let a few seconds go by and the cab will automatically leave for it's destination. After about a minute you will hear an explosion, and all the guards will come running to see what happened. Objective #3 complete.

3.) PREPARE ESCAPE ROUTE

Okay, no matter what you have to do this on all difficulties, only here it is a requirement. Okay, head over to where you see that Limo, go down the right path from it and up the stairway.

Kill any guards that get in your way. The way to prepare your escape route is to put a mine on a concrete wall (which on the other side is the inside of the G5 building) and then in your next mission you will be able to escape by detonating it.

So, at the top of the stairway, take out your mine by pressing start, going to the inventory screen, and selecting the mine. Then throw it on the wall using "Z" to finish your 3rd objective.

4.) GAIN ENTRY TO GS BUILDING

Okay, now before you doing anything, you will need to do one simple thing that is necessary in a later level. Go over to where you see that limo car, pass it and go to the end, turn right and you will find some stairs, climb them to the top and place a remote mine on it. Now you can continue to gain entrance to the G5 Building.

>From where the taxi used to be, go straight and continue to the end and then

turn RIGHT, in the distance you should see the blown up taxi. There will be a few guards, but nothing a few bullets can't cure. Shoot them all. Now turn left and you will see an open door. This is the entrance to the GS building and as you can see the guard that was blocking it before is now gone, allowing you to complete your final objective.

G5 Building - Reconnaissance

- Objectives: 1.) Deactivate laser grid system
2.) Holograph meeting conspirators
3.) Retrieve Dr. Carroll backup from safe
4.) Exit G5 building

1.) DEACTIVATE LASER GRID SYSTEM

Okay, after the opening cinema you will be left with two guards who are invisible. You cannot harm them when they are invisible, but they can harm you, so be careful, after a few steps they will become visible for a short time allowing you to pick them off. One of them holds a key card, collect it.

Use the keycard you took from the guard in the beginning of the level, Go through the door straight in front of you, go through and turn left, you will see a guard in the distance, kill him before he sees you. Then continue going straight, at the end of the hallway you will find a switch, this turns on or off the lights in the room to your left. Leave them on, and go through the door to the left of the switch.

The lights will turn off when you go through the class doors and you will be confronted with some invisible guards, as they appear, kill them. One of them contains a key card. Now it's time to use the CamSpy again. Still in the same room, go behind one of the dumpsters and take out the CamSpy by pressing start, moving over to inventory and selection CamSpy, now take the CamSpy into the two glass doors, go through the door here, and go up the stairway.

At the top, go through the door, turn right and go down the hallway, you will see 2 guards. Kill them both, then turn right to find an alarm, wait for another guard to walk in and kill him before he hits the alarm. In this room you will see 4 activation switches.

Press "B" next to each one and once all 4 have been deactivated, the laser grid system will shut down and you will have completed the first objective.

2.) HOLOGRAPH MEETING CONSPIRATORS

>From the beginning of the level using the keycard you took from the guard in the beginning of the level, Go through the door straight in front of you, go through and turn left, you will see a guard in the distance, kill him before he sees you. Then continue going straight, at the end of the hallway you will find a switch, this turns on or off the lights in the room to your left. Leave them on, and go through the door to the left of the switch.

The lights will turn off when you go through the class doors and you will

be confronted with some invisible guards, as they appear, kill them. One of them contains a key card. Now it's time to use the CamSpy again. Still in the same room, go behind one of the dumpsters and take out the CamSpy by pressing start, moving over to inventory and selection CamSpy, now take the CamSpy into the two glass doors, go through the door here, and go up the stairway.

At the top you will find another door, go in it and immediately rush up the stairway, you will notice a little path which leads around the building take the CamSpy along this path until you reach the end where you will find the Holograph Meeting Conspirators. Objective #2 complete.

3.) RETRIEVE DR. CAROLL BACKUP FROM SAFE

This is a rather simple task. Once you've completed Objective one, put away the CamSpy, now go through the glass doors and up the stairs back to the path you travelled on as the CamSpy, Crouch down to fit, and once you reach the end where you can't go any further, drop down onto the ground.

Turn backward and turn RIGHT into the first hallway you come to. Go through the door here. You will find a few sets of stairs. Climb them up to the top and go through the door. Remember to kill any guards who get in your way, because there is no longer a possible danger for you to fail Objective one.

If a guard turns on the alarm, quickly turn it off so you don't get bombarded with guards. Once you go through the door, turn right and go straight, you will see another door on your right, this leads to the SAFE room. Go inside and make sure the coast is clear outside.

Once there are no guards in sight, take out the Decoder and place it on the little switch on the wall. The decoder will take 50 seconds to decode the safe lock, and during these 50 seconds the alarm sounds notifying all guards to come up to the safe room. Kill them as they come to the door, and wait out the 50 seconds.

Once the 50 seconds are over, the safe door will slowly open. Go inside and you will find the backup of Dr. Carroll lying on the shelf to the right. Grab it and you will have completed objective #3.

4.) EXIT BUILDING

Now, from the safe, go to your left and down the long corridor, at the end go through the door on the left, you will find some stairs that lead up to the 3rd floor. Climb them. At the top you will be taken to the back side of the door you placed the remote mine on.

Take out your detonator by pressing Start and going to the inventory screen, select remote mines. You should be holding the detonator, take cover somewhere and press "Z" to blow up the door and exit the G5 Building. Objective #4 complete.

Area 51 - Infiltration

- Objectives: 1.) Shut down air interceptor radar
2.) Plant comms device on antenna
3.) Gain access to hangar lift
4.) Make contact with CI Spy

1.) SHUT DOWN AIR INTERCEPTOR RADAR

Once the opening cinema has finished you are left outside. Okay, if you look straight ahead you will spot 2-3 guards nearby. Shoot all 3 of them, but be careful because there are automatic machine guns around this area. One being on the RIGHT side of where you shot the guards. Now, turn around backwards from where you first began the level, and walk in that direction.

Turn left and you will spot a guard in the distance, he won't notice you yet so pick him off using the Zoom feature on your weapon. Now right next to this guard you just shot is another automatic machine gun, which isn't firing yet because it hasn't spotted you. You can either: a.) pick it off from a distance or b.) run up and very quickly shoot the gun about 6 times to blow it up. The second method is useful later in the game, but I suggest picking this one off at a distance.

Once you get rid of it, turn right from where it was. Don't go out into the open just yet, though. There is another automatic machine gun on the left side. The quickest, and safest way to get rid of this one is to just run out and shoot about 6 bullets as fast as you can into the gun before it has time to fire at you, I found this successful.

Once that gun is gone, continue on. You will come to a large tower with a main gate on the left of it. In the distance you will find a long walkway, but don't go down there just yet. Stay at a distance from the tower and use your Zoom feature to pick off the snipers inside the tower. Once you see no more movement going on, climb up the ladder of the tower to get inside.

Once inside, collect the dead guards' ammo and then look at the back wall inside the tower. You will see an activation switch, hit it to open the main gate and then quickly jump down the ladder and go into the main area before the gate closes again. You must be quick in here because there are automatic ceiling machine guns attached to the walls. 2 on the right side and one on the left. Aim and blow them all up.

Once the guns have been taken care of, kill all the loose guards wondering about. You will now notice a man standing next to a hover bike near the center of the main area. Just shoot him, and collect his lift key card which will allow you to access the lift later on when needed. Once you've taken care of ALL enemies in this main area, it's time to blow up some stuff.

Head to the left side (near the gates) of the main area (where the one machine gun was) and you will find a little ladder leading underground, follow this ladder.

Once underground you will find a door in front of you, go inside to find the radar panel. It's the little computer screen, and if you press "B" near it, you will get a "Access Denied" message.

Now, take out your explosives by pressing Start, moving over to the inventory section, and selecting "Explosives" with the A button. Place the explosives on

this little computer or "panel" by pressing the "Z" button. Upon doing so, a countdown will begin and all guards will be notified of what you are doing.

Leave this room out into the outer perimeter and shoot all guards that come down ladder. Make sure you are out of the panel room as the bomb detonates. Once the guards are gone, climb the ladder and listen to the sweet sound of a radar being shut down via explosion. Objective #1 complete.

2.) PLANT COMMS DEVICE ON ANTENNA

Go back to where you first were in the tunnel (where the Rocket Launcher was). Go through the tunnel to the other side. Turn left and you will find a rock with the antenna placed on top. On the backside of the rock you will find a button, press it using the "B" button.

By pressing this button it makes the rock lower down so you can reach the antenna. Once it's lowered, take out your "Comms Rider" by pressing Start, going to the inventory and pressing "A" next to the Comms Rider. Throw the Rider onto the antenna using "Z" to complete the 2nd objective.

3.) GAIN ACCESS TO HANGAR LIFT

This task is very simple, nothing compared to the last objective. Once the radar has been shut down, and you have climbed up the ladder, go straight near the 2 gates. Behind these gates is a huge lift or "elevator" leading to the hangar.

However, they are locked. So how do you get in?

See that little computer screen on the wall? This is the access panel to the lift. You must have the lift key card, which you should have gotten, or will get from the man standing next to the hover bike. Use the card and press "B" near the computer screen and the doors to the lift shall unlock allowing you to enter. Go inside and kill the two guards you find in there.

The doors will close and the lift shall descend. Once the doors reopen, all you have to do is step out of the lift and into the hangar and the 3rd objective here will be complete.

4.) MAKE CONTACT WITH CI SPY

Now, your final goal is to meet up with a spy who is dressed as a guard somewhere inside the hangar. First, once you step off the lift, kill ALL guards you see on the ground and wait for the rest of them to come from upstairs, once there is no sight of any oncoming guards, make your way to the back of the hangar. Here you will find a ramp leading to an elevator.

Take the elevator down one story and you will be approached by 2 guards, kill them both and follow the walkway. You will find another ramp at the end of the walkway, go down the ramp and kill the 3 guards hiding behind boxes. There is a door just under the ramp, go through it and meet with the CI Spy to finish the last objective for this level.

Area 51 - Rescue

- Objectives: 1.) Locate conspiracy evidence
 1.) Obtain and use lab technician disguise
 2.) Gain access to autopsy lab
 3.) Rescue the crash Survivor

1.) LOCATE CONSPIRACY EVIDENCE

[You should do the 2nd objective before this one, it's easier in that order...]

>From where you blew up the wall, turn left and go through the big, metal door at the end of the hallway. In here, you will find a smaller door on the right wall, go in here.

In here you will find a guard, a scientist and a room in the back. Kill both the scientist and guard and head to the back and go into the room. You will find a red switch in here, press it and equip your X-Ray glasses, by pressing Start, going to your inventory and selecting the glasses with "A."

Turn around and look into the container, after a few seconds you will have completed the 1st objective.

2.) OBTAIN AND USE LAB TECHNICIAN DISGUISE

Alright, after the cinema, head straight and take a right. You will see a bunch of guards in the main storage room. Kill them all, then walk into the room. Search around and kill all the guards. It is necessary for you to kill all the guards in this whole beginning area because you will be carrying a box and you cannot have guards firing at you for fear that they may hit and explode the box in your face which would ruin the mission.

Once all the guards have been cleared from the ground floor. Hop into the elevator (and kill any oncoming guards) and ride up to the next floor. Here, get off the elevator and shoot the guard far in the distance to the right. Next turn left and kill any remaining guards here. Go through the large door and turn left to find the next elevator.

Get inside and take the elevator to the top floor of this area. Kill the few remaining guards up here and then start travelling back down. As you rereturn back down to the ground floor, pick off any missed guards. There cannot be one living guard in this area.

Once all guards are gone, backtrack to the beginning of the level where the floating box is located. Go in front of the floating box and press "B" to hold on to it. Carry the box back up the elevators all the way up to the top floor again. Once here, go to the end of the walkway and you will notice a little "X" scratched into the side of a white strip on the wall.

Put the box down in front of this "X" by pressing B. Now, back up a few steps and fire at the box a few times. This causes the box to explode and opens up a new pathway to the lab area. Once here, go straight forward past the dead guard on the floor (who was killed from the explosion, notice his toasty complexion ^_^) and you will find the Lab Clothing lying on the floor.

Collect the clothing, and quickly put them on by pressing START, going to the inventory screen and selecting "Lab Clothing" with the A button. This will put on the clothing, and complete Objective #2, remember to put away your weapons too.

3.) GAIN ACCESS TO AUTOPSY LAB

Okay, for this you MUST be wearing the lab clothing otherwise the guard won't let you through the door. From where you blew the hole in the wall, turn LEFT and go through the first door. In this room, look on the right wall to find another door, open it.

Once inside you will have to go through a set of two more doors and then you will find a door with a little slit in the middle, it is locked but if you are unarmed and dressed in the lab clothes, the guard will say: "It's about time you got here" and he will open the door. Go through the room all the way to the back still in the clothes, open the back door (at the end of the room) and you will gain access into the autopsy lab.

This completes your 3rd objective. You can now take out your gun (which will automatically take off the lab clothing) and shoot all guards in the room. Many more guards will come, just shoot them as you come to them.

4.) RESCUE THE CRASH SURVIVOR

This is a crucial part in the game, you must be alert because the place is swarming with guards. First, leave the autopsy room, and turn RIGHT. Go through the large door and you will find another small door on the right wall. Before, this door was locked. But now that you have the 2nd Level Key Card, you can enter it.

On the other side is a room with 3 guards, kill them (2 hiding behind posts, and one out in the open). Once they are gone, go straight and into the next room. This is the most important room in the Area 51 area. Why? Because it has the Alien (Crash Survivor in the back). If you aren't quick, the surgeons will kill the Alien and the objective will fail.

Right when you go into this room, head to the back RIGHT corner near the back door. Kill this guard first, he holds the key card which you use to get into the operating room. Once you get this key, don't bother to shoot the other guards in the room, but instead head straight into the back door which leads into the operating room. Go through one more door.

Once you enter this room, the objective will be complete. You will see the cinema of Joanna telling the surgeons to get back and don't make a move. This completes the 4th and final objective.

Area 51 - Escape

Objectives: 1.) Rendezvous with CI Spy
 2.) Locate secret hangar
 3.) Revive Mainan bodyguard
 4.) Escape from Area 51

1.) RENDEZVOUS WITH CI SPY

The opening cinema shows Joanna taking the Alien body out of the operating room, and the 2 surgeons going nuts. As Joanna is leaving, they turn on some poison gas by mistake and kill themselves, you are then left pushing the alien around trying to escape from Area 51.

Okay, first leave this room, Johnathan will talk to you telling you that there is a secure place where you can store the alien for now. Go back to the main room and find the brown door, it will open automatically, and you will drop the alien off here.

Now go back to one of the hatch rooms where there are several switches to lower or raise the cryogenic freezing tubes. There are two of these rooms, one of them has another door in it. Go in this one and go through the door that used to be locked. Shoot the guards inside here then go through the door on the left wall.

You will meet Johnathan here (CI Spy) and your first objective will be complete. The secret hangar is very easy to locate as you are about to find out. Johnathan says that it's time to get back to our friend meaning the alien.

2.) LOCATE SECRET HANGAR

Once you find Johnathan, you will both leave that room and go across the room next to a wall. Johnathan will stare and think for a while, then he will place some explosives near the wall.

After a few seconds, the wall will explode revealing the secret hangar and your 2nd objective will be complete.

3.) REVIVE MAINAN BODYGUARD

Okay, go straight and kill the guard. Turn left and go down the ramp down to where Elvis' space ship is located. Turn left and the bottom of the ramp to find the hover bike.

Here you will also find a brown door, go inside to find the Mainan bodyguard. Take out the Alien MedPack by pressing Start, going to your inventory and selecting the Alien MedPack with "A." Use it on the Mainan bodyguard and wait a few seconds to complete the 3rd objective.

4.) ESCAPE FROM AREA 51

There is only one way to escape from Area 51 and that is via the Space Shuttle, but first you must take the Alien with you. This secret hangar has a brown door in it, which leads to the secure room you placed the Alien in earlier. Open it and you will view a cinema of the Alien.

He will tell you that his name is Elvis and that he is surprised he's alive. After the cinema, go down the ramp near where Johnathan blew the wall open, down here you will find the Space Ship, but the hangar door is closed.

There is another problem also, the Space Ship can only carry two people. So after deciding, Joanna and Elvis take the ship and Johnathan decides to open the hangar doors and escape on the Hover bike. As Johnathan goes to open the hangar doors, you must watch his back.

Follow him up the ramp and shoot the guards that are standing in the doorway. Once you get the message saying the hangar doors have been opened, run back down the ramp and run out the hangar door, you will then view a closing cinema of the ship escaping. Objective and Mission Complete.

M I S S I O N 5

Air Base - Espionage

Objectives: 1.) Obtain disguise and enter base
2.) Check in Equipment
3.) Subvert security monitoring system
4.) Board Air Force One

1.) OBTAIN DISGUISE AND ENTER BASE

In order to enter the base, you must be in disguise. There is a stewardess coming off of the cable car and she has her uniform in her bag. Your job is to get it without harming her or any other civilians. Okay, first walk down and kill the guard with an arrow.

Now turn left into a cave like area. You will find 2-3 guards at the end and the stewardess yelling: "Ah! It's an intruder!" First pick off the guards, now head back so that you are in front of the stewardess. Using the AIM feature on your crossbow, shoot the bag out of her hand.

By doing so, she will fall to the ground, but she didn't die. Pick up her bag to collect the uniform. Now, put on the uniform by pressing Start, going to your inventory and selecting the Uniform. You will put it on, but it does no good if you have a weapon out.

Once you put it on, put your weapon away so you are unarmed, then go straight and turn left out of the cave like area. You will see some proximity mines on the ground, pick them up. Now backtrack out of the cave like area back to where you first started the mission.

Go through the double doors and you will see guards and a receptionist, don't panic. They will warmly greet you because remember you look like a stewardess. See that door behind the guards? Go through it and enter the base to complete Objective #1.

2.) CHECK IN EQUIPMENT

Okay, now that you are inside the base, go through the passageway and out the door. You will see some guards and escalators. The guards will be friendly to you (because they think you're a stuartist). Go down the escalator and turn right at the bottom.

You will see a small conveyer belt with luggage on it, this is all you have to do to complete the 2nd objective.

3.) SUBVERT SECURITY MONITORING SYSTEM

Now, just because you are in disguise, doesn't mean the security system can't detect that you are carrying weapons. So what you must do is shut down the security monitoring system. From where you entered the base, go down the escalator on the LEFT the one that is going in the up direction.

Turn right at the foot of the elevator and turn into the room with several blocks. Make 2 rights and you will find a flight of stairs. Climb to the top and you will come to a room with a computer and 2 guards. Walk up to the computer and turn off the security monitoring system.

The guards will begin firing at you, but you can take out your gun now because you've completed the 3rd objective. Keep in mind that all guards know who you are now because you blew your cover when turning off the security system. Just keep your weapon out and blow away all guards.

4.) BOARD AIR FORCE ONE

Okay, now you have to board the Air Force One. Go back to where the several blocks where except this time turn LEFT where you see a door. Open it, it's an elevator that descends in a diagonal direction, it will travel down to the bottom where there is another door.

Get off the elevator and go through the door. You are now confronted with lasers in the shape of triangles. Kill all the guards here, there are a bunch. Now go to the end where you will find a ramp, head up the ramp and go into the elevator. It will go up one story.

Get off here and shoot the 3 guards waiting outside of the elevator, then turn right from exiting the elevator and you will find the Air Force One, pretty isn't she? Open the doors and step inside to complete the final objective.

Air Force One - Antiterrorism

- Objectives:
- 1.) Locate and retrieve equipment
 - 2.) Locate President
 - 3.) Get President to escape capsule
 - 4.) Detach UFO from Air Force One

1.) LOCATE AND RETRIEVE EQUIPMENT

Now, go inside of the door you are standing in front of, then stay on the left side of the room and continue to go straight.

Go through 2 doors, then you will see a Red Grate on the floor in the next room on the left side. Press "B" to open it and hop down. Continue and go through all doors until you come to the kitchen, make sure no other

stewardess is around, then continue going through the doors.

Pass the hover bike, and go into the next room where you will find a guard, knock him out and steal his key card. Then hit the red switch on the wall where you knocked out the guard. This raises the cargo hold. Now go back into the previous room where the hover bike is.

You can now press the red button in between the 2 doors because you have the key card. Press it. Objective #1 Complete.

2.) LOCATE PRESIDENT

You are left dressed as a stewardess. Now, go inside of the door you are standing in front of, then stay on the left side of the room and continue to go straight.

Go through 2 doors, then you will see a Red Grate on the floor in the next room on the left side. Press "B" to open it and hop down. Continue and go through all doors until you come to the kitchen, make sure no other stewardess is around, then continue going through the doors.

Pass the hover bike, and go into the next room where you will find a guard, knock him out and steal his key card. Then hit the red switch on the wall where you knocked out the guard. This raises the cargo hold. Now go back into the previous room where the hover bike is.

You can now press the red button in between the 2 doors because you have the key card. Press it. Then go back into the kitchen and press the activation switch in the middle of the room, this will make an elevator appear. Crouch down and climb inside and let it take you up.

Once you exit you are taken to where you first began the level. Go through the door in front of you and you will find a set of stairs, climb them. You will be notified that this is the floor that the president is on. From the top of the stairs, turn RIGHT and go through the door behind the guard. This is the president's room.

Joanna will tell him what Trent is planning to do, but he isn't convinced, so she let's him hear a recorded conversation of what Trent is going to do, and he eventually goes with her. Objective #1 complete.

3.) GET PRESIDENT TO ESCAPE CAPSULE

Now comes the tough part. There are guards everywhere and your job is to make sure they don't kill the president, so you are basically the president's "bodyguard" now. Go down the stairs and through the door into the interior of Air Force One (where you first started). Go all the way back to where the red grate was earlier.

When you approach the red grate you will notice Trent and the conspirators, you will have to take care of them before going to the red grate. Once they are gone, open the grate and head to the silver door that contains the capsule.

This is the escape capsule, once you go inside, the 2nd objective will be complete and now all you have to do is detach that UFO from the Air Force One.

4.) DETACH UFO FROM AIR FORCE ONE

Now, your final objective here is to detach that UFO from the side of the Air Force One. How to do it? Blow it off of course! Leave the Escape capsule, with the president in it, and go back up through the red grate and back to where you first started the level.

You will see a long passageway, this is the cord that is keeping the UFO attached to the Air Force One. Run near the end and throw a timed mine on the end by pressing start, going to your inventory and selecting timed mines. Once you throw it on there, RUN FOR YOUR LIFE as fast as you can and make sure you get out of the cord in time.

It will explode and detach from the Air Force One and you will complete the final objective. Joanna then calls for Elvis to come and finish off the UFO. Elvis agrees and places a bomb on the UFO, it blows up and that is the closing cinema.

----- Crash Site - Confrontation -----

Objectives: 1.) Retrieve Presidential Medical Scanner
2.) Activate distress beacon
3.) Retire Presidential clone
4.) Locate and rescue president

1.) RETRIEVE PRESIDENTIAL MEDICAL SCANNER

[Do Objective #2 first.]

Head RIGHT from where you killed the 2 guards, and go over to where the crashed plane is. To the ride side of the plane you will find a suitcase lying in the snow. Collect it to complete your 1st objective, and then head back to where the capsule was.

2.) ACTIVATE DISTRESS BEACON

This is a very simple objective in which you will have to complete. From the start, stay along the right wall and continue straight. You will come to 2 guards, pick them both off at a distance, then collect their weapons. Now look over to the far left side.

You will notice the escape pod. On one side of it you will see a little red button, press "B" to press it and you will activate the distress beacon, objective #2 complete.

3.) RETIRE PRESIDENTIAL CLONE

Okay, once you activate the distress beacon on the escape capsule, turn back around in the direction you just came, but stay up against the right wall. Follow this wall all the way until you reach a cave. It is dark in this cave, so you'll need to put your Night Vision Glasses on.

Once in here, continue to stay against the right wall, kill all guards that you encounter. Soon, you will reach a hole in the right wall, it leads to

a path going upward. Go into this hole and follow the narrow path all the way up to the top.

Once here, you will find several guards near some funny looking palm trees. Kill off the guards and you will soon find the Fake President. Shoot and kill him to finish this objective. Now it's time to find Trent and the real president.

4.) LOCATE AND RESCUE PRESIDENT

Okay, from where you killed the fake president, go back down the long, narrow path you came up on. Make your way out of the hole in the wall and back to the front end of the cave. Leave your Night Vision goggles on.

Now from the very front of the cave (where it gets dark), go to the left path and stay up against the left wall this time instead of the right. Kill any guards you encounter, once again you will soon come to another hole in the left wall, which leads to another path leading upward.

Go through the hole and up the path. It should become daylight once again here, so take off your Night Vision glasses. Now, continue up the path and you will soon encounter some shooting simulants, and these can be killed. Shoot at all the simulants firing at you a few times and they will blow up.

Once all of the simulants are taken care of, look to your right, you will see Trent and the real president. Shoot Trent a few times and he will run away like the coward he really is. Now you are left with the president, which is only one half of this objective. Now you have to rescue him.

Whatever you do, do not go back into the cave area or the president will die and you will fail the mission. Instead, look around a bit until you find some sunlight. From here you are led into an open field. You must once again protect the president from being killed by fending off any guards around the area.

The president will soon run into the middle of the field where you will find Elvis and his ship waiting to rescue you. Final objective and last objective of this mission complete.

M I S S I O N 6

Pelagic II - Exploration

- Objectives: 1.) Disable primary power source
 2.) Deactivate GPS and autopilot
 3.) Activate Moon Pool Lift
 4.) Rendezvous and escape with Elvis

1.) DISABLE PRIMARY POWER SOURCE

Okay, once you start, open the first door you come to and kill the guard right

next to it. Make sure you try and kill all guards near the alarm switches FIRST otherwise they will trigger the alarm and you'll have a swarm of guards on you. Continue and go through the next few doors, then go through the door on the left wall, it leads into a room with a big circular generator in it.

Before fully entering the room, slightly enter it and turn left to see a security camera. Shoot it once to get rid of it, then kill any guards in here. Now go down stairs to find the bottom half of the generator, there is another camera, so take it out at the foot of the stairwell before proceeding down here.

Kill any remaining guards down here, then go back upstairs when there are no more guards in sight. Take out your X-Ray Scanner by pressing Start, going into the inventory menu and selecting the X-Ray scanner. Now look at the top half of the generator.

You will see green switches on top, there are a few red switches, which are bad, they reset the green ones. What you need to do is go around the generator and turn all the green switches to black by pressing "B" next to them. If you hit a red switch, all the current black switches will return to green, so don't hit the red ones.

Once all of the green switches have been switches to black, take off the X-Ray Scanner. Now head down the stairs again. See that long thing sticking out of the bottom half of the generator? Inside of it is a switch, press "B" when you go near it to disable the primary power source and complete Objective number 1.

2.) DEACTIVATE GPS AND AUTOPILOT

Okay, once objective 1 is complete, head back up the stairs and out the door you came in. Turn left and go through the next door. Kill any loose guards wondering about in here. Then go up the stairs which are on the left wall. Once at the top, go straight and up another set of stairs, then kill the 2 guards at the top.

Go straight through the next door and into the room where the 3 scientists are working. Joanna will order them to shut down the GPS and autopilot. Two of the scientists are cooperative, but the 3rd one turns on his co-workers and tries to shoot them while saying: "Trader!" Shoot this scientist before he does any harm to the other 2.

Once the scientists have shut down the GPS and autopilot you will have completed this objective. However, put away your weapon so you are unarmed and knock out the 2 scientists so they won't tell anyone what you did.

3.) ACTIVATE MOON POOL LIFT

Head down the stairs, and go through the door you find on the left wall. Now, head right and follow the long hallways until you reach the room that has water in it. Now head left and press "B" on the activation switch which will unlock the large door nearby.

Go through the door you just unlocked and head down the ramp. Press "B" on the activation switch at the bottom and you will have completed the 3rd objective.

4.) RENDEZVOUS AND ESCAPE WITH ELVIS

Now, this is the toughest part of this level. First, finding Elvis is a piece of cake, but once you find him you will have to follow him, which is very tough because there are TONS of guards that get in the way. First, go back down the sets of stairs and go through the doors until you finally meet up with Elvis.

You will hear him say: "Finally, what took you so long? Follow me." and he then disappears. Kill the guards in this door first then go through the next. It's all like one big make. You must continue going through door after door after door and killing all guards in each room until you reach the end.

You may die a few times while trying to reach the end because of the great number of guards, but I've found 2 tips which will make the task easier. First, stay behind closed doors. Shoot through the windows at guards that way you can kill them, and they can't shoot you behind a closed door. Try and shoot as many guards as possible through the windows of doors.

Then, once you enter the door, shoot boxes that have guards behind them. This will cause the boxes to explode and harm/kill the guard behind it, and makes your job of killing them easier. If you have to take time to reload your gun, move out of the range of enemy fire.

Once you finally reach the end, go through the door on the left wall and you will be taken into the big watery area and complete the final objective. You will see Elvis climb down the ladder into the submarine, and it's time for a Deep Sea adventure!

----- Deep Sea - Nulify Threat -----

- Objectives: 1.) Reactivate teleportals
 2.) Disable Cetan megaweapon
 3.) Secure Control Room
 4.) Escape from Cetan ship

1.) REACTIVATE TELEPORTALS -----

The generator here is rather tough to find, but once it's found, leave it all up to Elvis and he'll turn reactivate those teleportals in no time. Elvis will be following along with you this time. Go straight through the first door, and then put on your RI Scanner by pressing Start, going to the inventory and selecting the RI Scanner with "A."

Go through the next room so you can see the invisible guards (using the IR Scanner). Shoot them, and Elvis will help too. Once they're gone, go through the only door left on the right in this room. Go straight through the door after that, shoot the 4 invisible guards and then take off the IR Scanner.

Turn right down the long corridor and shoot all normal guards as you come to them. Now at the end of this hallway you will see a door straight ahead, and you will see an underground path to the left. Go down into the underground path. Now this is the tough part.

This underground path is like a maze. Continue going through each new opening

you can find and you will eventually fall upon the room which has the generator in it. First kill of the guards in here, and then Elvis will climb up to the generator and Reactivate the teleportals which will complete the first objective.

2.) DISABLE CETAN MEGAWEAPON

Okay, from the room with the generator, head back through the "maze" of pathways until you emerge where you came in. Now turn left and go through the big door. You will see an open space in front of you and you will have the option of going left or right.

If you go left, all you will find is a shield, so go right. Once here, go to the end of the pathway to find a teleportal, which is a jello looking type of thing on the wall and the end of the pathway, go through this by running into it and you will be teleported to the other side.

Now, go through this area with pipes hanging from the roof all the way to the end where you will find a big door. Go through it to find 2 more doors, one in front of you and one to the right of you. Go through the one on the right to find the megaweapon.

Elvis tends to travel rather slowly, so you'll need to wait for him to catch up so he can disable the megaweapon, once he catches up, go into the right door into where the megaweapon is. Elvis will automatically go up and disable it and you will have completed the 2nd objective.

3.) SECURE CONTROL ROOM

Okay, turn right and go through this door, you will come to another jello like teleportal, go through it. You will come to a door in front of you with a couple of guards. Kill the guards with Elvis' FarSight, go through the door and you will have completed the 3rd objective.

4.) ESCAPE FROM CETAN SHIP

Another rather easy task. Leave the megaweapon room, and then go through the door on your right (previously the door straight ahead of you). Follow the pathway (with pipes on the ceiling) until the end, where you will find another jello like teleportal, walk through it and go through the door right in front of you.

You will now see Dr. Carroll, you will view a FMV and Dr. Carroll will explain that you only have 60 seconds to exit the Cetan ship before it blows. Elvis will lead the path, but he's far too slow, plus you already will know the way. Basically you will be going out the same way you came in.

>From where you saw the FMV of Dr. Carroll, go through the door on your right, then follow the path down and turn left when you see the opening. Now go down this path (same path you came in) and kill the remaining guards if you have time. Then go to the end of the path where you will find the large, blue door you entered with.

Go through this door, and you will automatically exit the Cetan Ship, and complete the 4th and final objective of Mission 6.

MISSION 7

Carrington Institute - Defense

Objectives: 1.) Reactivate Automatic defenses
2.) Release hostages
3.) Retrieve experimental weapon
4.) Deactivate bomb

1.) REACTIVATE AUTOMATIC DEFENSES

You will view a FMV here showing the Skedar monster and Joanna taking one of the guards' guns. From the beginning, go straight and look ahead to find the skedar monster in the distance, kill him with a few shots. Now turn around to find a ramp.

Head down the ramp to the bottom and turn left where you will find the Helipad, cross it and go into the door on the right to find another helipad. Cross it and go through the door on the right again. Go through the door and turn left and head right after that.

You will find an activation switch on the wall. Press "B" on the switch to activate it. Then turn around and go down the right path. Now go through the 1st blue door you come to and turn left when you come to the 2nd blue door to find the 2nd activation switch. Press "B" to activate it.

Go back to the first switch you activated, go through the 2 doors here and through the next, then turn left to find the last activation switch. Press "B" to activate it and finish the 1st objective.

2.) RELEASE HOSTAGES

>From the beginning of the level, where you shot the Monster, turn left to find a brown door in front of you, don't go in it, turn right instead.

You will find an elevator here, go in it. Once at the top, use a Combat Boost by pressing Start, going to your inventory and press "A" on combat boost. Press "Z" to take it. This will slow everything down, allowing you to kill the guards before they kill the hostages, easier.

>From the elevator, go right and into the door you see, kill both guards, but don't hit the hostages, this is easy because it's in slow motion. You should now return back to normal. After collecting the dead guards' guns, leave this room and turn left and go into the room right next door.

Here you will find 2 more guards holding hostages, shoot them quickly before they do any harm to the hostages. The hostages will thank you and leave the room. Now go back to the elevator you came up in, there will be guards in it along with the hostages you freed. Carefully kill the guards and at the bottom you will find another guard, kill him.

>From the elevator, go right, continue until you find 2 brown doors, go inside and turn left, (this is the shooting range room). Kill the guards in here

before they do any harm to hostages. Now, leave this room and go back to the elevator. From here go left and into more brown doors, kill the guards in here to free the remaining hostages and you will have complete objective #2.

3.) RETRIEVE EXPERIMENTAL WEAPON

This has got to be the simplest task in the game. Still in the same room, kill off any remaining or oncoming guards. Now, go over to the computer and press "B" to break the case holding the experimental weapon. Now go over to the case which carries the experimental weapon.

Press "B" to take the weapon and complete the 3rd objective, now kill any oncoming guards that enter the door.

4.) DEACTIVATE BOMB

Now, head back to where you first began the level. You will find several ramps leading downward, head down all of them until you finally reach the bottom. At the bottom, turn left onto the helipad, run up to the helicopter and take out the Data Uplink by pressing Start, going to the inventory and selecting Data Uplink with "A." Use it near the helicopter.

It will begin to download the virus, once the virus has been downloaded, the bomb will be deactivated and you will have complete the 4th and final objective of this mission. However, you still aren't finished.

Go back out of the helipad, and go up one ramp and stay on the right wall, you will come to a door, go through it to finish the mission and watch the closing cinema.

M I S S I O N 8

----- Attack Ship - Covert Assault -----

Objectives: 1.) Disable shield system
 2.) Access navigational systems
 3.) Sabotage Engine Systems
 4.) Gain control of bridge

1.) DISABLE SHIELD SYSTEM

Okay, you start off with just a knife and your bare hands. Leave the room you are in, and then switch your knife to it's secondary function, which is a poisonous throwing knife. Throw it at one of the aliens and take it's gun, the Mauler.

Now kill the other alien, and collect it's weapon. Go back to the front of this room to find 3 parts of the shield system. Shoot all three of them, one by one, and it will disable the shield system, allowing Elvis and his "companions" can come into the building. Objective #1 complete.

2.) ACCESS NAVIGATIONAL SYSTEMS

Once Objective #1 is done, go to the back of this room where you will find an elevator leading down. Take the elevator down, and you will meet up with Elvis, he will give you an AR34. He will then say that he'll take one lift and you take the other.

Go up and you will see 2 elevators, go into the one that is open and take it up a few levels. Now, go through the first door you see and kill the 2 monsters in here. Turn LEFT and go through that door, then go through the right door in this room. Kill the monster hiding in here, then go through the door at the end of the hallway.

Now, turn right at the halfway mark of the hallway to enter the Navigation Systems room. Once Elvis catches up with you, he will do his work here and access the navigational systems to complete the 2nd objective.

3.) SABOTAGE ENGINE SYSTEMS

Okay, after Elvis access the navigational systems, go through the right door once you leave the room. At the end of this hallway go through the door and kill the lone monster, then continue through the hallway until you find a ramp on the right side leading up.

Go past it and into the room on your right. Now go through either one of the 2 doors you find which will take you to the engine systems room. Kill the 3 monsters in here and shoot the golden pieces on the outside of the engine to sabotage the engine systems and complete your 3rd objective.

4.) GAIN CONTROL OF BRIDGE

Alright, now leave through the door you came in through, and turn RIGHT. Go through this door and kill the monster inside. Turn left and go up the ramp here, follow the turning hallways until you find a path leading up on the right wall. Go up the path.

At the top, kill the monster and turn left and go through the blue door. Kill the 2 skedar monsters in here, then go up the ramp either on the left or right side. At the top, go through the door and then into the elevator (next door). Once at the top, go through the next elevator, and then shoot the 3 skedars inside of the bridge room.

Once those are dead, wait for Elvis to come, he will start gaining control of the bridge and your job is to protect him. Stand by the elevator door and shoot every monster that comes in. Elvis will soon gain control over the bridge and you will have completed the last objective in Mission 8.

M I S S I O N 9

Mission 9 will NOT be saved on your Solo Mission sheet, so do NOT press "Decline" for any reason once you've finished Mission 8, otherwise you will have to re-do Mission 8.

Skedar Ruins

- Objectives: 1.) Identify temple targets
2.) Activate bridge
3.) Assassinate Skedar leader

1.) IDENTIFY TEMPLE TARGETS

Okay, throughout the ruins, there are temples that you must target, these temples are simply little, pointy structures. In order to target them, you will simply take out the Target Amplifier, and place it on the temple. There is one way to figure out if a temple needs targeting or not. Put on the R-Tracker at all times, and use your Falcon 2 (scope). If the yellow dot lines up with the green crosshair the temple needs to be targeted.

When you start out, head straight and turn left. Kill the skedar monster here. Then continue straight past where you killed the monster and kill the 2 skedars in here as well. In the center of the room, you will find the first temple. It may need to be targeted, so target it by pressing start, moving to your inventory, taking out the Target Amplifier, and press "Z" to throw it onto the temple, ONLY IF IT NEEDS TO BE.

Continue on straight and turn right. You will find some more monsters here, kill them and walk along the path, killing skedar monsters as you come to them. You will soon come to a fork in the road, deciding on left or right. First kill the 2 skedar monsters and then go right. You will find another monster here and another temple, target it if needed.

Now, head back to where the fork in the road was, pass it and turn RIGHT into an opening, kill the monster here and go down to the end, turn right again and kill the 2 monsters behind boxes. Now, take the right path to find another temple, target it if needed.

2.) ACTIVATE BRIDGE

(Thanks to Nemesis...)

Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach a fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

3.) ENTER INNER SANCTUM

Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner, then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Now go through that door and complete your third objective.

4.) ASSASSINATE SKEDAR LEADER

The Skedar Army must be defeated in the next room, and they are in suspended animation. Only one of them will come out of the green capsules at a time. After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

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

As a starting note, let me tell you all that the Perfect Dark agent is extremely for talented gamers. The missions are far more difficult than Agent or Special Agent, and you will have to accomplish more objectives in each mission.

M I S S I O N 1

dataDyne Central - Defection

- Objectives:
- 1.) Disable internal security hub
 - 2.) Obtain Keycode necklace
 - 3.) Download project files
 - 4.) Disable external comms hub
 - 5.) Gain entrance to laboratory

1.) DISABLE INTERNAL SECURITY HUB

Okay, from where you start the mission (on the helipad) go down to the bottom floor where you will find a ventilated door. Before entering this door, shoot

the security camera up on top of it. Then enter the door. Kill the guard that is in front of you as well as the one when you go down the small ramp.

Now go down the next 2 ramps down to the bottom floor. You will receive a message saying the the internal security hub is nearby, look over into the red area. You will see an activation switch. Take out your ECM Mine by pressing Start, going to your inventory and selecting the ECM mine with "A."

Now, aim the mine so it lands correctly onto the activation switch. Press "Z" to throw it. Once it sticks to the activation switch, you will have completed the first objective and the internal security hub will be disabled.

2.) OBTAIN KEYCODE NECKLACE

Okay, still on the bottom floor, go past the large fan and into the ventilated door, you will find stairs inside. Head down the 2 flights of stairs and kill the guard you encounter on the way. Go through the door at the bottom of the stairs to be inside of an office type area.

First, kill all the guards you see in here. Then, once all the guards are gone, put away your weapon so you are "UNARMED" and make sure you are able to punch. Now, head to the center of the room where you will find double brown doors, go inside and punch Cassandra De Vrie to knock her unconscious.

Upon doing so, you will collect her keycode necklace and you will have completed the 2nd objective of Mission 1.

3.) DOWNLOAD PROJECT FILES

Okay, from Cassandra's office, turn left and go through the brown door on the left wall into the staircase. Go down the stairs until you come to another brown door. Go through the door and turn right down the hallway, go past the elevators and turn right at the end of the hallway.

Go into the office and down the hallway, go around the corner at the end of the hallway and shoot the security camera above. You will hear somebody talking, wait for the guy to come out and Joanna will tell him to download the project files.

Follow him up the elevator and around the corners and through the door into a room with a few computers, he will go to one and download the files for you completing your 3rd objective.

4.) DISABLE EXTERNAL COMMS HUB

Head back down the elevator all the way to the bottom of the building. Then walk down the end of the hallway, picking off all guards as you come to them.

Once here, leave the elevator and get ready to shoot. There are TONS of guards that will have to be killed, so carefully pick them all off, one by one.

Once the coast seems to be relatively clear, turn right from the elevator and into the decorated doors. In here you will find some more guards if they haven't come out yet, kill them and head over to the left wall. You will see a computer and an activation switch next to it.

Take out another Mine by pressing Start, moving over to your inventory and selecting the mine with "A." Now throw it so it lands on the activation switch. This will disable the external comms hub and you will have completed Objective #4.

5.) GAIN ENTRANCE TO LABORATORY

>From where you finished Objective #4, go back outside of that room and back to the dataDyne logo on the wall. From here, go left and into the room with the desk, you will find a door here, go inside to find several guards. Kill all of them and continue on.

In the next room, pick off any remaining guards and you will see the elevator that leads into the Laboratory, open and go inside of the elevator to complete the 4th and final objective.

dataDyne Research - Investigation

Objectives: 1.) Holograph radioactive isotope
2.) Start security maintenance cycle
3.) Shut down experiments
4.) Obtain experimental technologies
5.) Locate Dr. Carroll

1.) HOLOGRAPH RADIOACTIVE ISOTOPE

Okay, after viewing the cool cinema of Joanna knocking out a guard from the top of the elevator, go LEFT from after exiting the elevator. Now, you will come to a few guards behind glass. Shoot them all before continuing on. Once they are finished, go through the door they were in front of.

This door takes you straight into the main room. In this main room you will find 2 big doors. One is marked "CAUTION" and the other is marked "SECTOR 2" and you will also see a locked door to the side of Sector 2. First off, go inside the door marked CAUTION, but don't go all the way through every door. Instead, go through the first 2 sets of doors until you come to 2 guards. Kill them both, then take out your CamSpy by pressing START and moving to the Inventory menu and press the A button when CamSpy is selected.

This activates your CamSpy, move it into the next room. Move it so it's right in front of the radioactive isotope in the center of the room. Then press the "Z" button to capture a picture of the isotope. Now take your CamSpy off to complete Objective one.

2.) START SECURITY MAINTENANCE CYCLE

Okay, go back all the way to where you first started the mission at the elevator. From the elevator, turn left and go down the hallway but not through the door at the end. Instead, turn to your left to see another small door. Wait for the security bug to come by and open it.

Go inside and to the end where you will find some stairs on the left side, go down the stairs and to the end of the hallway. You will find a ramp leading

down on the right side to another door labeled "Sector 1." Go inside and kill the guard. Then turn left and go into the red area. You will come to a big screen, pass it for now and continue on.

You will now come to another screen, press "B" near it to reprogram the bots, now go back to the first screen and activate the bots to complete the second objective.

3.) SHUT DOWN EXPERIMENTS

Okay, first head back to the room with the 2 large doors saying "CAUTION" and "SECTOR 2." Once here, go through the door reading "Sector 2." Kill off the guard standing and go straight through the door. There will be several guards here so pick them all off.

Now, go to the room on your right to find a scientist, put your gun to his head and Joanna will tell him to shut down one of the experiments, he will do so, leave him and go to the last door on the left side once in here, you will find another scientist.

Do the same thing and he will shut down the next experiment. In the back of this room you will find a large metal door. Go through it and through the next to find another room with another scientist in it. Tell him to do the same, he instead triggers the alarm. Shoot him and press "B" on the computer.

This shuts down the final experiment and you will have completed the 3rd objective in this mission.

4.) OBTAIN EXPERIMENTAL TECHNOLOGIES

There are a total of 3 experimental technologies you must collect to complete this mission. First go back and into the Sector 2 room, turn right into the first door to find a guard and scientist kill the guard and take the K7 Avenger which is the first experimental technology.

Now, go across the hall and down the platform where you will find a guard and a scientist, kill them both and take the weapon. Now go back into the Sector 2 Room and into one of the doors to find the Night Vision glasses. Then head back into the Sector 2 room and into the last door on the right. Kill the guards in here and continue through the next door where you will find lasers.

Wait for the security bug to pass by and disable the lasers for a short time. Now go through the Sector 3 door, kill the 2 Dragon guards behind you and use the Data Uplink on the computer to get through the door. Now go through the door marked "RESTRICTED" and right into the Security door where you will find the last technology completing the 4th objective.

5.) LOCATE DR. CAROLL

Okay, from objective #3, leave through the 2 metal doors you came in and back out into the Sector 2 room. Go across the hallway into the door on the right, go through it.

At the end, turn to your RIGHT to find a door. Go inside, you will find some

more guards pick them off. You will now see a door labeled "SECTOR 3" which is near where Dr. Carrol's HQ are located. Go through the door and kill any oncoming guards who get in your way. However, you will be barricaded by red lasers

blocking your path. To get past them, wait for the little robot beetle to stop near the lasers and they will disappear letting the robot beetle to pass.

When they disappear, pass through following along the robot beetle, after all of the lasers have been bypassed you will find a door which contains the data computer which you must alter to pass the security locked door next to it. When you enter this room, turn around immediately and pick off the 2 dragon guards and take their new weapon, the Dragon.

Now equip the Data Chip, to do so, press start, move over to the inventory and press A on the Data Chip. Now you will have it in your hand. Press Z to use it next to the computer. It will gain the password to the security lock and open the door letting you pass. Take out you gun again and get ready to shoot.

In the next room, you will find a few guards, kill them off as they run around the room, and then head over to the door marked "RESTRICTED" go inside and kill the 2 guards, then continue through the next door where you will find sensory machine guns attached to the ceiling, just run past them for now and take the damage they deal out. At the end of the hallway you will find the last door, open it to complete the last objective for the RESEARCH level.

dataDyne Central - Extraction

- Objectives: 1.) Access Foyer Elevator
2.) Reactivate office elevator
3.) Destroy dataDyne Hover Copter
4.) Defeat Cassandra's bodyguards
5.) Rendezvous at helipad

1.) ACCESS FOYER ELEVATOR

Okay, the first thing you must do here is equip your Night Vision glasses in order to see anything. Now, go forward and you will find a guard sitting at a desk. From a distance, shoot him with your sniper rifle. Then turn left at the desk to find a door. Go through and kill the guards hiding behind boxes.

Once they are gone, you will have to circle the main room killing all guards. You will soon reach the back of the main room where you will find a flight of stairs with 2 guards at the top, try picking them off from the bottom using the AIM function of your weapon. Now it's home free. Turn left to find an elevator, this is the foyer elevator, press "B" to activate it and go inside to complete Objective #1.

2.) REACTIVATE OFFICE ELEVATOR

>From where you are in objective #4 (where Cassandra's bodyguards are) you will find an activation switch lying on a desk. Press "B" next to it to activate the office elevator, and complete the 2nd objective.

3.) DESTROY DATADYNE HOVER COPTER

[Complete Objective 4 First]

Once you've completed the 3rd objective, after you have killed the guard and taken his Rocket Launcher, equip it. Now face the large window in front of you. The Hover Copter will appear shortly.

Once you see it, fire the Rocket Launcher at it once you are sure you will be able to hit it. It will blow and you will have destroyed the dataDyne Hover Copter and completed the 2nd objective.

4.) DEFEAT CASSANDRA'S BODYGUARDS

You can now remove your Night Vision glasses, as they are no longer necessary in order to see. Once the elevator has made it's way to the top, exit and turn to your right. Go around the corner you come to and you will find a guard waiting at the end. Shoot him and go through the door that is behind him. This takes you to a room with another corner, go around the corner and come to the end

where you will find 2 of Cassandra's Bodyguards (they are firing shotguns at you and they are dressed in different clothing.)

Kill them both and continue going through this room, go through the next door to find one more bodyguard in this area, kill him. Now, head back the way you came where you will see a small elevator, it's the one that goes up just one floor. Go inside and let it take you up to the next floor. Once you exit the elevator, go RIGHT and turn around another corner. And the end of this long corridor you will find 2 guards behind boxes, shoot them and then go through the door that is to the left of them (in front of the boxes they were hiding behind.)

This takes you into a room that looks like an office, with desks, chairs, and other furniture. Turn LEFT as soon as you enter this room, there is a sliding door on the left side of the room, once inside, turn left again and go through the next door. You will see another bodyguard, kill him. Then go left again after killing that bodyguard and go through the next door. Go past this room and into the next where you will find yet 2 more bodyguards, kill them and then backtrack back an elevator with a door next to it, go in this door to lead to a flight of stairs.

Go up the stairs and through the door, but don't turn right yet. You will hear a conversation between some scientists and a guard. Pretty funny, just turn right and blast away the guard. Pick up his Rocket Launcher. Then, right where the guard was standing, you'll find a door on the left, go through this door which

leads to some more stairs. Go up this final flight of stairs to the top level where you will find another ventilated door. Go through it.

Now this part is kind of tough. Once you go through the ventilated door at the top of the stairs, put on your Night Vision glasses so you can see in the dark. You will now have to kill off several bodyguards. There are 2 located on the ground and 2 located up on the ramps. Pick them all off and you will complete the 3rd objective.

5.) RENDEZVOUS AT HELIPAD

Now that you have cleared out all the bodyguards, find the ramp on the top level. Go up the ramp and keep following it, you don't need to slow down for Dr. Carroll because you can complete when you reach the helipad no matter if the

Dr. is there or not. Continue going up the ramp and you will come to a ventilated door, go through it and continue going up the ramp.

You will soon make your way back to where you started this mission, at the helipad. That completes Objective 4 as well as Mission 1.

M I S S I O N 2

Carrington Villa - Hostage One

Objectives: 1.) Save the negotiator
2.) Eliminate Rooftop snipers
3.) Activate Wind generator
4.) Locate and eliminate dataDyne hackers
5.) Rescue Carrington

1.) SAVE THE NEGOTIATOR

This is a very simple task to accomplish. When the mission begins, you will be equipped with a sniper rifle and will be placed on an over-look (place where a sniper hides out to shoot his victims). In the beginning, walk forward so you can view the guards. Use your AIM feature on your sniper and shoot both guards in the head before they kill the hostage.

If done quickly, effectively, and correctly, both guards should be dead and the negotiator (hostage) should run up into the town and escape without being harmed. That will finish Objective #1 for you.

2.) ELIMINATE ROOFTOP SNIPERS

Well, I've listed all the snipers in the next objective, so look there to find where all of them are. Hide behind the wall in order to stay out of the Snipers' view, then pick them all off on top of the rooftops all around the main area, there are also some upstairs and over the body of water.

Once all of the snipers have been removed from this area, you will have completed the 2nd objective.

3.) ACTIVATE WIND GENERATOR

Once the hostage has been saved, turn around. You will see a big structure behind you. Go around it on either side and you will see a guard lay down quickly to try and snipe you from a distance, AIM and pick him off quickly before he does any damage. Now walk over and pick up his CMP150, but don't equip it just yet. Turn right and look over the edge of the cliff.

You will see 2 guards. One is trying to snipe you off to the right, and one is using his CMP150 from straight below. Pick them both off and jump off the cliff. Once on the ground, take the right path where you shot the guard trying

to snipe you. You will encounter another guard here, just shoot him quickly and continue on your way. You will now come to a place to turn left, but don't do it just yet.

Hide behind the corner and look up with your AIM feature on your sniper rifle. You will see a guard just above trying to snipe you, kill him and watch as he falls off the roof to his death on a flight of small stairs. Go right and down a separate flight of stairs where you will find a wall. Hide behind this wall and AIM your rifle towards the roof in the distance you will see 4 snipers on the rooftop. Pick them all off and any remaining guards on the ground.

Once there are no more snipers or guards in site, head into the main courtyard where you picked off the 4 snipers. From here head right, you will come to another over-look which is located above a large body of water. If you look closely there is a sniper on the far left of the body of water. Kill him when he's not looking.

Now head back to the main courtyard, you will find a flight of stairs in the middle. Head up the stairs and follow the path to the right. Pick off the remaining sniper which is just ahead. Now, go up the flight of stairs where you will find a door. Go inside and you will be inside the house or "pueblo." Once inside, kill of all guards first. Then head down the stairs. Once at the foot of the stairs turn right into the first blue colored hallway you come to.

At the end you will find a room with a few guards, kill them. Now head to where you find the Kitchen, there are some stairs here. Go down them, at the bottom you will find two more guards, kill them both and go left to find another set of double doors, head through the doors and go down the steps. There is one guard right in front of you and one near the back of the stairway, kill them both.

Once they are dead, go over to the set of double doors near the back of the stairway. It leads to a pathway. Go straight down this pathway, without turning left on the way. At the end of the pathway, turn left and kill the 3 guards you come to. You will see 2 large control panels. You must activate them in order to activate the wind generator. To activate them, press "B" near the activation switch on each panel. Once both have been activated, head back down the pathway again, only this time, turn right into the turn you skipped before.

Head down this path until you come to the end where you will find a bunch of guards. Kill them all and turn left to find the huge wind generator. On the backside of the generator you will find an activation switch, hit "B" on the switch to activate the wind generator and complete your 3rd Objective.

4.) LOCATE AND ELIMINATE DATADYNE HACKERS

Put on your R-Tracker by pressing Start, going to your inventory and selecting the R-Tracker with "A." Now with the R-Tracker on head back past the blue colored hallway and into the room where you will see the hackers using your R-Tracker.

Shoot and kill all of them to complete the 4th objective in this mission. Now it's time to save Carrington.

5.) RESCUE CARRINGTON

Once you activate the wind generator, leave the room with the generator in it, and continue going straight. Turn left at the end to find a set of doors, go through them and down the stairs. At the foot of the stairs turn left and go through another door.

In here is where you will find several rooms with liquor stored on shelves. There are a bunch of guards in this area and one of them holds the key card to Carrington's cell. Go through the area killing all guards until you find the one with the key. The one with the key is naturally located near Carrington's cell. Shoot him, take the key card, open the door and this mission will be complete.

M I S S I O N 3

Chicago - Stealth

Objectives: 1.) Retrieve drop point equipment
2.) Attach tracer to limousine
3.) Create Vehicular Diversion
4.) Prepare escape route
5.) Gain entry to G5 Building

1.) RETRIEVE DROP POINT EQUIPMENT

Okay, after the opening cinema plays, you are left in the rain. Go left around the corner where you will see an innocent civilian passing by, do not kill him. Turn left and kill the disguised guard holding a gun. Now go down the corridor near where you shot the guard. At the end turn left and you should see a Taxi straight ahead.

Go up the stairs to the left and hide inside the area with gates. Open the gates and kill all guards in site. Now go straight (behind and past the taxi) until you come to a little opening in the wall. Go through and you will be taken to the storm drain area. First off, kill all guards you see, then from where you entered turn RIGHT and go all the way to the end of the drain. Now, go up on the right side of the drain where you will find a very small area.

First Duck, then crouch so you can fit through the narrow passage way, continue to crouch all the way to the end of the passageway where you will find your drop point equipment and complete objective #1.

2.) ATTACH TRACER TO LIMOUSINE

Okay, from where you picked up the equipment, crouch down and leave out the same way you came in. At the end of the pathway you will find 2 guards, kill both of them and any other oncoming guards. Now go back out through the slit in the wall (where you came in) and turn RIGHT (away from the taxi) and go down the right street.

You will see a limo in the distance, take out the tracer by pressing Start, moving to your inventory and selecting the tracer and throw it (using "Z")

onto the limo to complete the 2nd objective.

3.) CREATE VEHICULAR DIVERSION

Your main goal here is to reprogram the taxi you saw earlier to make it crash into a wall farther a way which will create a diversion making all the guards turn and run to see what's going on. First, head back to where you saw the taxi (out of storm drain). Once you find the taxi, make sure there are no guards or simulants in the way while you reprogram the cab.

Once the coast is clear, take out the reprogrammer, by pressing Start, going to your inventory screen and pressing "A" on the reprogrammer, then when you are near the taxi, press Z to activate the reprogrammer, it takes about 10 seconds to reprogram the taxi, and you have to make sure that nast simulant isn't in the way, otherwise it will shoot at you and the taxi causing the cab to explode. So make sure it's out of the way.

Once the cab has been reprogrammed, let a few seconds go by and the cab will automatically leave for it's destination. After about a minute you will hear an explosion, and all the guards will come running to see what happened. Objective #3 complete.

4.) PREPARE ESCAPE ROUTE

Okay, no matter what you have to do this on all difficulties, only here it is a requirement. Okay, head over to where you see that Limo, go down the right path from it and up the stairway.

Kill any guards that get in your way. The way to prepare your escape route is to put a mine on a concrete wall (which on the other side is the inside of the G5 building) and then in your next mission you will be able to escape by detonating it.

So, at the top of the stairway, take out your mine by pressing start, going to the inventory screen, and selecting the mine. Then throw it on the wall using "Z" to finish your 4th objective.

5.) GAIN ENTRY TO GS BUILDING

Okay, now before you doing anything, you will need to do one simple thing that is necessary in a later level. Go over to where you see that limo car, pass it and go to the end, turn right and you will find some stairs, climb them to the top and place a remote mine on it. Now you can continue to gain entrance to the G5 Building.

>From where the taxi used to be, go straight and continue to the end and then turn RIGHT, in the distance you should see the blown up taxi. There will be a few guards, but nothing a few bullets can't cure. Shoot them all. Now turn left and you will see an open door. This is the entrance to the GS building and as you can see the guard that was blocking it before is now gone, allowing you to complete your final objective.

G5 Building - Reconnaissance

Objectives: 1.) Deactivate laser grid system

- 2.) Disable damping field generator
- 3.) Holograph meeting conspirators
- 4.) Retrieve Dr. Carroll backup from safe
- 5.) Exit G5 building

1.) DEACTIVATE LASER GRID SYSTEM

Okay, after the opening cinema you will be left with two guards who are invisible. You cannot harm them when they are invisible, but they can harm you, so be careful, after a few steps they will become visible for a short time allowing you to pick them off. One of them holds a key card, collect it.

Use the keycard you took from the guard in the beginning of the level, Go through the door straight in front of you, go through and turn left, you will see a guard in the distance, kill him before he sees you. Then continue going straight, at the end of the hallway you will find a switch, this turns on or off the lights in the room to your left. Leave them on, and go through the door to the left of the switch.

The lights will turn off when you go through the class doors and you will be confronted with some invisible guards, as they appear, kill them. One of them contains a key card. Now it's time to use the CamSpy again. Still in the same room, go behind one of the dumpsters and take out the CamSpy by pressing start, moving over to inventory and selection CamSpy, now take the CamSpy into the two glass doors, go through the door here, and go up the stairway.

At the top, go through the door, turn right and go down the hallway, you will see 2 guards. Kill them both, then turn right to find an alarm, wait for another guard to walk in and kill him before he hits the alarm. In this room you will see 4 activation switches.

Press "B" next to each one and once all 4 have been deactivated, the laser grid system will shut down and you will have completed the first objective.

2.) DISABLE DAMPING FIELD GENERATOR

Okay, now head over next to the alarm where you will find a bunch of guards. You have to carefully pick them all off without shooting the computer or you will fail this objective. Once they are all gone, go up to one of the computers and press "B."

This will disable the damping field generator and you will have completed the 2nd objective.

3.) HOLOGRAPH MEETING CONSPIRATORS

>From the beginning of the level using the keycard you took from the guard in the beginning of the level, Go through the door straight in front of you, go through and turn left, you will see a guard in the distance, kill him before he sees you. Then continue going straight, at the end of the hallway you will find a switch, this turns on or off the lights in the room to your left. Leave them on, and go through the door to the left of the switch.

The lights will turn off when you go through the class doors and you will be confronted with some invisible guards, as they appear, kill them. One of them contains a key card. Now it's time to use the CamSpy again. Still in the same room, go behind one of the dumpsters and take out the CamSpy by pressing start, moving over to inventory and selection CamSpy, now take the CamSpy into the two glass doors, go through the door here, and go up the stairway.

At the top you will find another door, go in it and immediately rush up the stairway, you will notice a little path which leads around the building take the CamSpy along this path until you reach the end where you will find the Holograph Meeting Conspirators. Objective #3 complete.

4.) RETRIEVE DR. CAROLL BACKUP FROM SAFE

This is a rather simple task. Once you've completed Objective one, put away the CamSpy, now go through the glass doors and up the stairs back to the path you travelled on as the CamSpy, Crouch down to fit, and once you reach the end where you can't go any further, drop down onto the ground.

Turn backward and turn RIGHT into the first hallway you come to. Go through the door here. You will find a few sets of stairs. Climb them up to the top and go through the door. Remember to kill any guards who get in your way, because there is no longer a possible danger for you to fail Objective one.

If a guard turns on the alarm, quickly turn it off so you don't get bombarded with guards. Once you go through the door, turn right and go straight, you will see another door on your right, this leads to the SAFE room. Go inside and make sure the coast is clear outside.

Once there are no guards in sight, take out the Decoder and place it on the little switch on the wall. The decoder will take 50 seconds to decode the safe lock, and during these 50 seconds the alarm sounds notifying all guards to come up to the safe room. Kill them as they come to the door, and wait out the 50 seconds.

Once the 50 seconds are over, the safe door will slowly open. Go inside and you will find the backup of Dr. Carroll lying on the shelf to the right. Grab it and you will have completed objective #4.

5.) EXIT BUILDING

Now, from the safe, go to your left and down the long corridor, at the end go through the door on the left, you will find some stairs that lead up to the 3rd floor. Climb them. At the top you will be taken to the back side of the door you placed the remote mine on.

Take out your detonator by pressing Start and going to the inventory screen, select remote mines. You should be holding the detonator, take cover somewhere and press "Z" to blow up the door and exit the G5 Building. Objective #5 complete.

Area 51 - Infiltration

- Objectives: 1.) Shut down air interceptor radar
2.) Plant comms device on antenna
3.) Disable all robot interceptors
4.) Gain access to hangar lift
5.) Make contact with CI Spy

1.) SHUT DOWN AIR INTERCEPTOR RADAR

Once the opening cinema has finished you are left outside. Okay, if you look straight ahead you will spot 2-3 guards nearby. Shoot all 3 of them, but be careful because there are automatic machine guns around this area. One being on the RIGHT side of where you shot the guards. Now, turn around backwards from where you first began the level, and walk in that direction.

Turn left and you will spot a guard in the distance, he won't notice you yet so pick him off using the Zoom feature on your weapon. Now right next to this guard you just shot is another automatic machine gun, which isn't firing yet because it hasn't spotted you. You can either: a.) pick it off from a distance or b.) run up and very quickly shoot the gun about 6 times to blow it up. The second method is useful later in the game, but I suggest picking this one off at a distance.

Once you get rid of it, turn right from where it was. Don't go out into the open just yet, though. There is another automatic machine gun on the left side. The quickest, and safest way to get rid of this one is to just run out and shoot about 6 bullets as fast as you can into the gun before it has time to fire at you, I found this successful.

Once that gun is gone, continue on. You will come to a large tower with a main gate on the left of it. In the distance you will find a long walkway, but don't go down there just yet. Stay at a distance from the tower and use your Zoom feature to pick off the snipers inside the tower. Once you see no more movement going on, climb up the ladder of the tower to get inside.

Once inside, collect the dead guards' ammo and then look at the back wall inside the tower. You will see an activation switch, hit it to open the main gate and then quickly jump down the ladder and go into the main area before the gate closes again. You must be quick in here because there are automatic ceiling machine guns attached to the walls. 2 on the right side and one on the left. Aim and blow them all up.

Once the guns have been taken care of, kill all the loose guards wondering about. You will now notice a man standing next to a hover bike near the center of the main area. Just shoot him, and collect his lift key card which will allow you to access the lift later on when needed. Once you've taken care of ALL enemies
in this main area, it's time to blow up some stuff.

Head to the left side (near the gates) of the main area (where the one machine gun was) and you will find a little ladder leading underground, follow this ladder.

Once underground you will find a door in front of you, go inside to find the radar panel. It's the little computer screen, and if you press "B" near it, you will get a "Access Denied" message.

Now, take out your explosives by pressing Start, moving over to the inventory section, and selecting "Explosives" with the A button. Place the explosives on this little computer or "panel" by pressing the "Z" button. Upon doing so, a countdown will begin and all guards will be notified of what you are doing.

Leave this room out into the outer perimeter and shoot all guards that come down ladder. Make sure you are out of the panel room as the bomb detonates. Once the guards are gone, climb the ladder and listen to the sweet sound of a radar being shut down via explosion. Objective #1 complete.

2.) PLANT COMMS DEVICE ON ANTENNA

Go back to where you first were in the tunnel (where the Rocket Launcher was). Go through the tunnel to the other side. Turn left and you will find a rock with the antenna placed on top. On the backside of the rock you will find a button, press it using the "B" button.

By pressing this button it makes the rock lower down so you can reach the antenna. Once it's lowered, take out your "Comms Rider" by pressing Start, going to the inventory and pressing "A" next to the Comms Rider. Throw the Rider onto the antenna using "Z" to complete the 2nd objective.

3.) DISABLE ALL ROBOT INTERCEPTORS

There was an interceptor you should have come to in Objective #1 which should have been destroyed, so if you didn't destroy it go back to Objective #1 and destroy it. Once it is gone the rest is easy.

Shoot the cars on the RIGHT side where you see some rock, by shooting them all you will have destroyed all of the robot interceptors and have completed the 3rd objective.

4.) GAIN ACCESS TO HANGAR LIFT

This task is very simple, nothing compared to the last objective. Once the radar has been shut down, and you have climbed up the ladder, go straight near the 2 gates. Behind these gates is a huge lift or "elevator" leading to the hangar.

However, they are locked. So how do you get in?

See that little computer screen on the wall? This is the access panel to the lift. You must have the lift key card, which you should have gotten, or will get from the man standing next to the hover bike. Use the card and press "B" near the computer screen and the doors to the lift shall unlock allowing you to enter. Go inside and kill the two guards you find in there.

The doors will close and the lift shall descend. Once the doors reopen, all you have to do is step out of the lift and into the hangar and the 4th objective here will be complete.

5.) MAKE CONTACT WITH CI SPY

Now, your final goal is to meet up with a spy who is dressed as a guard somewhere inside the hangar. First, once you step off the lift, kill ALL

guards you see on the ground and wait for the rest of them to come from upstairs, once there is no sight of any oncoming guards, make your way to the back of the hangar. Here you will find a ramp leading to an elevator.

Take the elevator down one story and you will be approached by 2 guards, kill them both and follow the walkway. You will find another ramp at the end of the walkway, go down the ramp and kill the 3 guards hiding behind boxes. There is a door just under the ramp, go through it and meet with the CI Spy to finish the last objective for this level.

Area 51 - Rescue

- Objectives: 1.) Locate conspiracy evidence
2.) Destroy Computer Records
3.) Obtain and use lab technician disguise
4.) Gain access to autopsy lab
5.) Rescue the crash Survivor

1.) LOCATE CONSPIRACY EVIDENCE

[You should do the 2nd objective before this one, it's easier in that order...]

>From where you blew up the wall, turn left and go through the big, metal door at the end of the hallway. In here, you will find a smaller door on the right wall, go in here.

In here you will find a guard, a scientist and a room in the back. Kill both the scientist and guard and head to the back and go into the room. You will find a red switch in here, press it and equip your X-Ray glasses, by pressing Start, going to your inventory and selecting the glasses with "A."

Turn around and look into the container, after a few seconds you will have completed the 1st objective.

2.) DESTORY COMPUTER RECORDS

[This should be done after Objective #3...]

Okay, turn RIGHT from where you blew up the wall until you reach some silver doors on the left and right sides of you. Go into the door on the left where you will find a guard, kill him and take out the Data Uplink by pressing Start, moving to your inventory and selecting the Uplink with "A."

Now head over to the computer and use the Data Uplink on it by pressing "Z." It will download a virus causing a gun across the hall to shut down. Now leave this area and go across the hall into the other metal door. Okay, now in here kill the guards (via punches because you are still dressed up in disguise) then take out the Uplink once again.

Download another virus from this computer and it will cause the main doors up ahead to malfunction. Leave this room and head back up to where you blew up the wall, pass it and go straight through the first big door.

Now on the right wall, go through the small door and kill the guards and scientists in here. Go up to the computer and shoot it multiple times to destroy the computer records and complete the 2nd objective.

3.) OBTAIN AND USE LAB TECHNICIAN DISGUISE

Alright, after the cinema, head straight and take a right. You will see a bunch of guards in the main storage room. Kill them all, then walk into the room. Search around and kill all the guards. It is necessary for you to kill all the guards in this whole beginning area because you will be carrying a box and you cannot have guards firing at you for fear that they may hit and explode the box in your face which would ruin the mission.

Once all the guards have been cleared from the ground floor. Hop into the elevator (and kill any oncoming guards) and ride up to the next floor. Here, get off the elevator and shoot the guard far in the distance to the right. Next turn left and kill any remaining guards here. Go through the large door and turn left to find the next elevator.

Get inside and take the elevator to the top floor of this area. Kill the few remaining guards up here and then start travelling back down. As you rereturn back down to the ground floor, pick off any missed guards. There cannot be one living guard in this area.

Once all guards are gone, backtrack to the beginning of the level where the floating box is located. Go in front of the floating box and press "B" to hold on to it. Carry the box back up the elevators all the way up to the top floor again. Once here, go to the end of the walkway and you will notice a little "X" scratched into the side of a white strip on the wall.

Put the box down in front of this "X" by pressing B. Now, back up a few steps and fire at the box a few times. This causes the box to explode and opens up a new pathway to the lab area. Once here, go straight forward past the dead guard on the floor (who was killed from the explosion, notice his toasty complexion ^_^) and you will find the Lab Clothing lying on the floor.

Collect the clothing, and quickly put them on by pressing START, going to the inventory screen and selecting "Lab Clothing" with the A button. This will put on the clothing, and complete Objective #3, remember to put away your weapons too.

4.) GAIN ACCESS TO AUTOPSY LAB

Okay, for this you MUST be wearing the lab clothing otherwise the guard won't let you through the door. From where you blew the hole in the wall, turn LEFT and go through the first door. In this room, look on the right wall to find another door, open it.

Once inside you will have to go through a set of two more doors and then you will find a door with a little slit in the middle, it is locked but if you are unarmed and dressed in the lab clothes, the guard will say: "It's about time you got here" and he will open the door. Go through the room all the way to the back still in the clothes, open the back door (at the end of the room) and you will gain access into the autopsy lab.

This completes your 3rd objective. You can now take out your gun (which

will automatically take off the lab clothing) and shoot all guards in the room. Many more guards will come, just shoot them as you come to them.

5.) RESCUE THE CRASH SURVIVOR

This is a crucial part in the game, you must be alert because the place is swarming with guards. First, leave the autopsy room, and turn RIGHT. Go through the large door and you will find another small door on the right wall. Before, this door was locked. But now that you have the 2nd Level Key Card, you can enter it.

On the other side is a room with 3 guards, kill them (2 hiding behind posts, and one out in the open). Once they are gone, go straight and into the next room. This is the most important room in the Area 51 area. Why? Because it has the Alien (Crash Survivor in the back). If you aren't quick, the surgeons will kill the Alien and the objective will fail.

Right when you go into this room, head to the back RIGHT corner near the back door. Kill this guard first, he holds the key card which you use to get into the operating room. Once you get this key, don't bother to shoot the other guards in the room, but instead head straight into the back door which leads into the operating room. Go through one more door.

Once you enter this room, the objective will be complete. You will see the cinema of Joanna telling the surgeons to get back and don't make a move. This completes the 5th and final objective.

----- Area 51 - Escape -----

- Objectives:
- 1.) Rendezvous with CI Spy
 - 2.) Locate Alien tech medpack
 - 3.) Locate secret hangar
 - 4.) Revive Mainan bodyguard
 - 5.) Escape from Area 51

1.) RENDEZVOUS WITH CI SPY

The opening cinema shows Joanna taking the Alien body out of the operating room, and the 2 surgeons going nuts. As Joanna is leaving, they turn on some poison gas by mistake and kill themselves, you are then left pushing the alien around trying to escape from Area 51.

Okay, first leave this room, Johnathan will talk to you telling you that there is a secure place where you can store the alien for now. Go back to the main room and find the brown door, it will open automatically, and you will drop the alien off here.

Now go back to one of the hatch rooms where there are several switches to lower or raise the cryogenic freezing tubes. There are two of these rooms, one of them has another door in it. Go in this one and go through the door that used to be locked. Shoot the guards inside here then go through the door on the left wall.

You will meet Johnathan here (CI Spy) and your first objective will

be complete. The secret hangar is very easy to locate as you are about to find out. Johnathan says that it's time to get back to our friend meaning the alien.

2.) LOCATE ALIEN TECH MEDPACK

Okay, in order to get the tech medpack, you will have to go past an area which is blocked off by glass casing. Push the dumpster nearby next to the glass and shoot the dumpster until it explodes causing the glass to shatter allowing you to pass.

On the other side of the broken glass you will find an activation switch, activate it. Turn around killing the guard that comes after you and go into the first door on the right wall. In here you will find the Alien tech medpack, take it to complete the 2nd objective.

3.) LOCATE SECRET HANGAR

Once you find Johnathan, you will both leave that room and go across the room next to a wall. Johnathan will stare and think for a while, then he will place some explosives near the wall.

After a few seconds, the wall will explode revealing the secret hangar and your 3rd objective will be complete.

4.) REVIVE MAINAN BODYGUARD

Okay, go straight and kill the guard. Turn left and go down the ramp down to where Elvis' space ship is located. Turn left and the bottom of the ramp to find the hover bike.

Here you will also find a brown door, go inside to find the Mainan bodyguard. Take out the Alien MedPack by pressing Start, going to your inventory and selecting the Alien MedPack with "A." Use it on the Mainan bodyguard and wait a few seconds to complete the 4th objective.

5.) ESCAPE FROM AREA 51

There is only one way to escape from Area 51 and that is via the Space Shuttle, but first you must take the Alien with you. This secret hangar has a brown door in it, which leads to the secure room you placed the Alien in earlier. Open it and you will view a cinema of the Alien.

He will tell you that his name is Elvis and that he is surprised he's alive. After the cinema, go down the ramp near where Johnathan blew the wall open, down here you will find the Space Ship, but the hangar door is closed.

There is another problem also, the Space Ship can only carry two people. So after deciding, Joanna and Elvis take the ship and Johnathan decides to open the hangar doors and escape on the Hover bike. As Johnathan goes to open the hangar doors, you must watch his back.

Follow him up the ramp and shoot the guards that are standing in the doorway. Once you get the message saying the hangar doors have been opened, run

back down the ramp and run out the hangar door, you will then view a closing cinema of the ship escaping. Objective and Mission Complete.

M I S S I O N 5

Air Base - Espionage

Objectives: 1.) Obtain disguise and enter base
2.) Check in Equipment
3.) Subvert security monitoring system
4.) Obtain Flight plans from safe
5.) Board Air Force One

1.) OBTAIN DISGUISE AND ENTER BASE

In order to enter the base, you must be in disguise. There is a stewardess coming off of the cable car and she has her uniform in her bag. Your job is to get it without harming her or any other civilians. Okay, first walk down and kill the guard with an arrow.

Now turn left into a cave like area. You will find 2-3 guards at the end and the stewardess yelling: "Ah! It's an intruder!" First pick off the guards, now head back so that you are in front of the stewardess. Using the AIM feature on your crossbow, shoot the bag out of her hand.

By doing so, she will fall to the ground, but she didn't die. Pick up her bag to collect the uniform. Now, put on the uniform by pressing Start, going to your inventory and selecting the Uniform. You will put it on, but it does no good if you have a weapon out.

Once you put it on, put your weapon away so you are unarmed, then go straight and turn left out of the cave like area. You will see some proximity mines on the ground, pick them up. Now backtrack out of the cave like area back to where you first started the mission.

Go through the double doors and you will see guards and a receptionist, don't panic. They will warmly greet you because remember you look like a stewardess. See that door behind the guards? Go through it and enter the base to complete Objective #1.

2.) CHECK IN EQUIPMENT

Okay, now that you are inside the base, go through the passageway and out the door. You will see some guards and escalators. The guards will be friendly to you (because they think you're a stuartist). Go down the escalator and turn right at the bottom.

You will see a small conveyer belt with luggage on it, this is all you have to do to complete the 2nd objective.

3.) SUBVERT SECURITY MONITORING SYSTEM

Now, just because you are in disguise, doesn't mean the security system can't detect that you are carrying weapons. So what you must do is shut down the security monitoring system. From where you entered the base, go down the escalator on the LEFT the one that is going in the up direction.

Turn right at the foot of the elevator and turn into the room with several blocks. Make 2 rights and you will find a flight of stairs. Climb to the top and you will come to a room with a computer and 2 guards. Walk up to the computer and turn off the security monitoring system.

The guards will begin firing at you, but you can take out your gun now because you've completed the 3rd objective. Keep in mind that all guards know who you are now because you blew your cover when turning off the security system. Just keep your weapon out and blow away all guards.

4.) OBTAIN FLIGHT PLANS FROM SAFE

Okay, back where you see the purple strip on the floor, Head into a nearby office. In here you will find a proximity mine attached to a door. Shoot it from a distance to blow the door off and go into the room. Hit the activation switch to open the safe.

Inside the safe, you will find the flight plans. Collect them to complete the 4th objective.

5.) BOARD AIR FORCE ONE

Okay, now you have to board the Air Force One. Go back to where the several blocks where except this time turn LEFT where you see a door. Open it, it's an elevator that descends in a diagonal direction, it will travel down to the bottom where there is another door.

Get off the elevator and go through the door. You are now confronted with lasers in the shape of triangles. Kill all the guards here, there are a bunch. Now go to the end where you will find a ramp, head up the ramp and go into the elevator. It will go up one story.

Get off here and shoot the 3 guards waiting outside of the elevator, then turn right from exiting the elevator and you will find the Air Force One, pretty isn't she? Open the doors and step inside to complete the final objective.

----- Air Force One - Antiterrorism -----

- Objectives:
- 1.) Locate and retrieve equipment
 - 2.) Locate President
 - 3.) Get President to escape capsule
 - 4.) Detach UFO from Air Force One
 - 5.) Secure Air Force One flight path

1.) LOCATE AND RETRIEVE EQUIPMENT

Now, go inside of the door you are standing in front of, then stay on the left side of the room and continue to go straight.

Go through 2 doors, then you will see a Red Grate on the floor in the next room on the left side. Press "B" to open it and hop down. Continue and go through all doors until you come to the kitchen, make sure no other stuardess is around, then continue going through the doors.

Pass the hover bike, and go into the next room where you will find a guard, knock him out and steal his key card. Then hit the red switch on the wall where you knocked out the guard. This raises the cargo hold. Now go back into the previous room where the hover bike is.

You can now press the red button in between the 2 doors because you have the key card. Press it. Objective #1 Complete.

2.) LOCATE PRESIDENT

You are left dressed as a stuardess. Now, go inside of the door you are standing in front of, then stay on the left side of the room and continue to go straight.

Go through 2 doors, then you will see a Red Grate on the floor in the next room on the left side. Press "B" to open it and hop down. Continue and go through all doors until you come to the kitchen, make sure no other stuardess is around, then continue going through the doors.

Pass the hover bike, and go into the next room where you will find a guard, knock him out and steal his key card. Then hit the red switch on the wall where you knocked out the guard. This raises the cargo hold. Now go back into the previous room where the hover bike is.

You can now press the red button in between the 2 doors because you have the key card. Press it. Then go back into the kitchen and press the activation switch in the middle of the room, this will make an elevator appear. Crouch down and climb inside and let it take you up.

Once you exit you are taken to where you first began the level. Go through the door in front of you and you will find a set of stairs, climb them. You will be notified that this is the floor that the president is on. From the top of the stairs, turn RIGHT and go through the door behind the guard. This is the president's room.

Joanna will tell him what Trent is planning to do, but he isn't convinced, so she let's him hear a recordered coversation of what Trent is going to do, and he eventually goes with her. Objective #1 complete.

3.) GET PRESIDENT TO ESCAPE CAPSULE

Now comes the tough part. There are guards everywhere and your job is to make sure they don't kill the president, so you are basically the president's "bodyguard" now. Go down the stairs and through the door into the interior of Air Force One (where you first started). Go all the way back to where the red grate was earlier.

When you approach the red grate you will notice Trent and the conspirators, you will have to take care of them before going to the red grate. Once they are gone, open the greate and head to the silver door that contains the capsule.

This is the escape capsule, once you go inside, the 2nd objective will be complete and now all you have to do is detach that UFO from the Air Force One.

4.) DETACH UFO FROM AIR FORCE ONE

Now, your 4th objective here is to detach that UFO from the side of the Air Force One. How to do it? Blow it off of course! Leave the Escape capsule, with the president in it, and go back up through the red grate and back to where you first started the level.

You will see a long passageway, this is the cord that is keeping the UFO attached to the Air Force One. Run near the end and throw a timed mine on the end by pressing start, going to your inventory and selecting timed mines. Once you throw it on there, RUN FOR YOUR LIFE as fast as you can and make sure you get out of the cord in time.

It will explode and detach from the Air Force One and you will complete the 4th objective.

5.) SECURE AIR FORCE ONE FLIGHT PATH

Okay, head back up the stairway and at the top, turn right. Go down the path, killing any guards that get in your way. You will come to the front of the plane where you will find a red button, press it and you will have completed the last objective.

----- Crash Site - Confrontation -----

- Objectives:
- 1.) Retrieve Presidential Medical Scanner
 - 2.) Shut down enemy jamming device
 - 3.) Activate distress beacon
 - 4.) Retire Presidential clone
 - 5.) Locate and rescue president

1.) RETRIEVE PRESIDENTIAL MEDICAL SCANNER

[Do Objective #2 first.]

Head RIGHT from where you killed the 2 guards, and go over to where the crashed plane is. To the ride side of the plane you will find a suitcase lying in the snow. Collect it to complete your 1st objective, and then head back to where the capsule was.

2.) SHUT DOWN ENEMY JAMMING DEVICE

>From the beginning of the level, turn left and go down the path until you come to some tunnels. You will soon come to the enemy ship. There are some guards around the ship, so pick them off first. Okay, to shut down the jamming device you will have to destroy the ship.

Place some mines on the ship to partially destroy it then shoot at it with the K7 avenger to finish it off and complete the 2nd objective of this level.

3.) ACTIVATE DISTRESS BEACON

This is a very simple objective in which you will have to complete. From the start, stay along the right wall and continue straight. You will come to 2 guards, pick them both off at a distance, then collect their weapons. Now look over to the far left side.

You will notice the escape pod. On one side of it you will see a little red button, press "B" to press it and you will activate the distress beacon, objective #3 complete.

4.) RETIRE PRESIDENTIAL CLONE

Okay, once you activate the distress beacon on the escape capsule, turn back around in the direction you just came, but stay up against the right wall. Follow this wall all the way until you reach a cave. It is dark in this cave, so you'll need to put your Night Vision Glasses on.

Once in here, continue to stay against the right wall, kill all guards that you encounter. Soon, you will reach a hole in the right wall, it leads to a path going upward. Go into this hole and follow the narrow path all the way up to the top.

Once here, you will find several guards near some funny looking palm trees. Kill off the guards and you will soon find the Fake President. Shoot and kill him to finish this objective. Now it's time to find Trent and the real president.

5.) LOCATE AND RESCUE PRESIDENT

Okay, from where you killed the fake president, go back down the long, narrow path you came up on. Make your way out of the hole in the wall and back to the front end of the cave. Leave your Night Vision goggles on.

Now from the very front of the cave (where it gets dark), go to the left path and stay up against the left wall this time instead of the right. Kill any guards you encounter, once again you will soon come to another hole in the left wall, which leads to another path leading upward.

Go through the hole and up the path. It should become daylight once again here, so take off your Night Vision glasses. Now, continue up the path and you will soon encounter some shooting simulants, and these can be killed. Shoot at all the simulants firing at you a few times and they will blow up.

Once all of the simulants are taken care of, look to your right, you will see Trent and the real president. Shoot Trent a few times and he will run away like the coward he really is. Now you are left with the president, which is only one half of this objective. Now you have to rescue him.

Whatever you do, do not go back into the cave area or the president will die and you will fail the mission. Instead, look around a bit until you find some sunlight. From here you are led into an open field. You must once again protect the president from being killed by fending off any guards around the area.

The president will soon run into the middle of the field where you will find Elvis and his ship waiting to rescue you. Final objective and last objective of this mission complete.

M I S S I O N 6

Pelagic II - Exploration

Objectives: 1.) Disable primary power source
2.) Deactivate GPS and autopilot
3.) Secure laboratories and research data
4.) Activate Moon Pool Lift
5.) Rendezvous and escape with Elvis

1.) DISABLE PRIMARY POWER SOURCE

Okay, once you start, open the first door you come to and kill the guard right next to it. Make sure you try and kill all guards near the alarm switches FIRST otherwise they will trigger the alarm and you'll have a swarm of guards on you. Continue and go through the next few doors, then go through the door on the left wall, it leads into a room with a big circular generator in it.

Before fully entering the room, slightly enter it and turn left to see a security camera. Shoot it once to get rid of it, then kill any guards in here. Now go down stairs to find the bottom half of the generator, there is another camera, so take it out at the foot of the stairwell before proceeding down here.

Kill any remaining guards down here, then go back upstairs when there are no more guards in sight. Take out your X-Ray Scanner by pressing Start, going into the inventory menu and selecting the X-Ray scanner. Now look at the top half of the generator.

You will see green switches on top, there are a few red switches, which are bad, they reset the green ones. What you need to do is go around the generator and turn all the green switches to black by pressing "B" next to them. If you hit a red switch, all the current black switches will return to green, so don't hit the red ones.

Once all of the green switches have been switches to black, take off the X-Ray Scanner. Now head down the stairs again. See that long thing sticking out of the bottom half of the generator? Inside of it is a switch, press "B" when you go near it to disable the primary power source and complete Objective number 1.

2.) DEACTIVATE GPS AND AUTOPILOT

Okay, once objective 1 is complete, head back up the stairs and out the door you came in. Turn left and go through the next door. Kill any loose guards wondering about in here. Then go up the stairs which are on the left wall. Once at the top, go straight and up another set of stairs, then kill the 2 guards at the top.

Go straight through the next door and into the room where the 3 scientists are working. Joanna will order them to shut down the GPS and autopilot. Two of the scientists are cooperative, but the 3rd one turns on his co-workers and tries to shoot them while saying: "Trader!" Shoot this scientist before he does any harm to the other 2.

Once the scientists have shut down the GPS and autopilot you will have completed this objective. However, put away your weapon so you are unarmed and knock out the 2 scientists so they won't tell anyone what you did.

3.) SECURE LABORATORIES AND RESEARCH DATA

(Thanks to Nemesis...)

Leave the room, and go left and down the hall. Go left when you reach the first set of stairs, then head into the very first door to your left, then blow up the security camera on the right. Go down the hall and into the very first door to your left. Make sure you put away your guns before going inside though.

Punch the scientists in here unconscious before they can get away. Grab the disks that they drop, then go into the door across from this room. Knock out the next scientist, take his disk, then you will complete this objective. Now go back to the room where you shut down the primary power source.

4.) ACTIVATE MOON POOL LIFT

Head down the stairs, and go through the door you find on the left wall. Now, head right and follow the long hallways until you reach the room that has water in it. Now head left and press "B" on the activation switch which will unlock the large door nearby.

Go through the door you just unlocked and head down the ramp. Press "B" on the activation switch at the bottom and you will have completed the 3rd objective.

5.) RENDEZVOUS AND ESCAPE WITH ELVIS

Now, this is the toughest part of this level. First, finding Elvis is a piece of cake, but once you find him you will have to follow him, which is very tough because there are TONS of guards that get in the way. First, go back down the sets of stairs and go through the doors until you finally meet up with Elvis.

You will hear him say: "Finally, what took you so long? Follow me." and he then disappears. Kill the guards in this door first then go through the next. It's all like one big maze. You must continue going through door after door after door and killing all guards in each room until you reach the end.

You may die a few times while trying to reach the end because of the great number of guards, but I've found 2 tips which will make the task easier. First, stay behind closed doors. Shoot through the windows at guards that way you can kill them, and they can't shoot you behind a closed door. Try and shoot as many guards as possible through the windows of doors.

Then, once you enter the door, shoot boxes that have guards behind them. This will cause the boxes to explode and harm/kill the guard behind it,

and makes your job of killing them easier. If you have to take time to reload your gun, move out of the range of enemy fire.

Once you finally reach the end, go through the door on the left wall and you will be taken into the big watery area and complete the final objective. You will see Elvis climb down the ladder into the submarine, and it's time for a Deep Sea adventure!

Deep Sea - Nulify Threat

- Objectives: 1.) Reactivate teleportals
2.) Disable Cetan megaweapon
3.) Secure Control Room
4.) Escape from Cetan ship

1.) REACTIVATE TELEPORTALS

The generator here is rather tough to find, but once it's found, leave it all up to Elvis and he'll turn reactivate those teleportals in no time. Elvis will be following along with you this time. Go straight through the first door, and then put on your RI Scanner by pressing Start, going to the inventory and selecting the RI Scanner with "A."

Go through the next room so you can see the invisible guards (using the IR Scanner). Shoot them, and Elvis will help too. Once they're gone, go through the only door left on the right in this room. Go straight through the door after that, shoot the 4 invisible guards and then take off the IR Scanner.

Turn right down the long corridor and shoot all normal guards as you come to them. Now at the end of this hallway you will see a door straight ahead, and you will see an underground path to the left. Go down into the underground path. Now this is the tough part.

This underground path is like a maze. Continue going through each new opening you can find and you will eventually fall upon the room which has the generator in it. First kill of the guards in here, and then Elvis will climb up to the generator and Recativate the teleportals which will complete the first objective.

2.) DISABLE CETAN MEGAWEAPON

Okay, from the room with the generator, head back through the "maze" of pathways until you emerge where you came in. Now turn left and go through the big door. You will see an open space in front of you and you will have the option of going left or right.

If you go left, all you will find is a shield, so go right. Once here, go to the end of the pathway to find a teleportal, which is a jello looking type of thing on the wall and the end of the pathway, go through this by running into it and you will be teleported to the other side.

Now, go through this area with pipes hanging from the roof all the way to the end where you will find a big door. Go through it to find 2 more doors, one in front of you and one to the right of you. Go through the one on the

right to find the megaweapon.

Elvis tends to travel rather slowly, so you'll need to wait for him to catch up so he can disable the megaweapon, once he catches up, go into the right door into where the megaweapon is. Elvis will automatically go up and disable it and you will have completed the 2nd objective.

3.) SECURE CONTROL ROOM

Okay, turn right and go through this door, you will come to another jello like teleportal, go through it. You will come to a door in front of you with a couple of guards. Kill the guards with Elvis' FarSight, go through the door and you will have completed the 3rd objective.

4.) ESCAPE FROM CETAN SHIP

Another rather easy task. Leave the megaweapon room, and then go through the door on your right (previously the door straight ahead of you). Follow the pathway (with pipes on the ceiling) until the end, where you will find another jello like teleportal, walk through it and go through the door right in front of you.

You will now see Dr. Carroll, you will view a FMV and Dr. Carroll will explain that you only have 60 seconds to exit the Cetan ship before it blows. Elvis will lead the path, but he's far too slow, plus you already will know the way. Basically you will be going out the same way you came in.

>From where you saw the FMV of Dr. Carroll, go through the door on your right, then follow the path down and turn left when you see the opening. Now go down this path (same path you came in) and kill the remaining guards if you have time. Then go to the end of the path where you will find the large, blue door you entered with.

Go through this door, and you will automatically exit the Cetan Ship, and complete the 4th and final objective of Mission 6.

M I S S I O N 7

Carrington Institute - Defense

- Objectives: 1.) Reactivate Automatic defenses
2.) Release hostages
3.) Destroy sensitive information
4.) Retrieve experimental weapon
5.) Deactivate bomb

1.) REACTIVATE AUTOMATIC DEFENSES

You will view a FMV here showing the Skedar monster and Joanna taking one of the guards' guns. From the beginning, go straight and look ahead to find the skedar monster in the distance, kill him with a few shots. Now turn

around to find a ramp.

Head down the ramp to the bottom and turn left where you will find the Helipad, cross it and go into the door on the right to find another helipad. Cross it and go through the door on the right again. Go through the door and turn left and head right after that.

You will find an activation switch on the wall. Press "B" on the switch to activate it. Then turn around and go down the right path. Now go through the 1st blue door you come to and turn left when you come to the 2nd blue door to find the 2nd activation switch. Press "B" to activate it.

Go back to the first switch you activated, go through the 2 doors here and through the next, then turn left to find the last activation switch. Press "B" to activate it and finish the 1st objective.

2.) RELEASE HOSTAGES

You will view a FMV here showing the Skedar monster and Joanna taking one of the guards' guns. From the beginning, go straight and look ahead to find the skedar monster in the distance, kill him with a few shots. Then turn left to find a brown door in front of you, don't go in it, turn right instead.

You will find an elevator here, go in it. Once at the top, use a Combat Boost by pressing Start, going to your inventory and press "A" on combat boost. Press "Z" to take it. This will slow everything down, allowing you to kill the guards before they kill the hostages, easier.

>From the elevator, go right and into the door you see, kill both guards, but don't hit the hostages, this is easy because it's in slow motion. You should now return back to normal. After collecting the dead guards' guns, leave this room and turn left and go into the room right next door.

Here you will find 2 more guards holding hostages, shoot them quickly before they do any harm to the hostages. The hostages will thank you and leave the room. Now go back to the elevator you came up in, there will be guards in it along with the hostages you freed. Carefully kill the guards and at the bottom you will find another guard, kill him.

>From the elevator, go right, continue until you find 2 brown doors, go inside and turn left, (this is the shooting range room). Kill the guards in here before they do any harm to hostages. Now, leave this room and go back to the elevator. From here go left and into more brown doors, kill the guards in here to free the remaining hostages and you will have complete objective #2.

3.) DESTROY SENSITIVE INFORMATION

Now head back to the elevator and ride it up to the top floor. Now go down the hallway and on the left wall you will find a door. Go through it. Equip your laser and in this room go to the back wall where you will find a metal plate.

Fire your laser at it and it will soon disintegrate and reveal the sensitive information. Shoot the information with your laser as well to destroy it and complete the 3rd objective.

4.) RETRIEVE EXPERIMENTAL WEAPON

This has got to be the simplest task in the game. Still in the same room, kill off any remaining or oncoming guards. Now, go over to the computer and press "B" to break the case holding the experimental weapon. Now go over to the case which carries the experimental weapon.

Press "B" to take the weapon and complete the 3rd objective, now kill any oncoming guards that enter the door.

5.) DEACTIVATE BOMB

Now, head back to where you first began the level. You will find several ramps leading downward, head down all of them until you finally reach the bottom. At the bottom, turn left onto the helipad, run up to the helicopter and take out the Data Uplink by pressing Start, going to the inventory and selecting Data Uplink with "A." Use it near the helicopter.

It will begin to download the virus, once the virus has been downloaded, the bomb will be deactivated and you will have complete the 4th and final objective of this mission. However, you still aren't finished.

Go back out of the helipad, and go up one ramp and stay on the right wall, you will come to a door, go through it to finish the mission and watch the closing cinema.

M I S S I O N 8

----- Attack Ship - Covert Assault -----

Objectives: 1.) Disable shield system
 2.) Access navigational systems
 3.) Open Hangar Doors
 4.) Sabotage Engine Systems
 5.) Gain control of bridge

1.) DISABLE SHIELD SYSTEM

Okay, you start off with just a knife and your bare hands. Leave the room you are in, and then switch your knife to it's secondary function, which is a poisonous throwing knife. Throw it at one of the aliens and take it's gun, the Mauler.

Now kill the other alien, and collect it's weapon. Go back to the front of this room to find 3 parts of the shield system. Shoot all three of them, one by one, and it will disable the shield system, allowing Elvis and his "companions" can come into the building. Objective #1 complete.

2.) ACCESS NAVIGATIONAL SYSTEMS

Once Objective #1 is done, go to the back of this room where you will find an elevator leading down. Take the elevator down, and you will meet up with Elvis, he will give you an AR34. He will then say that he'll take one lift and you

take the other.

Go up and you will see 2 elevators, go into the one that is open and take it up a few levels. Now, go through the first door you see and kill the 2 monsters in here. Turn LEFT and go through that door, then go through the right door in this room. Kill the monster hiding in here, then go through the door at the end of the hallway.

Now, turn right at the halfway mark of the hallway to enter the Navigation Systems room. Once Elvis catches up with you, he will do his work here and access the navigational systems to complete the 2nd objective.

3.) OPEN HANGAR DOORS

Coming Soon....

4.) SABOTAGE ENGINE SYSTEMS

Okay, after Elvis access the navigational systems, go through the right door once you leave the room. At the end of this hallway go through the door and kill the lone monster, then continue through the hallway until you find a ramp on the right side leading up.

Go past it and into the room on your right. Now go through either one of the 2 doors you find which will take you to the engine systems room. Kill the 3 monsters in here and shoot the golden pieces on the outside of the engine to sabotage the engine systems and complete your 3rd objective.

5.) GAIN CONTROL OF BRIDGE

Alright, now leave through the door you came in through, and turn RIGHT. Go through this door and kill the monster inside. Turn left and go up the ramp here, follow the turning hallways until you find a path leading up on the right wall. Go up the path.

At the top, kill the monster and turn left and go through the blue door. Kill the 2 skedar monsters in here, then go up the ramp either on the left or right side. At the top, go through the door and then into the elevator (next door). Once at the top, go through the next elevator, and then shoot the 3 skedars inside of the bridge room.

Once those are dead, wait for Elvis to come, he will start gaining control of the bridge and your job is to protect him. Stand by the elevator door and shoot every monster that comes in. Elvis will soon gain control over the bridge and you will have completed the last objective in Mission 8.

M I S S I O N 9

Skedar Ruins

Objectives: 1.) Identify temple targets
2.) Activate bridge

- 3.) Enter Inner Sanctum
- 4.) Assassinate Skedar leader
- 5.) Destroy secret skedar army

1.) IDENTIFY TEMPLE TARGETS

Okay, throughout the ruins, there are temples that you must target, these temples are simply little, pointy structures. In order to target them, you will simply take out the Target Amplifier, and place it on the temple. There is one way to figure out if a temple needs targeting or not. Put on the R-Tracker at all times, and use your Falcon 2 (scope). If the yellow dot lines up with the green crosshair the temple needs to be targeted.

When you start out, head straight and turn left. Kill the skedar monster here. Then continue straight past where you killed the monster and kill the 2 skedars in here as well. In the center of the room, you will find the first temple. It may need to be targeted, so target it by pressing start, moving to your inventory, taking out the Target Amplifier, and press "Z" to throw it onto the temple, ONLY IF IT NEEDS TO BE.

Continue on straight and turn right. You will find some more monsters here, kill them and walk along the path, killing skedar monsters as you come to them. You will soon come to a fork in the road, deciding on left or right. First kill the 2 skedar monsters and then go right. You will find another monster here and another temple, target it if needed.

Now, head back to where the fork in the road was, pass it and turn RIGHT into an opening, kill the monster here and go down to the end, turn right again and kill the 2 monsters behind boxes. Now, take the right path to find another temple, target it if needed.

2.) ACTIVATE BRIDGE

(Thanks to Nemesis...)

Ok, now leave this area, run past the two dead monsters in the room before the stairs, then go left. Run all the way until you reach a fork. Go right at the fork. Equip your Devastator and set it to Wall Hugger. Now look over the edge to see a monster to your left. Shoot a grenade at the wall behind him. After he's dead, cross the black bridge and go through the opening on the other side. If there is no bridge, then do this: Fall off the edge and onto the ledge below, then turn around and kill the monster behind you. Turn around again and go forward until the two ledges combine. Go over to the other ledge, then make your way to the wall on the left where you can climb up.

Run down the path, and hop down into the next area, and kill any monsters around here. Now go straight from where you entered this area until you get to the second left turn, and you'll be facing a wall. Equip your IR Scanner and you'll see that the wall is a lighter tone of red. This means that you can blow it up. Use grenade to blow it open, and enter the hole in the wall and follow the tunnels. Once you drop down, go left and go through the first door on the right.

In this room, kill the tiny monster, then go right to see a movable stone. Push it onto the light brown area on the ground to activate the bridge and complete the second objective.

3.) ENTER INNER SANCTUM

Now cross the newly found bridge. To do so, just leave this room, and go right and follow the path and cross it. Go forward, equip your IR Scanner, then kill any monsters that come your way. Keep going forward until you get to an area with a door to the left and a ramp going up to the right. Go up the ramp and through the door at the top. Stay at the doorway, and kill the two monsters at the bottom below you. They have Rocket Launchers, so after every few shots, run away. Once they are both killed, go across the bridge and kill the monster guarding the door. Now go through that door and complete your third objective.

4.) DEFEAT SECRET SKEDAR ARMY

The Skedar Army must be defeated in the next room, and they are in suspended animation. Only one of them will come out of the green capsules at a time. Kill them with either your Mauler or Callisto guns.

5.) ASSASSINATE SKEDAR LEADER

After defeating the army, go through the next door. Get ready in the area here, because the final boss fight is in the next room.

This guy is tough. To beat him, you must first shoot at him until his shields turn green. When this happens, shoot at the spikes behind him. After a while, he'll come down to your level and chase you. Just run away, and if he sends out some of his other minions, then kill them fast. After you've shot down all of the spikes, only the center one will remain. If you are fast enough, then you can get all the spikes down before he drops down to your level. Use the Callisto's rapid fire function to shoot him for best results. Blast it with everything you've got. After enough damage is done to the large spike, you will have beaten the Skedar leader, completed the last objective of the 9th mission, and beaten the game. Congratulations!

=
=VIII. Combat Simulator=
=

CHALLENGES

There are a total of 30 challenges in the game, you can conquer them solo or with friends, I have listed the challenges you'll have to complete and what you get when you complete them below. First take a look at the legend below...

- * = Weapons
- ! = Levels
- ^ = Scenarios

| Challenge Number | Reward |
|--------------------|---------|
| ----- | ----- |
| Challenge #1 | Nothing |
| Challenge #2 | Nothing |
| Challenge #3 | Nothing |

- Challenge #4 Nothing
- Challenge #5 !Complex!; *Farsight XR-20*
- Challenge #6 ^Hold Briefcase^; *Shotgun*
- Challenge #7 !Warehouse!; *Falcon 2*
- Challenge #8 ^Capture the Case^; *SuperDragon*
- Challenge #9 !Ravine!; *Laptop Gun*
- Challenge #10 ^Hacker Central^; !Temple!; *Remote Mine*
- Challenge #11 *Tranquilizer*
- Challenge #12 *Falcon 2 [Scope]*
- Challenge #13 !GS Building!; *Reaper*
- Challenge #14 *Cloaking Device*
- Challenge #15 ^Pop a Cap^; !Grid!; *Devastator*
- Challenge #16 !Felicity!; *Proximity Mine*
- Challenge #17 *Slayer*
- Challenge #18 !Villa!; *Phoenix*
- Challenge #19 *Combat Boost*
- Challenge #20 ^Car Park^; !Sewers!; *Mauler*
- Challenge #21 *Callisto NTG*
- Challenge #22 !Base!; *Crossbow*
- Challenge #23 *RC-P120*
- Challenge #24 !Fortress!; *DY357-LX*
- Challenge #25 *N-Bomb*
- Challenge #26 !Ruins!
- Challenge #27 Nothing
- Challenge #28 Nothing
- Challenge #29 Nothing
- Challenge #30 Nothing

Walkthroughs coming soon...

=====

=IX. Multiplayer=

=====

...Coming Soon...

=====

=X. Items=

=====

Coming Soon...

=====

=XI. Weapons=

=====

Major thanks to Brett "Nemesis" Franklin for Weapon Funtions.

* AR34 Machine Gun: Rapid-fire machine gun

Secondary Function: Zoom function. Able to scope while moving

* K7 Avenger: Rapid-Fire machine gun, carries a 25 round clip

Secondary Function: A "Threat Detector" which lets you know when
danger is ahead

Description: Very powerful gun, it shoots in rounds of 1, but one shot
from this baby, and you're dead.

Rarity: Pretty rare. You'll only come along one of these babies every
once in a while.

* Callisto NTG: Green laser from your alien friends

Secondary Function: Also fires automatic shells

* CMP150: Automatic machine gun with 32 bullet clips

Secondary Function: Auto-lock onto any four enemies

Description: The very useful, handy, standard machine gun. Fires several
rounds of ammo at enemies. VERY fast weapon.

Rarity: This is a very common weapon, can be found on many guards.

* Cyclone: Automatic gun with 50 bullet clips

Secondary Function: Able to fire off all bullets at once

* Crossbow: Shoots arrows that put guards to sleep

Secondary Function: Lethal arrows

* DataDyne dy357 Magnum: Powerful pistol with 6 shot rounds

Secondary Function: Pistol whip ability

Description: Very slow firing weapon, not good for multiple enemy attacks.
However, the magnum is very strong, but shoots in rounds of 6.

Rarity: Semi-Rare, you don't come along these every so often.

* Devastator: A prototype grenade launcher that shoots "orbs"

Secondary Function: Sticky grenades that stick to walls

* Dragon: Automatic machine gun that shoots at a rate of 10 bullets a second,
and holds up to 30 bullets

Secondary Function: Able to turn into a proximity mine

Description: These are probably the most advanced, fast paced weapons in the game, and believe it or not, they are sort of common.

Rarity: These can be found ever so often, they aren't very rare, but nor are they very common.

* Tranquilizer: Pistol able to cause enemies to fall unconcious

Secondary Function: Instant kill ability

* Falcon 2: Pistol with laser-sighting and able to be equipped with a silencer if needed

Secondary Function: Pistol whip ability

Description: The standard weapon you will be using in the game. It shoots out in rounds of one, but very powerful and effective. However, not recommended for large groups of enemies.

Rarity: Not rare at all, you will almost all of the time have this weapon. However, the silencer added to the gun is pretty rare.

* FarSight XR20: Able to shoot through walls with infrared sights

Secondary Function: Able to lock onto enemies and follow them

* Golden Magnum: Able to kill in one shot

Secondary Function: Unknown

* Grenades: Expolsives that are able to kill on contact

Secondary Function: Turns into pinball mine, and bounces around before stopping and turning into a proximity mine

* Combat Knife: Up close combat knife

Secondary Function: Poisoned tipped knife that Joanna throws

* LapTop Gun: Automatic weapon with zoom. Disguised as a laptop

Secondary Function: Able to latch to walls or doors, and acts as a sentry gun that guards where you are

* Laser: High-powered laser on Joanna's left arm

Secondary Function: Unknown

* N-Bomb: Bomb that causes guards to drop their weapons

Secondary Function: Unknown

* MagSec 4: Standard pistol that carries eight-bullet rounds

Secondary Function: Burst shots of three bullets per shot

* Mines (Timed): Explosives that detonate after 5 seconds

Secondary Function: Unknown

Description: As expected, when you place these bombs on a object using the "Z" button, after a 5 second wait, that object is no more.

Rarity: Pretty rare, you don't come along these too often.

* Mines (Proximity): Explosives that detonate when someone gets near it

Secondary Function: Unknown

* Remote Mines: Explosives that detonate when you detonate it with B button

Secondary Function: Unknown

* Mauler: Powerful pistol that holds 20-bullet clips

Secondary Function: Charged-shot where you charge the shot, then let Z go for one huge blast

* Phoenix: Alien pistol

Secondary Function: Fires bullets that explode on contact

* Psychosis Gun: Turns bad guys into good guys

Secondary Function: Unknown

* RC-Pl20: Powerful automatic machine gun

Secondary Function: Cloaking device

* Reaper: Extremely fast automatic, with 300 bullet rounds, and is capable of firing at a rate of 28 bullets per second

Secondary Function: Turns into a chainsaw type of weapon

* Rocket Launcher: Shoots deadly rockets

Secondary Function: Auto-lock device

Description: This is one heck of a gun! Pretty big too, however, these are rare and can't fire many rockets at one time, but they surely get the job done.

Rarity: Rare, you won't come along these a lot.

* Shotgun: Powerful shotgun that reloads slowly

Secondary Function: Fires two shots at once

Description: Another powerful, yet slow firing gun. The shotgun releases two shells upon firing, gets the job done efficiently, but fires slowly.

Rarity: Semi-Rare, you'll find these every now and then.

* Slayer: Powerful rocket launcher that turn into jet-type rockets

Secondary Function: Allows you to control the rocket in first-person view

* Sniper Rifle: Rifle that is used to snipe enemies. Zoom function

Secondary Function: Allows you to crouch while firing

Description: Very powerful weapon here. It uses the games "ZOOM" function which you can use over out-look's to snipe enemies. Very useful for some missions.

Rarity: You should only come along this one in levels that require use of it.

* Super Dragon: Automatic machine gun that holds 30 bullets per clip

Secondary Function: Turns to it's side and turns into a long grenade launcher

* Combat Boost: Multiplayer-only weapon that slows down all the player's screens to about one-third the normal speed

Secondary Function: Unknown

* z2020: Unknown

Secondary Function: Unknown

* Pinball Mines: Mines that bounce around before landing and turning into proximity mines

Secondary Function: Unknown

* Throwing Knife: Knife that Joanna throws. Used for stealth

Secondary Function: Unknown

=-----=
=XII. F.A.Q.=
=-----=

Q. When was Perfect Dark released in the US?

A. Tuesday, May 23, 2000

Q. Is the game worth buying?

A. Definitely! If you liked Goldeneye, you will love this game.

Q. My game freezes, is this normal?

A. No. In fact I've only heard it happening to one person. It's either your game, your N64, or some of your hardware, because the game should not freeze.

Q. Can you send me the whole walkthrough?

A. How can I if I haven't beat the game yet?

Q. How much does the game cost?

A. \$59.99 currently on May 23, 2000.

Q. When will you get some real gameplay questions here?

A. As soon as you ask them!

=-----=
=XIII. Simulants=
=-----=

What is a Simulation?

A simulation is a match you can choose from, there are 14 preset simulations in the Combat Simulator. Below is a description of each simulation (match.) These are all used in Multiplayer mode.

=====
NO SHIELD
=====

Location: Skedar Arena

Weapons: Falcon; CMP150; Cyclone; MagSec4; AR53

Description: You have no shields equipped in this match, so you'll have to watch your health. The first person to score 10 points or after 10 minutes is over, the match ends.

=====
Automatics
=====

Location: Pipes

Weapons: Dragon; AR53; Cyclone; CMP150

Description: Your path to good shots are up on elevated platforms here. Try stopping on top of ladders or high platforms for good clear shots.

=====
SIMULANTS
=====

Location: Skedar

Weapons: Rocket Launcher; AR53; Cyclone; CMP150

Description: Your goal is to pick off all the enemy simulants in this area. Try staying high up for great ambush points.

=====
COMPLEX FARSIGHT
=====

Location: Complex Labyrinth

Weapons: FarSight Rifle; K7 Avenger; Cyclone

Description: Ends when somebody gets 20 points or after 10 minutes.

Use the FarSight Rifle here.

=====
KING OF THE HILL
=====

Location: King of the Hill

Weapons: K7 Avenger; DY357 Magnum; AR53

Description: Find the location of hills to get good shots. You can also use your radar in this match.

=====
CAPTURE THE CASE
=====

Location: Area 52

Weapons: N/A

Description: Your mission here is to steal a briefcase while protecting your own. First kill the enemy and then steal his case, this is the most efficient way of doing it.

=====
CLOAKING
=====

Location: N/A

Weapons: N/A

Description: When you collect the Cloaking device you are invisible from enemies for a limited time.

=====
SLAYER
=====

Location: N/A

Weapons: N/A

Description: This handy Rocket Launcher is great for use when shooting around tight corners, it definitely gets the job done in the Skedar Arena.

=====
HOLD THE BRIEFCASE
=====

Location: Skedar Arena

Weapons: N/A

Description: You will receive 1-pt for every 30 seconds you hold on to the briefcase here. Once you grab the case, run ahead of enemies and pick them off when they approach behind you.

=====
TEMPLE EXPLOSIVES
=====

Location: Temple

Weapons: Devastator; SuperDragon

Description: You only have 10 minutes to complete this one. Try and listen so you'll know which doors are opening.

=====

SLOW MOTION

=====

Location: Skedar Arena

Weapons: Sniper Rifle

Description: As the title suggests, this entire match is played in slow motion. This can be good for you because it's easier to pick off enemies with the sniper rifle.

=====

ROCKET LAUNCHER

=====

Location: Area 51; Area 52

Weapons: Rocket Launcher; Dragon

Description: Use your Rocket Launcher to kill off enemies fast, one shot and they're gone. Try and use the Dragon too.

=====

TRANQUILIZER

=====

Location: N/A

Weapons: Tranquilizers; CMP150; Dragon; Tranq

Description: For each enemy you defeat, you'll receive a bunch of points. Try not to use the Tranq as much, but focus more on the Tranquilizers and CMP150.

The following Sims can be used as friends OR enemies, depending on how they are set, I've included a description for each.

=====

MeatSim

=====

Description: One of the very low-class sims. This thing can't even find you, let alone shoot you. You start out defaultly havning this sim, although it sucks.

=====

NormalSim

=====

Description: As the title suggests, this sim is very average. It's not potentially dangerous, nor is it harmless (like the MeatSim) but just keep gaurd from this sim.

=====

PerfectSim

=====

Description: This will appear once Challenge #13 is completed. Very dangerous. If you set this as an enemy, watch out! It's very highly capable of finding and shooting you down.

=====

EasySim

=====

Description: A little smarter than the MeatSim, a little dumber than the NormalSim,
the EasySim isn't really something to worry about as an opponent. If it's on your team, try it out a few times so it can learn the basics.

=====

HardSim

=====

Description: Almost the same quality as a PerfectSim, the HardSim is pretty smart
and has a radar capable of finding you. It also can find special weapons to shoot you up, keep your guard up with the HardSim.

=====

DarkSim

=====

Description: The toughest of the tough is the DarkSim. It was created by dataDyne
and it's capable of outperforming a human. Beware!

These are the 2nd class of Sims, coming after the Normal Sims. I've listed a description for each.

=====

PeaceSim

=====

Description: Well, this sim is a goody-two-shoes and wants everyone to make peace, so it goes through the arena collecting all the weapons. If you spot one, pick it off and get a bunch of goodies.

=====

RevengeSim

=====

Description: Don't shoot these guys! If you do, they will go out of there way to get revenge. Just let them go.

=====

VendettaSim

=====

Description: Once one of these guys picks it's target, don't try to get away. It will continue to follow you all throughout the match.

=====

CheetahSim

=====

Description: Quick as a....cheetah! This is the fastest moving sim in the game. Use automatics on it because you won't be able to lock on to such a fast moving target.

...More to Come...

=====

=XV. Hints/Tips/Codes/Tricks=

=====

Thanks to GameWinners and RedDog221 for these...

DK MODE

Successfully complete the Chicago: Stealth level under the Agent, Special Agent, and Perfect Agent difficulty settings.

SMALL JO

Successfully complete the G5 Building: Reconnaissance level under the Agent, Special Agent, and Perfect Agent difficulty settings.

SMALL CHARACTERS

Successfully complete the Area 51: Infiltration level under the Agent, Special Agent, and Perfect Agent difficulty settings.

TEAM HEADS ONLY

Successfully complete the Air Base: Espionage level under the Agent, Special Agent, and Perfect Agent difficulty settings.

PLAY AS ELVIS

Successfully complete the Area 51: Rescue level with a time less than 7:59 under the Perfect Agent difficulty setting.

SLOW MOTION (1 PLAYER)

Successfully complete the Datadyne Research: Investigation level under the Agent, Special Agent, and Perfect Agent difficulty settings.

INVINCIBILITY

Successfully complete the Area 51; Escape level with a time less than 3:50 under the Agent difficulty setting.

CLOAKING/INVISIBILITY

Successfully complete the G5 Building: Reconnaissance level with a time less than 1:30 under the Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

MARQUIS OF QUEENSBURY RULES

Successfully complete the Datadyne Central: Defection level with a time less than 1:30 under the Special Agent difficulty setting.

JO SHIELD

Successfully complete the Deep Sea: Nullify Threat level under the Agent, Special Agent, and Perfect Agent difficulty settings.

SUPER SHIELD

Successfully complete the Carrington Institute: Defense level with a time less than 1:45 under the Agent, Special Agent, and Perfect Agent difficulty settings.

ENEMY SHIELDS

Successfully complete the Carrington Institute: Defense level under the Agent, Special Agent, and Perfect Agent difficulty settings.

ENEMY ROCKETS

Successfully complete the Pelagic LL: Exploration level under the Agent, Special Agent, and Perfect Agent difficulty settings.

PERFECT DARKNESS

Successfully complete the Crash Site: Confrontation level under the Agent, Special Agent, and Perfect Agent difficulty settings.

ROCKET LAUNCHER

Successfully complete the Datadyne Central: Extraction level under the Agent, Special Agent, and Perfect Agent difficulty settings.

SNIPER RIFLE

Successfully complete the Carrington Villa: Hostage One level under the Agent, Special Agent, and Perfect Agent difficulty settings.

SUPERDRAGON

Successfully complete the Area 51: Escape level under the Agent, Special Agent, and Perfect Agent difficulty settings.

LAPTOP GUN

Successfully complete the Air Force One: Anti-Terrorism level under the Agent, Special Agent, and Perfect Agent difficulty settings.

PHOENIX

Successfully complete the Attack Ship: Covert Assault level under the Agent, Special Agent, and Perfect Agent difficulty settings.

PSYCHOSIS GUN

Successfully complete the Chicago: Stealth level with a time less than 2:00 under the Perfect Agent difficulty setting.

TRENT'S MAGNUM

Successfully complete the Crash Site: Confrontation level with a time less than 2:50 under the Agent difficulty setting.

FARSIGHT

Successfully complete the Deep Sea: Nullify Threat with a time less than 7:27 under the Perfect Agent difficulty setting.

CLASSIC WEAPONS

Win all golds on the firing range to unlock the PP9I, CC13, KLO1313, KF7 Special, ZZT, DMC, and RC-P45.

CLASSIC SIGHT

Successfully complete the Datadyne Central: Defection level under the Agent, Special Agent, and Perfect Agent difficulty settings.

UNLIMITED LAPTOP GUN AMMO

Successfully complete the Air Force One: Anti Terrorism level with a time less than 3:55 under the Perfect Agent difficulty setting.

HURRICANE FISTS

Successfully complete the Datadyne Central: Extraction level with a time less than 2:03 under the Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

UNLIMITED AMMO

Successfully complete the Pelagic LL Exploration level with a time less than 7:07 under the Special Agent difficulty setting.

UNLIMITED AMMO (NO RELOADS)

Successfully complete the Air Base Espionage level with a time less than 3:11 under the Special Agent difficulty setting.

X-RAY SCANNER

Successfully complete the Area 51 Rescue level under the Agent, Special Agent, and Perfect Agent difficulty settings.

R-TRACKER

Successfully complete the Skedar Ruins: Battle Shrine level under the Agent, Special Agent, and Perfect Agent difficulty settings or load a Perfect Dark Game Boy Color version file.

ALL GUNS

Successfully complete the Skedar Ruins: Battle Shrine level with a time less than 5:31 under the Perfect Agent difficulty setting or load a Perfect Dark Game Boy Color version file.

VELVET DARK ALWAYS AVAILABLE

Successfully complete the Datayne Research Investigation level with a time less than 6:30.

HOT SHOT

Successfully complete the Area 51 Infiltration level with a time less than 5:00 under the Special Agent difficulty setting.

HIT AND RUN

Successfully complete the Carrington Villa Hostage One level with a time less than 2:30 under the Special Agent difficulty setting.

ALIEN

Successfully complete the Attack Ship Covert Assault level with a time less than 5:17 under the Special Agent difficulty setting.

MR. BLONDE'S REVENGE MISSION

Successfully complete all solo missions under the Agent, Special Agent, or Perfect Agent difficulty settings.

MAIAN SOS MISSION

Successfully complete all solo missions under the Special Agent or Perfect Agent difficulty settings.

WAR! MISSION

Successfully complete all solo missions under the Perfect Agent difficulty setting.

DUEL MISSION

Collect all the weapons in the solo missions and achieve a Bronze rating or higher for each weapon at Firing Range.

PERFECT DARKNESS DIFFICULTY

Successfully complete all solo missions under the Perfect Agent difficulty setting.

GAMESHARK CODES

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

1M Master Bryan's Activator 1 P1 D009C7E4 00??

2M Master Bryan's Activator 2 P1 D009C7E5 00??

1D Master Bryan's Dual Activator P1 D109C7E4 00??

3M Master Bryan's Activator 1 P2 D009C7EC 00??

4M Master Bryan's Activator 2 P2 D009C7ED 00??

2D Master Bryan's Dual Activator P2 D109C7EC 00??

5M Master Bryan's Activator 1 P3 D009C7F4 00??

6M Master Bryan's Activator 2 P3 D009C7F5 00??

3D Master Bryan's Dual Activator P3 D109C7F4 00??

7M Master Bryan's Activator 1 P4 D009C7FC 00??

8M Master Bryan's Activator 2 P4 D009C7FD 00??

4D Master Bryan's Dual Activator P4 D109C7FC 00??

Low Resolution Codes

P1 Codes

Have All Weapons D013EE6F 001E 8013EE70 0007

Infinite Ammo (Right Weapon) D013EE6F 001E 8013DE5B 00FF

Infinite Ammo (Left Weapon) D013EE6F 001E 8013E5FF
00FF

Infinite Rounds (On Clip)
Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4,
Mauler, Phoenix, PP9i & CCI3 D013EE6F 001E 8013EDAF 00FF

CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun,
KLOI3I3, ZZT (9mm), DMC & RC-P45 D013EE6F 001E 8013EDB3
00FF

Crossbow D013EE6F 001E 8013EDB7 00FF

Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7
Special, AR53 D013EE6F 001E 8013EDBB 00FF

Shotgun D013EE6F 001E 8013EDBF 00FF

FarSight XR-20 D013EE6F 001E 8013EDC3 00FF

Grenade D013EE6F 001E 8013EDC7 00FF

Rocket Launcher D013EE6F 001E 8013EDCB 00FF
Combat Knife D013EE6F 001E 8013EDCF 00FF
DY357 Magnum & DY357-LX D013EE6F 001E 8013EDD3 00FF
Devastator D013EE6F 001E 8013EED7 00FF
Remote Mine D013EE6F 001E 8013EEDB 00FF
Proximity Mine D013EE6F 001E 8013EEDF 00FF
Timed Mine D013EE6F 001E 8013EEEE3 00FF
Reaper D013EE6F 001E 8013EEE7 00FF
N-Bomb D013EE6F 001E 8013EEF3 00FF
Tranquilizer D013EE6F 001E 8013EEF7 00FF
Combat Boost D013EE6F 001E 8013EEFF 00FF
Psychosis Gun D013EE6F 001E 8013EF03 00FF

All Guns (GS 3.0 Or Higher Needed!) D013EE6F 001E
50001604 0000 8013EDAF 00FF

=-----=
=XV. Credits=
=-----=

I would like to thank the following people/companies:

www.cmgsccc.com - For the Gameshark codes

www.gamewinners.com - For the codes

RedDog221 - For the codes

Brett "Nemesis" Franklin - For Weapon Types

Jeff 'CJayC' Veasey - For posting this and running GameFAQs.com

Myself - For typing this ^_^

Thanks to you all, I really appreciate all the help.

=-----=
=XVI. Contact Information=
=-----=

Before sending me any e-mail, I have specified certain guidelines you must follow. I receive far too much e-mail a day that is nonsense, so please follow all guidelines if you expect a response from me.

Here are the types of e-mail I will not accept:

- * SPAM - Get Rich Quick Scams, Home Loans, any Advertisements.
- * Chain Letters - Letters trying to break records, etc.
- * l33t Speak - ! d0n'+ w/\n+ l33t \$p3/\k 3-m/\!L
- * Unconstructive Criticism - Saying my FAQs suck with no reasoning, etc.
- * Hate Mail - Same as unconstructive criticism.
- * "Rude" mail - Demanding you be credited for something, etc.
- * QAA - Questions Already Answered in this FAQ won't be answered.

Here are the types of e-mail I will accept:

- * Contributions - Want to contribute something to this FAQ?
- * Praise Mail - Praise on any of my FAQs.
- * Questions - I accept FAQ questions, or general FAQ writing questions.
- * Suggestions - Want to suggest something for my FAQ(s) or writing style?
- * Comments - Any positive OR negative comments are accepted.
- * Other - If you just feel like chatting, drop me a line.

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=XVII. Disclaimer=
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=XVIII. Closing=
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This FAQ now comes to a close. I'd like to give my thanks out to all of you many readers who have read this, and I want to give a big thanks to Jeff "CJayC" Veasey for posting this FAQ and for running the best darn gaming site on the web today.

Please support the author of this FAQ by visiting his website at:

<http://www.dallasmac.com>

-Dallas-

-EOF-

