

Perfect Dark FAQ/Walkthrough

by ACA

Updated to v1.0 on Aug 8, 2001

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If you wish to contribute, e-mail me.

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|--- version history ---|

v1 -- August 8, 2001 -- First edition started.

|--- legal information ---|

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||-- 01 -- Cheats --||

This is a quick reference to all of the cheats in Perfect Dark, how to get them and so on. Agent = Agent Difficulty; Special = Special Agent Difficulty; Perfect = Perfect Agent Difficulty.

Fun Cheat	The Level You Have To Complete	Requirements
DK Mode	Chicago: Stealth	Agent
Small Jo	G5 Building: Reconnaissance	Agent
Small Characters	Area 51: Infiltration	Agent
Team Heads Only	Air Base: Espionage	Agent
Play As Elvis	Area 51: Rescue	Perfect 7:59
Slo-Mo Single Player	dataDyne Research: Investigation	Agent

GamePlay Cheat	The Level You Have To Complete	Requirements
Invincible	Area 51: Escape	Agent 3:50
Cloaking Device	G5 Building: Reconnaissance	Agent 1:30
MOQ Rules	dataDyne Central: Defection	Special 1:30
Jo Shield	Deep Sea: Nullify Threat	Agent
Super Shield	Carrington Institute: Defense	Agent 1:45
Enemy Shields	Carrington Institute: Defense	Agent
Enemy Rockets	Pelagic II: Exploration	Agent
Perfect Darkness	Crash Site: Confrontation	Agent

Solo Weapons Cheat	The Level You Have To Complete	Requirements
Rocket Launcher	dataDyne Central: Extraction	Agent
Sniper Rifle	Carrington Villa: Hostage One	Agent
SuperDragon	Area 51: Escape	Agent
Laptop Gun	Air Force One: Anti-Terrorism	Agent
Phoenix	Attack Ship: Covert Assault	Agent
Psychosis Gun	Chicago: Stealth	Perfect 2:00
Trent's Magnum	Crash Site: Confrontation	Agent 2:50
Farsight XR-20	Deep Sea: Nullify Threat	Perfect 7:27

Weapons Cheat	The Level You Have To Complete	Requirements
Classic Sight	dataDyne Central: Defection	Agent
UA Laptop Gun	Air Force One: Anti-Terrorism	Perfect 3:55
Hurricane Fists	dataDyne Central: Extraction	Agent 2:03
Unlimited Ammo	Pelagic II: Exploration	Special 7:07
UA No Reloads	Air Base: Espionage	Special 3:11
X-Ray Scanner	Area 51: Rescue	Agent
R-Tracker	Skedar Ruins: Battle Shrine	Agent
All Guns In Solo	Skedar Ruins: Battle Shrine	Perfect 5:31

Buddies Cheat	The Level You Have To Complete	Requirements
Velvet Dark	N/A	N/A
Pugilist	dataDyne Research: Investigation	Perfect 6:30

Hotshot	Area 51: Infiltration	Special 5:00
Hit and Run	Carrington Villa: Hostage One	Special 2:30
Alien	Attack Ship: Covert Assault	Special 5:17

Cheat	Description of Cheat
-----	-----
DK Mode	All of the characters have larger heads.
Small Jo	Jo's body is extremely small.
Small Characters	All of the characters (save Jo) have smaller bodies.
Team Heads Only	All of the characters (save Jo) have the Rare heads.
Play As Elvis	Jo is replaced by Elvis in each level.
Slo-Mo Single Player	All of the motion is extremely slow.
Invincible	Jo does not take any attacks.
Cloaking Device	Jo receives a two minute cloaking device.
MOQ Rules	All of the characters do not use guns to attack.
Jo Shield	Jo receives a shield.
Super Shield	Jo receives a shield that is extra strong.
Enemy Shields	All of the characters (save Jo) have shields.
Enemy Rockets	All of the characters (save Jo) have Rocket Launchers.
Perfect Darkness	Jo receives Night Vision Goggles; levels are dark.
Classic Sight	You now use a GoldenEye 007 sight.
UA Laptop Gun	Your Laptop Gun's Sentry never runs out of ammo.
Hurricane Fists	Your Unarmed attack is really fast.
Unlimited Ammo	Your reserve ammo supply never runs dry.
UA No Reloads	Your gun's ammo supply never runs dry.
X-Ray Scanner	Your weapon inventory now includes an X-Ray Scanner.
R-Tracker	Your weapon inventory now includes an R-Tracker.
All Guns In Solo	Your weapon inventory now includes most guns.
Velvet Dark	Uses a Falcon 2.
Pugilist	Uses only fists.
Hotshot	Uses a DY-357 Magnum and a DY-357 LX.
Hit and Run	Uses K7 Avenger.
Alien	Uses RC-P120.

|--- 02 -- Cheese ---|

This is where you can find cheese throughout the levels. It can not be picked up, only looked at. It serves no purpose.

1.1 dataDyne Central - Defection

You can find cheese in the cylinder on the fifth floor (next to the panel an ECM mine needs to be attached to). Use any explosive and blow it open.

1.2 dataDyne Research - Investigation

On the pipes of the glass floor in the room that contains the scientist who says "Mistakes will happen." lies cheese.

1.3 dataDyne Central - Extraction

Obtain a keycard from a guard on the fourth floor (floor with Cassandra's office) and head into the office. Pick up the Grenade on the table and throw it into the wall on the right (if you are facing the window). Near the hidden Dragon sits some cheese.

2.1 Carrington Villa - Hostage One

Daniel Carrington's cheese lies atop one of his infamous wine shelves. Use a Devastator round to instantly clear out all of the wine and you can find your treasure.

3.1 Chicago - Stealth

A slice of cheese resides in the Pond Punk Bar's toilet.

3.2 G5 Building - Reconnaissance

If you look closely near the Damping Field Generator you should find a piece of yellow cheese.

4.1 Area 51 - Infiltration:

A piece of cheese is supposed to lay in the same area it lays in during your visit to 4.2 and 4.3. The Farsight XR-20 could possibly let you see some of it; this is an unconfirmed rumor with no evidence yet. Once a clipping code is found, the rumor could be validated or denied.

4.2 Area 51 - Rescue

A piece of cheese can be found in the vents above the showers.

4.3 Area 51 - Escape

A piece of cheese can be found in the vents above the showers; this is the same area where it is supposed to exist in 4.1 and exists in 4.2.

5.1 Air Base - Espionage

After you travel past the caves, you can look off the cliff with your Sniper Rifle. An arrow shaped mountain points to water and near there is a prize: Cheese.

5.2 Air Force One - Anti-Terrorism

Near the escape pod an innocent chunk of cheese sits.

5.3 Crash Site - Confrontation

After finding the President Scanner (on SA/PA) find AF1. In a slight crack lies cheese blocked by an invisible wall. The cheese here is found on Agent, too, but the President Scanner isn't there because you begin with it.

6.1 Pelagic II - Exploration

In the area that requires the use of an X-Ray Scanner to put switches on, there is a vent. Look down the vent (shooting out the lights as needed) to find your cheddar.

6.2 Deep Sea - Nullify Threat

Turn around and scan the rocks behind the start. You should see cheese. A better view can be found after a traveling a room or two forward.

7.1 Carrington Institute - Defense

Cheese is not hidden in the Insitute's logo that leads to the hangar; many think this. The real cheese is in the door to the right of the first Skedar (in Skedar form, not Mr. Blonde form). Head out and then look on top of the door for it.

8.1 Attack Ship - Covert Assault

In the room to right of Elvis's lifts, crouch and look at the glass pane to find some cheese.

9.1 Skedar Ruins - Battle Shrine

The SA shield corner has a few important things (a Skedar, a shield, and a piece of cheese) so go there to find your final

slice. This concludes the Saga of Cheese.

|--- 03 -- Co-op Tactics ---|

Team up with a friend or other sims and take on the Co-Op missions challenge. Your rewards: Beat PA and you can use 4 sims in a level; beat SA and you can use 3 sims; beat Agent and you can use 2 sims.

1.1 dataDyne Central - Defection

This is a fairly simple level, so you could split up to complete missions faster. One strategy is for each player to ride down to the big fight in a different lift and then from there have one player fight on the steps and another fall down (shoot out the glass). The once-tough guards are now cut in half and can't hold their own. If playing with Velvet, have her set on Agressive (this setting should always be used unless noted) and just watch her back.

1.2 dataDyne Research - Investigation

If you are playing this level on Agent, split up. Have one person work on getting to Carrol and have one person holograph the isotopes; the holographer can always catch up later if needed. Velvet is quite useful here, she will shoot many of the guards that you can wound with your CMP-150's secondary function.

1.3 dataDyne Central - Extraction

Let Velvet shoot the guards early on to help you preserve some needed health. Clear the remaing guards out and then put a round into Velvets head (she is worth the pistol ammo) and ditch Carrol so he is safe. If you are playing two players, Player One should guard Carrol the entire time while Player Two does some easy killing.

2.1 Carrington Villa - Hostage One

Velvet is not too useful here; your buddy would be, however. If you are playing A/SA then you both get Sniper Rifles and can have one person kill the guards and one person to advace. If playing PA, Player One is a hostage and Player Two is the sniper. Have Player Two shoot the guards (to save precious Laptop Gun ammo) and then rendezvous inside the villa.

3.1 Chicago - Stealth

Velvet will be shot by the robot if you are careless (not that it matters, though). Player Two should prepare the escape route and Player One should go for the limo (or, of course, vice versa). Have on player use the Bomb Spy and create the diversion while another watches the Bomb Spy user's back.

3.2 G5 Building - Reconnaissance

Let Velvet kill the guards and you get a Crossbow? Sometimes you do; other times you do not. She is very useful for dismissing cloaked guards, but don't let her live past that point. Knock her out and take the Falcon 2 ammo; if she lives she could easily set off alarms and cause for the failure of your mission. If playing with a human, have one player set up the Cam Spy and the other take out the guards by the alarm on the other side of the locked door. Let the player who is weaker have the shield; have the Cam Spy user let the cinema roll just as the two of you reach the safe and start hacking.

4.1 Area 51 - Infiltration

One player needs to remove the annoying robot interceptor (driven by the "innocent" guard who has the lift key) and another should work on the equally annoying drone gun at the end of the tunnel (you can run past the

start of the level entirely!). Velvet won't follow you into the minefield (good thing, too) but she somehow cloaks up and follows you later in the level if you are away from her too long.

4.2 Area 51 - Rescue

Have one human player find the evidence; have the other get the disguise. Simple from there. With Velvet, let her do all of the work until her death. She drops Falcon 2 ammo (useful in the two Falcon 2 Silencers you will obtain) when she dies, but by that time she can do a considerable sum of damage.

4.3 Area 51 - Escape

Stick together and make short work of all the SuperDragon toting guards (this strategy should be used with Velvet and Player Two).

5.1 Air Base - Espionage

Kill Velvet, she only gives your position away. If you are playing with a human, then only one person can get the disguise. Shut down the security before Player Two moves from his starting spot.

5.2 Air Force One - Anti-Terrorism

Stick together and have one player's task be guarding the President at all costs; Velvet doesn't do too well here, though.

5.3 Crash Site - Confrontation

This is a large level so you can split up and complete missions quicker. Velvet will help kill guards that sneak up behind you, making her a valuable asset--this mission.

6.1 Pelagic II - Exploration

With or without Velvet, you should always stay together. The two of you will make quick work of the CMP-150 toting guards.

6.2 Deep Sea - Nullify Threat

There is no use in splitting up here. Stay together; with Elvis you have a three person team--excellent.

7.1 Carrington Institute - Defense

Each player can activate a gun to speed the mission up and to avoid accidental death (even with Friendly Fire Off, the autoguns don't know the difference from dD and CI. Velvet won't do much against the shielded guards, but she is quite helpful when you are destroying the sensitive data and trying to send the helicopter to the sky.

8.1 Attack Ship - Covert Assault

Velvet is worth the gun she totes, so drop her and use the newly acquired Falcon 2 on the cocky Skedar. If you are playing with a friend, there is a good tactic: Have Player Two toss the knife into the wall; Player One picks it up and then tosses them into the first Skedar (Player Two waits for the Skedar to die so at least one of you has perfect health).

9.1 Skedar Ruins - Battle Shrine

Velvet is useless this mission, so either kill her or let her get killed. Your Phoenix could always use a little extra ammo. This is definitely not a two player level (the vision is very poor) so you should refrain from playing with another human. It is easy enough (even on PA) to complete alone.

S1 Mr. Blonde's Revenge

Velvet isn't actually Velvet here, but the concept is the same. Let

her run out into the open fire and see how many guards she can take down. If you are playing with a pal, this mission is great. Two Bomb Spies make a mission quite fun. Use one on the elevator guards; use one on the N-Bomb dD soldier or a big group of guards.

S2 Maian SOS

Your ally Velvet starts with a Falcon 2; kill her and get it. If you are playing with a fellow human, have one player get the Psychosis Gun the entire time (it makes things much easier).

S3 WAR!

Team up and take down the pesky Skedar once and for all!

S4 The Duel

No buddies are permitted in this deadly battle.

|--- 04 -- Counter-Op Tactics ---|

You cannot advance in it, and when you win or lose, it is not recorded anywhere; the counter-agent cannot fail any of Jo's missions directly (for example, you cannot kill civilians, destroy vital equipment, etc); it is suggested that the two players agree on a time limit for your game--Jo must win by a certain time--if not, sometimes no one moves for a long time. Some tips for the counter-agent: Number one, ambush. If you ambush Jo, you can inflict mass damage at little cost to your health and ammo. Secondly, try to fail her missions indirectly. Hide behind switches and let her shoot them out for you! Be creative!

1.1 dataDyne Central - Defection

Ride the elevators; find cover. Interrupt her at all costs, which includes stopping the ECM from being planted each time. The slightest push can misaim the ECM and have it miss the target!

1.2 dataDyne Research - Investigation

A sitting duck at the laser beam areas, you should find it easiest to get alot of damage there. However, each mission Jo must complete is risky for her if you plan yourself right.

1.3 dataDyne Central - Extraction

While it's dark put a few rounds into Jo and then head to the elevator and eventually to the top of the complex.

2.1 Carrington Villa - Hostage One

While Jo is killing the hostage takers, run up to her and inflict damage. You can either kill her with some shots to the head or you can prevent her from saving the negotiator and therefore causing a mission failed.

3.1 Chicago - Stealth

Many times Jo backs herself into a corner or stays stationary for a long period of time. Use these opportunities to get well-aimed shots into her head.

3.2 G5 Building - Reconnaissance

If you can find a way to alert the other guards, you can receive a quick win. If not, remain a guard that has the CMP-150 until Jo cracks the safe. Then use the gun to shoot at her while she takes care of your Magnum-toting allies.

4.1 Area 51 - Infiltration

You have many options that are useful, all of which involve the minefield.

Destroy the button in the guard tower to force Jo into taking the long way (though the minefield) around. Sit in the minefield's mice-hole and don't let her in. If that fails, attack her when she is in the basement area.

4.2 Area 51 - Rescue

This level can be long; your soldiers and drone guns will try to help you, but for best results, hide near the containment chambers (where Jo uses the X-Ray Scanner).

4.3 Area 51 - Escape

Get behind a door, let Jo open it, and then unload your Dragon into her chest.

5.1 Air Base - Espionage

Use the same tactics you used for Chicago and the G5 Building. Additionally, Jo can be easily lose is she destroys a vital piece of equipment or fires a gun at you at the wrong time--use that as a huge advantage and make it work in your favor.

5.2 Air Force One - Anti-Terrorism

This is a small level, so Jo's manueverability is low. She can be defeated by unloading an entire clip into a room and hoping it hits her. Repeat this often and her health will wear down.

5.3 Crash Site - Confrontation

You can sneak up on Jo at anytime, but she can run away easily. You should try to attack when she is in the dark, it's your best chance.

6.1 Pelagic II - Exploration

Team up with a guard and continue to fire at her all mission-long. Jo's health should be low by the time she gets into the [GoldenEye 007] Train-like corridors.

6.2 Deep Sea - Nullify Threat

You will need to deal with Elvis, as well, this mission, so your only chance is to attack her when she's alone.

7.1 Carrington Institute - Defense

In perhaps the hardest mission in the game, you can win easily if you attack Jo while she is being attacked by your fellow guards as she attaches the virus to the helicopter. Be wary of the drone guns, however, if you get stuck in the hallways. Jo's health should be depleted by the time she is ready to leave, so you can also wait by the final door and enter a few rounds into her as she thinks she is going to exit.

8.1 Attack Ship - Covert Assault

You will need to attack in the tight corridors as much as possible; once Jo is in the open, you won't get a chance to harm her as often.

9.1 Skedar Ruins - Battle Shrine

Attack Jo early, before she gets any shields or the double Phoenix. If you can't do it there, your only other chance is to attack her with the Slayer.

S1 Mr. Blonde's Revenge

Velvet isn't actually Velvet here, but the concept is the same. Let her run out into the open fire and see how many guards she can take down. If you are playing with a pal, this mission is great. Two Bomb Spies make a mission quite fun. Use one on the elevator guards; use one on the N-Bomb dD soldier or a big group of guards.

S2 Maian SOS

If you know the level and you know that Elvis's health is reduced by 50%, you know what to do. Get damage on him, no matter what the sacrifice.

S3 WAR!

Aim and attack, and hope for the win. You have unlimited Mr. Blondes to form into.

S4 The Duel

No counter-agents are permitted in this deadly battle.

|--- 05 -- Device Training ---|

In the room with some of Carrington's best workers, you can find two people. They will let you begin the very simple Device Training. You need to complete them all in one power-on (you can't turn the system off in the middle of completing all the tasks). Once you complete the tenth task, it will save to your pack and you can come back and play each time.

Data Uplink:

Walk to the table, picking up the Data Uplink. Walk over to the computer and use your newly acquired tool to complete Training One.

ECM Mine:

Pick up the mine and head into the vent. Keep walking until you find a computer panel. Toss it on and you are done.

CamSpy:

Take the mini camera and go into the ven. Keep moving until you find another vent, and enter it. Take a snap shot of the computer in the room on the right, and you win.

Night Vision:

Head into the vent (again--it won't be the last time, though) and find a dark room. Equip your NVGs and turn on the switch.

Door Decoder:

Find a vent inside the vent you travel to (it should be near the panel where you threw the ECM mine) and find a new panel. Attach the Deooder to find yourself victorious.

R-Tracker:

Use your Radar-Tracker to locate the IR Scanner. NOTE: You need to go through the door you opened in Training Five.

IR Scanner:

Run into the tunnel behind the door you opened with the Door Decoder; use the first path on the left, then put on your IR Scanner to find the "secret door"!

X-Ray Scanner:

Go into the newly opened "secret door" and put on your Scanner. Flick the switches, remove the Scanner, and boom.

Disguise:

Head into the vent, and then find an exit. Put on the disguise and talk to the man there. He will give you your newest gadget..

Cloaking Device:

Your final test. Head to the "secret door", put on Cloaking, and head past the cameras. Go up to Daniel and smack him upside the head to complete it!

|--- 06 -- Firing Range ---|

This is the training test that matters; you bragging rights and classic weapons are on the line. There are many things you should keep in mind, however, when training in the Range. First, do not be prepared to win each time. Some times you need to use a round of set up (to align your crosshairs, to watch the patterns, etc) and don't be afraid to do it often. A round of setup is never a bad thing; you can attempt each test as many times as you like. Secondly, hitting the Bull's Eye does not break targets any quicker than hitting the area around it. Also, the number of shots taken to destroy the target depends on a few things: weapon function and the particular test (sometimes it takes one hit from the Tranquilizer to shatter a target, sometimes 200 rounds from a Reaper doesn't shatter it). In some challenges, you need to reload at key times. Do it when the targets are out of your shooting range or while they have their backs to you. Shooting the targets as they approach you also helps accuracy. Some tests require you to use R+C-Down. Don't hesitate to do so (even if it means taking a setup round). Finally, you can fire your weapon before the clock starts. Practice and alot of patience will grant you victory--and a new level entitled "The Duel". You also win old guns from GoldenEye 007. By finishing each weapon's Gold medal test, your chances increase of getting on of the following guns from GoldenEye 007. No order of these guns is established, though, so you will need to finish all the weapons to get each gun. These guns are very useful and extremely fun to use! The new name of the gun is listed first, the old name of the gun second.

PP9i (PP7)

CC13 (DD44)

KLO1313 (Klobb)

K7 Special (KF7 Avenger)

ZZT9mm (ZMG 9mm)

DMC (D5K Deutsch)

AR53 (AR33)

RC-P45 (RCP-90)

Falcon 2

Bronze: Use C-Right and C-Left to move about. This is simple.

Silver: Your crosshair should be aligned with the Bull's Eye; next, strafe back and forth, firing at will.

Gold: This requires some extra work. Start the round, and use it to line your gun up perfectly. Let the timer expire, and then nail over 15 Bull's Eyes in a row next round. Be sure not to move between rounds, or your aim will be off.

Falcon 2 (silencer)

Bronze: A simple test, align yourself and you should win without a problem.

Silver: Set your shot up to hit the Bull's Eye and hit it each time; one hit kills.

Gold: Strafing instead of standing stationary will grant you victory.

Falcon 2 (scope)

Bronze: Use R and you will succeed.

Silver: As the targets approach, continue to hit each 10 point circle.

Gold: Set up your sight so you hit Bull's Eye each time on the left.

When it comes back just unload your clip; reload when it is not in your crosshair.

MagSec 4

- Bronze: The gun's bad ammo doesn't matter much here; just shoot to win.
Silver: Stay in one place; wait for the shield to pass; blast the Bull's Eye.
Gold: Your secondary function is needed here. Pay close attention and you should win this with ease.

Mauler

- Bronze: Be sure to only use Single Shot--you win succeed.
Silver: Stand in the center; blast four targets using the Secondary Function this time. Move over and do the same.
Gold: Center yourself and use a Charged shot to cause some havoc on the target in front of you. Follow up with two shots to one behind it. Head right; repeat. Destroy the damaged ones (in the rear) and destroy the final two with Charged up shots.

Phoenix

- Bronze: A simple test if you continually shoot Single Shots.
Silver: Explosive shells fit the bill nicely, be ready, though, to shoot a new target after removing one.
Gold: Explosive Shells: Line up with the target to the left. Collateral damage takes care of the targets that cross.

DY-357 Magnum

- Bronze: Set up and win. Time doesn't matter too much, as it is with the entire DY-357 Magnum tests.
Silver: Set up and win (the shot goes through all the targets!).
Gold: Set up, hitting five 10 Point Circles, and win.

DY-357 LX

- Bronze: C-Left and C-Right while aiming will help your chances.
Silver: Stand in the far right corner. Shoot the gun only when the targets line up.
Gold: Stay left, and get a Bull's Eye each time.

CMP-150

- Bronze: Lock on and fire.
Silver: Lock on and fire.
Gold: Stay left, and fire only when the targets come to you.

Cyclone

- Bronze: Your magazine contains 50 rounds that should hit the target each time.
Silver: Let the targets get in your sight and then don't cease firing upon them.
Gold: Stay in the middle and keep firing.

Callisto NTG

- Bronze: Take atleast 15 seconds of non-stop firing and you win.
Silver: Angle your shot from standing in the right to win.
Gold: Again, stand in the right. This time unload everything with Rapid Fire.

RC-P120

- Bronze: Fire away, right away.
Silver: Cloak: Fire away, right away.
Gold: Cloak and fire at the first three targets; head left to remove the final targets.

Laptop Gun

Bronze: Aim and blast.

Silver: Aim the sentry, throw it behind the targets, it blasts for you.

Gold: Take two at a time and you should have no trouble.

Dragon

Bronze: Fire.

Silver: A Proximity Dragon in the middle of the target's path does the trick.

Gold: Fire.. at the slowest target only.

K7 Avenger

Bronze: Like most Bronze tests, don't stop firing.

Silver: Your Threat Detector should show what targets to fire at; fire at them!

Gold: Take the first target out with exactly ten bullets, move right and repeat.

Quickly slide left and repeat again; this one is a bit trick, but practice makes Gold.

AR34

Bronze: Fire in short blasts and see the nice results.

Silver: Fire in short blasts as they come near you and see the nicer results.

Gold: Press R-Down twice and unload your entire magazine when the target stops. Reload while it moves. Choose a side (left or right) and don't move the entire time. This can be frustrating.

Super Dragon

Bronze: Use the Strafe feature and you should have no trouble.

Silver: Grenade Launcher: Launch a grenade between the rows of targets.

Gold: Unload your Rapid Fire on the center target; the remaining targets need to be destroyed with grenades.

Shotgun

Bronze: You have two minutes, so just keep firing.

Silver: Double Blast: For every two cycles, try to get two targets.

Gold: Double Blast: Strafe, following the target. Reload afterwards.

Reaper

Bronze: The only challenging Bronze; R+C-Down is needed, but be sure to aim with R too.

Silver: Stand in the right corner (crouched twice of course) and keep using R to shoot the targets. The stray Reaper ammo usually help break other targets.

Gold: Crouch down twice and then just unload everything into the targets.

Sniper Rifle

Bronze: Just shoot.

Silver: Just shoot, this time accuracy matters, however.

Gold: It should be noted this could be the hardest Test of all 32 weapons. Waste a round just to line yourself up.

Keep firing and hope that your shots land lucky. Strafe to the other targets and repeat.

Farsight XR-20

Bronze: Use the Railgun Effect and you should win quickly.

Silver: During this test use your Target Locator to see through

the targets.

Gold: This could take a lucky try or a lucky shot. The targets will line up (center and the side ones). Shoot through those three. Take out the other two center targets from an angle. The last target needs to be removed by your last shot.

Devastator

Bronze: Your Grenade Launcher function works well here.

Silver: Cloak: Let the center target be the messenger target: Attach a Wall Hugger grenade to it..

Gold: Fire Wall Huggers here. You may need to do a practice round so you can align your shots and check for distances. It takes some luck, though.

Rocket Launcher

Bronze: Use a classic FPS trick: Take out the middle target and the others go down as well.

Silver: As the targets pass you, launch a rocket.

Gold: Time the pattern. You need to fire slightly before the targets stop.

Slayer

Bronze: Shoot rockets at each target. Almost too easy.

Silver: Use collateral damage to remove most of the targets.

Gold: A Fly-By-Wire rocket between two targets (detonated by Z) easily takes them out.

Combat Knife

Bronze: To get a Bull's Eye here, aim slightly higher than the 10 Point Circle.

Silver: Very self explanatory. Four Bull's Eyes, four targets, six knives. Use the Bronze tips and know the pattern for an easy win.

Gold: Using the Bronze tips, aim at the targets only when they stop. Eight Bull's Eyes, and nothing less, completes this test.

Crossbow

Bronze: An easy test, but be sure not to let two arrows hit each other. The points simply won't count.

Silver: Just hit nine Bull's Eyes using the Bronze guidelines.

Gold: Strafe with the target, firing three or four arrows each time. Be sure to follow the rules for Bronze.

Tranquilizer

Bronze: Refrain from using the second function here; just fire your sedatives into the targets.

Silver: You may only get twenty shots, but you only need nine Bull's Eyes so keep shooting.

Gold: Perhaps one of the more frustrating tests; you need to stand in the right corner and shoot them as they come up. Reload as soon as you run dry. It may take a few tries, however, because the slightest error causes a loss.

Laser

Bronze: Accuracy is what the laser was built for, but you don't need it here.

Silver: Don't use the Short Stream here. Keep firing (making sure you hit 4 out of every 5 shots) and you should pass this test.

Gold: You need every shot to hit and you need 250 points. It is quite annoying to do, but once you learn the timing of the laser you

will find no challenge.

Grenade

Bronze: No Proximity Pinballs are needed here, but you can try for the fun of it.

Silver: Build up a lot of splash damage to destroy each target.

Gold: Four targets. The first two need Proximity Pinball; the remaining can do with a nice dose of Four Second Fuses.

Timed Mine

Bronze: Throw the mines and win. Too easy.

Silver: Tossing a mine in the middle destroys all of the targets..

Gold: Use the Silver tactics.

Proximity Mine

Bronze: Throw a mine into the center; throw another mine (after the mine has been activated, which is around four seconds) onto it for a quick victory.

Silver: Like the other mine tests, using the same tactics often works. Use Bronze tactics.

Gold: Take out as many targets as possible from splash damage (throw a mine into the middle). Then use the remaining mines of the remaining targets. Not too hard at all.

Remote Mine

Bronze: Toss a mine into the center and use A+B to detonate it.

Silver: Use Bronze tactics.

Gold: Toss a mine into the center and the back of the room. Detonate for victory.

|--- 07 -- Guard Talk (Mature) ---|

Perhaps the best new addition to the Solo Player of RARE's FPS is the talk of the guards. Here's a complete list. Note, this game was rated Mature by the ratings council. That means there is Mature Content here, but nothing you won't here on CBS.

NOTE: nbkmo@area51hq.com is the dude behind this. Shout him some props sometime if you like this.

"Damn it, I'm taking fire!"

"She shot me!"

"Gyah...!"

"Oof!"

"Damn it!"

"Was the a bullet?"

"Under fire!"

"Stop shooting!"

"She's too good! Run!"

"I don't like this anymore!"

"I don't wanna die!"

"Oh my God!"

"Oh my God, I'm dying! Unh..."

"You bitch!"

"Nooooo!!!"

"Why me?!"

"What the...!?"

"What the hell!?"

"Who the...!?"

"Holy...!"

"I heard a noise!"
"That sounded like..... gunfire!!"
"Huh?"
"It's a terrorist!"
"Intruder alert!"
"Evacuate the area!"
"C'mon!"
"Base, we have an intruder!"
"Request backup immediately!"
"We have a Code-2 situation!"
"Help!"
"Goddamnit!"
"Cover me!"
"Cover my ass!"
"Watch my back!"
"Greetings, citizen!"
"Whoah! Take it easy there, lady!"
"Hey, suga', wanna party?"
"Who the hell are you?"
"Wha-, what are you doing in my lab?"
"Intuder! Security, help me!"
"There's a maniac on the loose!"
"Guns don't scare me!"
"Hey, I saw that!"
"Oh my God!"
"Here, take the wallet!"
"I... I don't want any trouble!"
"I... I haven't seen you before!"
"You win! I surrender!"
"Please, don't shoot me!"
"I was only doing my job!"
"I give up!"

|--- 08 -- Holo Training ---|

Located on the bottom floor in the right side of Carrington Institute, the Holo Training area provides the starting player a chance to practice his skills. You get no reward for completing these seven difficult tasks, but many players like to say they have completed them. When trying to finish each one, keep in mind that there is no time limit; hide behind a wall often for a quick rest. Each of the seven tasks are explained and you are given instructions on how to complete it below.

Looking Around

This is your very first training. Look at all of the switches by using the C-Buttons. Simple.

Movement One

Go to the farthest left switch and then press B. Use C-Right to go to the next. Press B each time; if you are quick enough the training is easy.

Movement Two

Stay crawling (R+C-Down twice) the entire time, flipping off each switch. Not hard.

Unarmed Combat One

One of the guards attacks, but the others don't. Box in their ears and you win number four.

Unarmd Combat Two

Disarm the guard, sneak up behind the second guard, and then punch the shooting guard a few times. Use the wall for cover each time.

Live Combat One

Wait behind the wall, and then just take them down. Too easy, right?

Live Combat Two

In your final training, you will get to use the wall tactic one more time. Head behind the wall, take out some of the guards, then use their guns.

|--- 08 -- Rumors ---|

Basically, I'll clear up some rumors. If you want to add, just e-mail me.

Rumor: James Bond Code

Quick Answer: No.

Explanation: For the very reason that they couldn't keep the names of the guns in GoldenEye 007, RARE doesn't own GoldenEye, James Bond, the Pope, the Pakistanian government, or my lunch. They can't use stuff they don't own. I'd like to see Sony get sued for TONS of cash if they ever put Mario as a playable character in Tomb Raider.

Rumor: Mayday and Odd Job are in this game

Quick Answer: No, they're not in GoldenEye 007 single player, either, fool.

Explanation: Ahhh... stop this!

Rumor: ACA is the best Perfect Dark player

Quick Answer:yes....

Explanation: He "0wNz y0u!!!11"

Rumor: You can unlock Banjo, Conker, or other RARE characters.

Quick Answer: Nope.

Explanation: GameSharkers have looked at every character.. no surprises except that Elvis is playable after you become Perfect:1.

Rumor: Elvis is playable after you become Perfect:1

Quick Answer: Who would have started this crap? ..run!

Explanation: ...

|--- 10 -- Tricks and Strategy ---|

Here's some general tips, tricks, strategies, and what-not. It's the best part to read, because it's got neat tid-bits of info. ..cool?

The Falcon 2 is more accurate than the CMP-150

Most people don't realize it, but your Falcon 2 (silencer, scope, plain) is the most accurate gun in your inventory. In many levels (more specifically levels where it is a choice between the CMP-150 or the Falcon 2) your Falcon 2 works fine in areas where you can lure guards. Save your needed CMP-150 ammo for the largest clumps of guards on the level, where accuracy matters less than speed. This hint is extremely useful in Perfect Agent levels.

You can be shot from behind

Before moving forward in a level and then stopping (for example, 1.2 waiting for the laser grids) be sure to clear out the guards behind you from the earlier parts of the level. Not much is worse than giving your opponent time to line up a perfectly and deliver a few devastatitng blows.

Guards are sometimes deaf

Some of the dataDyne guards don't hear your gun fire or your movements towards them. You can walk right behind them and just use Pistol Whip or Punch to take them down; especially useful in PA when ammo is scarce.

Civilians need to be knocked out

If you let an innocent man go, he will usually alert the guards. Don't take the chance. Just go Unarmed and beat them once. One shot is all it usually takes.

Cheating doesn't always pay

In some levels if you play with certain cheats (such as Tiny Jo in 2.1 on A/SA), you may not be able to complete the mission. Tiny Jo won't be able to look over the ledge and snipe out the guards. You can solve this particular example by cheating more: Turn on the Farsight XR-20.

Pyro-maniacs don't succeed

Blowing everything up doesn't solve problems. Sometimes a certain computer's hard drive fire could result in a mission failure.

|== 11 -- Walk-Throughs ==|

Oh, God. This has got to be the biggest part of any FAQ ever. This is so complete, it makes hitting for the cycle look like nothing. Well, maybe not.. but it is GREAT, and will help anyone. If you still got problems, just mail me. I'll help.

Mission 1.1

Agent

Jump down and pop a cap in the guard: This is the Agent difficulty level, so you can beat this with no problem. Run into the door, pop another cap into the guy on your right, and then run down to the next door. Head through the stairs, and kill anyone you see on the way. Take a left and run into the elevator. Ride the elevator down and then quickly get out. Run down the

steps and take a quick left. Keep running (the guards won't kill you) and open the hidden door (it usually opens by itself, but it looks like a wall if it doesn't open for you). Jump in the elevator to complete Defection.

Secret Agent

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At the beginning, turn left and jump down to where the patrolling guard goes by. Take him out and grab his CMP150. Turn to the left and go through the two doors. Take out the guard around the corner, grab his gun, then run down the ramps. Turn to the left and you'll see a small control panel on the wall. Take out your ECM mine and toss it onto the hub. Objective one complete.

Run back and take the door to your left. There may be a guard patrolling around these stairs. If he is, take him out. If he's not, you'll deal with him later. Keep going down till you reach a door. Go through it and turn left, taking out all the guards in the room with your Falcon 2. Once the room is clear, go into Cassandra's office through the double-doors. Either use your Unarmed mode or your Falcon 2's secondary mode, Pistol Whip, to knock her out. Knock out her little red-dressed companion if you want. When you KO Cassandra, you get her keycard necklace. Objective two complete. Go out of the office and take the elevator to the left. This will take you all the way down to the bottom of the building, passing up a couple floors that aren't important until Perfect Agent. When you're almost to the bottom, double-crouch to avoid fire from behind you. Wait at the top of the stairs for the dataDyne Shocktroopers to come so that you can take them out as safely as possible. After you've killed a few (4 or 5) go down the stairs and make sure that area is clear. Once you're sure it's clear, go to the colored section of wall on the right side of the stairs. Go up to it and open it with 'B'. Inside, you'll find a few guards kill them with either your Falcon 2 or CMP150 (your choice) and look to the left side of the room. A small hub is near the floor. Take out another ECM mine and place it on the hub. Objective three has been completed.

Leave the room and head right. Go into the little cubicle thing and open the door, which looks the same as the one you just used. Inside, fire at the guards with your CMP. Take them out carefully, so as not to get killed. After the room is cleared, go to the right of the room and part of the wall will automatically open. Go through it and look right at the elevator. Open the elevator. You've now completed your fourth and final objective and ended the level.

Perfect Agent

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Start off by walking over to the left and taking out the security camera on the wall opposite you. Then wait for a guard on patrol to walk beneath you and take him out with a headshot. Jump down and go in the doors to the left. Before you walk around the corner take out the camera up on a beam near the ceiling then go take the guard out around the corner. After him take out the camera on the other side of the beam to the left of where the guy was. Run down the ramps

and pull out you ECM Mine and throw it on the hub to the left of the ramps to complete objective one.

Turn around and go through the door on the left. Kill the guard walking around on the stairs and go down and through the door, and take out the guard walking around there then the one standing near a table. After they're both taken care of, hit the small red switch on the table to unlock Cassandra's office. Go in there and knock her and the lady out (either with your fists or the butt of your pistol) and grab the necklace to complete objective two.

Leave the room and go left. Go through the door that leads to some stairs and go down and stop at the next door. You should still be using your Falcon 2. Go through the door and look right, killing the guards there. Wait for a while to make sure the area is clear of guards, then go through the door you see somewhat straight ahead of you and kill the two guys in there, that is if they didn't respond to the shooting earlier. After they're down, turn around and leave the room and go through the door you see straight ahead and kill the guy in there. Now go back to where the two guys were and go left in that room, through the door and kill the guy looking out the window. Then go towards where he was, checking each section of wall to see if it's a door. When you find the door in the wall, back away around the corner and let the three guys in there come to you where you can take them out safely. Then go into where they were, grab the ammo off the table in there and go through the door and to the right. Take out the camera around the corner then go take the next corner. Go back to those stairs you were using earlier and go down to the bottom of them. Go through the door and take out any guards you see, and when they stop coming go around the corner. Check the left wall to see if anything is opened, and if it is close it from the side so that the guard in there doesn't see you. Then go right and through the door at the end of the hall there and take the camera out to the left. Then take the left turn there and go into the first door and kill the guy that has two Falcon 2's (silenced). If you only pick up one, don't worry. The game glitched and the gun is on the bottom floor. Now go around the next turn, ignoring the door you pass, and take out any guards there. Go check the doors to take out anybody else, then go back to that door you passed. You'll hear a guy talking, and when he tells the guy he's talking to on the phone, "Goodbye", back away towards the door that had the guy with the Falcon's. He'll call for security, but you already took care of them. Slowly follow him, just barely keeping him in your sight until he goes through a door. Run up there and grab the pistol ammo and Laptop Gun off the walls, then make the technician guy do what you want. He'll ride down on an elevator (be on it with him) and then go right. Follow him closely and he'll go up to a computer terminal and activate it. When he says, "Right, I'm in.", kill him quickly so that he doesn't delete Dr. Carroll's personality. Use your Data Uplink on the terminal he was on to complete objective three.

Pull out your Laptop Gun and go back to the elevators and ride them down to the bottom floor, where you should carefully pick them off. When the area is clear, run around the bottom making sure, and when you get around to a desk go behind it and pick up the two CMP150's for ammo. Go back around to the stairs and go through the colored section of wall to the right of the stairs (as if you were coming down the stairs) and fire at one of the guards, then back away and pick 'em off as they come to you. Then go in and thrown an ECM Mine on the hub near the ground. You just completed objective four.

Go back out and go right. If any guards come take them out with your Laptop Gun. Go into the alcove and throw your Laptop Gun on the wall that makes up the outer wall of the alcove (if you were facing the door in there, it would be the wall to your right) as a Sentry Gun. Then pull out your duel Falcon 2's and open the door shooting. Back out of the alcove and let your Laptop Gun do the dirty work, while you take out any guards that make it to the exit of the alcove. Once it's clear, pick your Sentry Gun off the wall with 'B' and go into the room. Before you go around the corner, throw the Laptop Gun (Sentry mode) on the wall that can see around the corner. It will take out the one or two guard there. When they're dead, go through the section of wall that automatically opens up and into the elevator to complete objective five and the mission.

Mission 1.2

Agent

Open the elevator door and take a left. Proceed down the corridor until you come to a door. Open it, killing the guards on the way and in the glass cubicle. Rush forward, open the door, and head to the right door. Open it, incapacitating the guards you come across during the next few rooms. Deploy your CamSpy to complete Objective One! Exit the way you came, and take a quick right. Continue straight without stopping. If your timing is lucky you can follow the cleaning bot through the lasers. If not, turn around, and take out your CMP-150 and enable Follow Lock On.

Kill the guards that have most likely accumulated near you by using the lock on and firing. Run around so you aren't hit; randomness is your best friend. After making short work of the pesky dD guards, follow the cleaning bot through the lasers. If your health is low, proceed slowly after passing the lasers. If it is still at least 50% green, then rush forward. There is a useful shield to your left--get it. Kill the guards that are shooting at you and then go forward once more.

Two guards with Dragons are in the next room. Rush in, score two headshots, and take one Dragon. Toss it near the door in the previous room as a mine. Pick up the other Dragon; whip out the Data Uplink and hack away. You will hear your Dragon blow up sometime during the hacking: It just killed the two guards that normally attack you while you hack! Once you are finished using the Data Uplink take out whatever gun has the most ammo and strafe forward. Keep running straight into the open room.

There is a door straight ahead, run into it. Autoguns will fire at you, but you should be strafing fast enough so that they barely touch you. Keep going forward, open the door, and you have completed another mission.

Secret Agent

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In the cinema, stop it anywhere from right away to the part where the elevator door opens. Immediately turn right and kill the guard patrolling the hallway. Let the little yellow robot going around the floor pass you. It'll open a small

passage on the left of the hall. Take it, and when you get to the open area, there will be a glass railing. Shoot it and go past it. Drop down and turn around to see a big terminal. Run up to it and activate it by pressing 'B', then quickly turn and pop the guard that's in the hall. Run down the hall area and press the next terminal, which is on the left, to complete the second objective.

Keep following that hall till you see a guard walking around by a door. Quickly kill him and go through the door. Turn left at the top of the ramp and pass the first ramp leading up on your left, but opt for the second one. Go up it, and if you were quick enough, the little panel will be open again for you to go through. If it's not open, and the robot isn't nearby, turn around and go up that first ramp you passed. You'll pass several guards by boxes this way, so you'll have to take them out.

This paragraph is for the people who got through the panel, so you can skip it if you didn't make it. Go through the door to your left. There's some bullet proof glass with a couple guards behind it. They will charge you, calling in two reinforcements as they do so. Kill all four of them with your Falcon, then go through the door on the other end of the hall.

This paragraph is for everyone, as is every other paragraph from this point on. You're now in a big room. Head towards the big door to the right of the room and go through them. After you pass through two identical doors you'll see two guards standing there that you'll need to dispatch of. Do so, then drop your CamSpy (do so using the pause menu or the A-quick menu) and go through the next door with it. Go up to the green thing in the room and press 'Z' to take photos of it. Objective one has now been taken care of.

After objective one is complete, either bring the CamSpy back to you or leave the CamSpy where it is by pressing 'A'. Run back out to the big room and go through the big door to your right. There's a guard in there, so take care of him. Open the next door and cap all four of the guards in this hall. Take the long blue hallway at the first right of this hall. Go through the door at the end and take care of the two troopers in there. DO NOT harm the scientist. Walk up to him and make him go deactivate his experiment. When the text box pops up saying the active experiment is down, leave the room.

Head back out to the big hallway. Pass up the little alcove to your left and proceed to the one farther up to the right. Take out the two guards here, then go to the end of the hall where there's a big "dD". Take out the guards to the left and go through the door to the left. There are two guards in this room you need to take out, so do so. Run up to the scientist in the room and make him shut down the experiment. Once that's done, go through the big doors. There's a scientist in there that will run to a terminal when you go up to him to sound an alarm. This must be done, so you haven't done anything wrong. After the alarm's going off, press 'B' on all the other terminals till you hit the one that shuts down the experiment. Objective three has been accomplished.

Run quickly back out and straight across the hall to the door there. There you will run into four guards. Take them out, then wait by the laser grid. A little white robot will come by and deactivate the lasers, so go through when he does. Make sure you're looking back at the door you came through, since that alarm was sounded. If you were quick enough, you should be able to pass through the lasers without running into them.

Once you're through the lasers, go through the door and take out the guard here. Go through the next door to a big room. Take out the two

guards here, and grab the two CMP's lying on the table. Keep going through doors until you reach a slightly larger room with a computer in it, and a guard on the left and right side of the door. Kill them both and grab their Dragons. Pull out your Dragon and set it to Proximity Self-Destruct mode (secondary function. Hold 'B' for a couple seconds) then through it back through the door you just came through. Pull out your Data Uplink and hack the password at the terminal. You'll hear an explosion, but that's just your Dragon blowing a few guys up. After the password is hacked and the security doors are unlocked, go through the door next to the terminal.

Go through a few more doors until you get to a room with a lot of glass walls. Set your CMP150 to Follow Lock-On mode (secondary function) and take out the three guards with Dragons. Take them all out, and switch to your Dragon. Go through the big door opposite the one you just came in, which is labeled "Restricted". Once you open the door, quickly back up a little and zoom in towards the top of the arches going over the hall. Take out the two automatic drone guns here. After they're gone, it's smooth sailing. Run down the hall and open the door. Objective four, as well as the mission, has been completed.

Perfect Agent

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In the cinema, stop it anywhere from right away to the part where the elevator door opens. Immediately turn right and kill the guard patrolling the hallway. Let the little yellow robot going around the floor pass you. It'll open a small passage on the left of the hall. Take it, and when you get to the open area, there will be a glass railing. Shoot it and go past it. Drop down and turn around to see a big terminal. Run up to it and activate it by pressing 'B', then quickly turn and pop the guard that's in the hall. Run down the hall area and press the next terminal, which is on the left, to complete the second objective.

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and go through the big door to your right. There's a guard in there, so take care of him. Open the next door and cap all four of the guards in this hall. Take the long blue hallway at the first right of this hall. Go through the door at the end and take care of the two troopers in there. DO NOT harm the scientist. Walk up to him and make him go deactivate his experiment. When the text box pops up saying the active experiment is down, leave the room.

Head back out to the big hallway. Go right when you're back out to the main hall and go into the left alcove and through the door. There's a little red grate on the floor. Go around the right side of it and take out the guard down there with a clean headshot. Then go around the terminals behind you and take the lift thing down and grab the guards K7 Avenger. Ride the lift back up. Go left when you get back out into the main hall and look into the alcove to the right of the hall. Take out the two guards here and go through the door those two guys were guarding and break the glass surrounding the Night Vision Goggles. Grab the NVG's and go back out into the big hall. Go to the end of the hall where there's a big "dD". Take out the guards to the left and go through the door to the left. There are two guards in this room you need to take out, so do so. Run up to the scientist in the room and make him shut down the experiment. Once that's done, go through the big doors. There's a scientist in there that will run to a terminal when you go up to him to sound an alarm. This must be done, so you haven't done anything wrong. After the alarm's going off, press 'B' on all the other terminals till you hit the one that shuts down the experiment. Objective three has been accomplished.

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Once you're through the lasers, go through the door and take out the guard here. Go through the next door to a big room. Take out the two guards here, and grab the two CMP's lying on the table. Keep going through doors until you reach a slightly larger room with a computer in it, and a guard on the left and right side of the door. Kill them both and grab their Dragons. Pull out your Dragon and set it to Proximity Self-Destruct mode (secondary function. Hold 'B' for a couple seconds) then through it back through the door you just came through. Pull out your Data Uplink and hack the password at the terminal. You'll hear an explosion, but that's just your Dragon blowing a few guys up. After the password is hacked and the security doors are unlocked, go through the door next to the terminal.

Go through a few more doors until you get to a room with a lot of glass walls. Pull out your K7 Avenger and take out the three guards with Dragons. Take them all out, grab their Dragon's, and switch to your Dragon. There's a door on the left side of the room. Go through it and follow the doors there, taking out all the guards you see along the way. When you get to the end, there will be a wall that opens up. Go through that and grab the shield, a non-functional shield, to complete objective four.

Go back the way you came until you're back out in the room where there were three guys with Dragons. Go through the big door to the left of where you're facing, which is labeled "Restricted". Once you open the door, quickly back up a little and zoom in towards the top of the arches going over the hall. Take out the two automatic drone guns here. After they're gone, run as quickly as you can, so as to avoid the last auto gun behind one of the arches. If you run quick enough, it won't hit you. Open the door at the end of the hall to complete objective five and end the mission.

Mission 1.3

Agent

An easy mission; don't get caught up in the excitement, though. The guards don't immediately see you in the dark: Equip your NVGs and take out the first guy (who won't realize you are there until you get too close or fire a round) with one well placed headshot. He will drop--quickly. Grab his CMP-150 and then open the next door. Pop a cap in the next guy. It should be noted that you shouldn't shoot the little floating computer that follows you. He is a sapient named Dr. Carrol. You just nailed two guards with only a few rounds. Your CMP-150 now has a full clip. Don't use any CMP-150 ammo unless noted here.

Rush out the door, take a quick right. Kill each of the upcoming guards by running right up to them, shooting them a few times, and then looking back to see that he is, in fact, dead. By removing all of the guards on this floor you can ditch the sapient Carrol down here. Keep him safe; ride the lift up alone.

After going up the lift take a right and head up another lift. You just went up the second lift: Take a right, and go into the doors there. Follow the doors around until you can get out again (be sure to give any guards in your way a nice piece of lead). You will be next to another lift (actually the original lift you rode up on). Open the little door to the right of it and go up. Head to the top, go in the door, and bust a sweet head shot into the dD guard there. The two other people huddling around the R-Launcher need to be alive by the end of the mission, so resist the urge to end their pathetic lives.

Grab the Rocket Launcher and head up the door to the left of it's stand. Take out the rocket launching gun now; you will open a vented door and enter a "cinema" scene next. While Cassandra talks, fire a rocket right between the two guards straight ahead (it should hit a cylinder like wall; "the cheese room"). Next, put on the Night Vision Goggles and take out the CMP-150. Run up to each guard and Lock On and kill them. A message will tell you they are all dead when you kill them all.

This area should look very familiar: It is the area you came in from on Mission 1.1. Go back the way you came and complete another level on Agent.

Secret Agent

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At the start of the mission, slap on your spiffy night vision goggles (NVGs) and open the "door" in front of you (it's the hidden door from the first mission). Line your sights up for a clean head shot, then go grab the guys gun. Open the door to the left and quickly back up. Line up for another head shot, then go peek around the corner and take out the two guards behind blue barricades. Go forward a little bit till you see the top of a guys head at the top of the stairs behind the barricades. Shoot the little head you see, then sidestep a little to the left so that you see another guard in the same position. Take him out, then go right. There's a guard behind a sofa, so take him out then go past him. Around the left corner there are

two guards behind a desk, so be careful. Take them out, then go past. Take out the guard around the corner, take the next turn, then grab all four of the guns from the guards you took out earlier. Go up the stairs then go left and call the elevator there. Here take off your NVGs, since you don't need the, then take the elevator when it gets there. Objective one complete.

When the elevator stops, get out and go right. Pass up the elevator there, and turn around the corner. There may be a guard here (depending on how fast you were with objective one), if so take him out and the guard around the corner. The first guard you may have killed will have dropped a keycard. Pick it up. If that guard wasn't there, it's not a big deal, it's not necessary. Take the behind where the guard was (the guard behind a table) and run VERY QUICKLY around the corner. Two female bodyguards will show up with shotguns. Take them out quickly and run past. Go through the doors until you reach another female guard. Take her out then run back to the elevators as quick as you can. The dataDyne hover chopper may have seen you, but if you run fast enough it won't hit you. Take the elevator you passed earlier up.

Take the left turn and turn the corner. Two guards are behind barricades here, so take them out with your CMP150. Make sure it's on Follow Lock-On mode. Grab the ammo from their guns and take the double door that's before the barricades. Again, the hover chopper is outside, so you'll need to run as fast as you can. Go through the doors (there's a hidden door here) and take out the female guard you see. There may be another guard in the room, depending on how fast you were in getting there. Go through the door to the left, and one or two (depending on how fast you were) female guards will open a door. Shoot them and quickly go left over by the elevator. Take the stairs next to the elevator that are behind a door up. Go through the door and take out the guard standing next to a rocket launcher. Grab the rocket launcher and shoot out some glass on the floor. Pull out your R-Launcher (rocket launcher) and set it to Targeted Rocket mode (secondary function). When the hover chopper comes by, get a lock on it by using your manual targeting and fire. The chopper will be destroyed. Objective two has been completed.

After that's taken care of, if you got the keycard earlier, go into Cassandra's office. If you didn't, skip this paragraph. In her office, there is a grenade lying on her desk. Grab it and throw it over near the left wall (as if you were facing the door) in the corner of the second-farthest back corner thing. It will blow a hole in the wall. Go through it, and grab the Dragon lying on the ground in that room. Leave Cassandra's office.

Go through the door leading to stairs next to where the R-Launcher was. Go all the way up the stairs. Here the game will move your character to a location in the room. Take your CMP and get a lock on the guard next to the light switch (she's the guard that is closest to the door you came in). When the lights go out, shoot that guard and flip the lights back on. This will disorient the bodyguards long enough for you to take out a few more. Take out the rest of the guards on this level then run up the ramp and take the last guard out up there. Objective three is now complete.

Go out the two doors leading to the outside. Go right and head up the ramps till you get to the helipad. Get to the center of the helipad. Objective four, as well as the mission, is now complete.

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At the start of the mission, slap on your spiffy night vision goggles (NVGs) and open the "door" in front of you (it's the hidden door from the first mission). Line your sights up for a clean head shot, then go grab the guys gun. Open the door to the left and quickly back up. Line up for another head shot, then go peek around the corner and take out the two guards behind blue barricades. Go forward a little bit till you see the top of a guys head at the top of the stairs behind the barricades. Shoot the little head you see, then sidestep a little to the left so that you see another guard in the same position. Take him out, then go right. There's a guard behind a sofa, so take him out then go past him. Around the left corner there are two guards behind a desk, so be careful. Take them out, then go past. Take out the guard around the corner, take the next turn, then grab all four of the guns from the guards you took out earlier. Go up the stairs then go left and call the elevator there. Here take off your NVGs, since you don't need the, then take the elevator when it gets there. Objective one complete.

When the elevator stops, get out and go right. Pass up the elevator there, and turn around the corner. There may be a guard here (depending on how fast you were with objective one), if so take him out and the guard around the corner. The first guard you may have killed will have dropped a keycard. Pick it up. If that guard wasn't there, it's not a big deal, it's not necessary. Take the behind where the guard was (the guard behind a table) and run VERY QUICKLY around the corner. Two female bodyguards will show up with shotguns. Take them out quickly and run past, trying to get the shotgun cartridges. Go through the doors until you reach another female guard. Take her out then run behind the desk that has a computer on it. Hit the computer terminal to complete objective two.

Double-crouch behind the desk and pull out your Shotgun and set it to double-blast. Get the hover chopper's attention and make sure that it's in front of the desk. Commence to blasting it with your shotgun. Empty that and your Falcon 2, maybe your CMP150, into it until it blows up. This completes objective three.

Run back to the elevators as quick as you can. Take the elevator you passed up earlier. Take the right turn and turn the corner. Two guards are behind barricades here, so take them out with your CMP150. Make sure it's on Follow Lock-On mode. Grab the ammo from their guns and take the double door that's before the barricades. Go through the doors (there's a hidden door here) and take out the female guard you see. There may be another guard in the room, depending on how fast you were in getting there. Go through the door to the left, and one or two (depending on how fast you were) female guards will open a door. Shoot them and quickly go left over by the elevator. Take the stairs next to the elevator that are behind a door up. Go through the door and take out the guard standing next to a rocket launcher. Grab the rocket launcher, and if you got the keycard earlier, go into Cassandra's office. If you didn't, skip this paragraph. In her office, there is a grenade lying on her desk. Grab it and throw it over near the left wall (as if you were facing the door) in the corner of the second-farthest back corner thing. It will blow a hole in the wall. Go through it, and grab the Dragon lying on the ground in that room. Leave Cassandra's office.

Go through the door leading to stairs next to where the R-Launcher was. Go all the way up the stairs. Here the game will move your character to a location in the room. Take your CMP and get a lock on the guards next to where the internal comms hub from the first level and fire while you're running towards them. Go around to the right side of the cylinder thing and position yourself so that no

guards can see you. Pull out your Rocket Launcher and aim it over towards the stairs. Aim at the little corner there, where a guard is behind, and slightly up. Fire the rocket and this should take out one or two guards. Pull out your Dragon, if you have it, and if you don't use your CMP. Take out the guard next to the light switch and then any other guards in the room. Once they're all dead, you'll have completed objective four.

After that, go out the two doors leading to the outside. Go right and head up the ramps till you get to the helipad. Get to the center of the helipad. Objective four, as well as the mission, is now complete.

Mission 2.1

Agent

None

Secret Agent

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At the beginning of the level, quickly walk up to the edge and look down with your Sniper Rifle and snipe the two guards on the dock. The negotiator will run away. Objective one complete.

Turn around and go around the observatory thing. A guard there will get on his belly to get a good shot off. Quickly zoom in and take a head shot. Go forward and grab his gun. Follow the path and kill any guards you see along the way. When you get to a fork, look up and to the left. Kill the guard there and watch him do his death animation (it looks cool). Then go up and look to the right out at the villa (the house). There are snipers on top, so take them out. Go forward a little bit, watching out for any guards that might be on the ground. There's another sniper up and to the left, then take the right turn and look out towards the dam/bridge thing. There's a sniper there. After you've taken care of him, turn around and go up the stairs to the right. When you get up the first flight, go to the little area to the left. Out there, there is a sniper you can see on the house. Take him out. Objective two is now complete.

Go up the next flight of stairs and open the door. Don't go in yet, instead let the guards in the other room that see you come to you. Zoom in with your Sniper Rifle and take them out. You may or may not have caught the attention of the guards on the other side of the room, so make sure that you've taken out four guards in those rooms before you go down the stairs in the room to the left. After all four guards are down, go down the stairs. Follow the hallway a bit till some guards come at you. There are four. Take them all out as quickly as you can with whatever gun you want, probably a CMP150 on its secondary function. After they're gone, grab their ammo and take the hallway to the right. It leads to the kitchen, and there are two guards with their backs to you. Line up a headshot on the first guard, then take out the other one. Go down the stairs to the left of the room. There are a couple of guards near a little wall, so take them out and go through the door to the left (after the wall/divider thing). Look over the railing and take out the guard there, then go down the stairs and flip around to the left. There's a guard back there, so take him out and open the door he was near. Another guard will be charging you, so take him out. Go straight and

go right. There are three guards in the room around the corner, so take them out, then activate the two panels on the walls. After they're activated, go back the way you came and take the right turn. There's a fork in the new path, with a guard to the right. Take him out first, then turn and take out the three guards on the left fork. After they're dead, activate the final panel on the big cylinder thing. The wind generator is back online, completing objective three.

After that, turn around and go past where that one guard you killed was. There's a door on the left of the hall, opening to some stairs leading down. Take the stairs, then go right. One dataDyne shocktrooper will go run for backup, so take him out and follow the path he was going down. It leads to two more shocktroopers, so take them out. Turn around and go through the door to the left of the stairs (as if you were coming down the stairs). Take out the guard behind the big shelf with wine bottles on it. Take out the next guard to the right, also behind wine. Follow the hall and take out the last four guards in the level, all of which are behind shelves with wine bottles in some way. The last one you kill will drop a keycard, so open the door leading to Carrington in the room. Objective four is complete.

Perfect Agent

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You start out as the negotiator. Quickly pull out your Laptop Gun and line up for two quick headshots. Then run up to the building, trying not to look at the sniper up on the roof too much, then slowly back away from the building until you can only see the sniper's head, then shoot it. Turn around and take out the worthless sniper that's way out in the distance, then go around the outside of the building. Again try not to look at the sniper on the roof, and take out the guard behind the stairs with a clean headshot, since he lies down to aim it's really easy. Again slowly back up while looking up where the sniper is and shoot once you see his head. Then run up those stairs and zoom in and move your crosshairs around until they turn red and beep, like they do when you put them over an enemy. Shoot there, and you'll hopefully kill him. Don't use too much ammo there, though, as you can take that guy out later, so only use about ten rounds or so. After you do that, run back down the stairs and switch to unarmed. Open the door that's back behind the stairs and there will be a guard to the left with his back to you. Punch him in the back to complete objective four.

Run back to that first door at the beginning of the level. Have out your Laptop Gun because you'll want the scope. Run around the corner and a guard will see you and run off to get a little help from his buddy. When they come back, take them out from a somewhat-long-range shot. Go grab their guns then turn around the corner and take out the guard on one side of the wall/partition there. After he's dead, check out all the windows on the level you're on checking for baddies, because a few guys will spawn. Also check to see if any guys come from upstairs, which they may. Once you deem the area clear, pull out your CMP150 and run up the stairs. Lean around the corner and get a lock on the two guys looking out the window, then back up and let them shoot some. Then sidestep on out there and shoot them. Pull your Laptop Gun back out and look down one of the blue hallways and some guys will see you and four guys will end up charging at you down that hall. Take them all out, then grab their ammo and go left at the end of the hall. Go a ways and you'll see a door on the right. Go in and grab the Sniper Rifle from the dead guy in the shower/bathroom thing (there's a toilet and sink in the shower... strange..).

Then run back out and go up the stairs to your right. Take out the two guys in that room then the two guys in the adjacent room. Now it's time to whip out your Sniper Rifle. Go out the door to the right (as if you were coming up the stairs) and quickly look to the left and take out the sniper there and then check to see if there's one to the right. If not, you got him earlier. Then look out and down a little and take out the sniper there, then run to the little balcony thing to your right and look up and take the sniper there. Now run back into the villa and out the door to your right and on the opposite wall. Look out and take out the two guys there, then walk slowly along the left wall until you see a sniper on the roof. Take him out to complete objective one.

Go back into the villa and back down the stairs to the very bottom level you started in. Now there's a door along the left wall you need to go through. Go through it and get the guy's attention below you and let him run up to you, then take him out. Run down the stairs and get the guy behind the stairs, then wait for a guy to come through the door there. Take him out then go through that door and go straight then turn right when you have to. Take out the three "dataDyne thugs" in here and activate the two switches in there with the 'B' button. After you've activated the switches, run back out to that hall and take the turn to the right. Carefully take out the guy to the right of the fork, then take out the three guys to the left of the fork. There's a switch on the cylinder thing. Activate it to complete objective two.

Now run back the way you came, back up to the second-highest level, or up two levels from where you are. Go through the blue hall to the right and look into the room at the end of it and to the right. There are two guys sitting at the tables there. Quickly take them both out then run up the stairs to the top level and go into the room to the left there and take out the hacker there to complete objective three.

Now you just need to rescue Carrington. Run all the way back down to where you activated the wind generator. When you get to the fork that went left and right, the left path leading to the cylinder, this time take the right way. There's a door that leads to a small set of stairs, so go down them and go right. Take out the guard running for backup and follow that path to take out the two guys he was trying to get to help him. Then run back to the stairs and go through the door to the left of them. Take out the guy straight in front of you behind the wine racks, then take the one to the right. He also, as are the rest of the guys in the level, is behind a wine rack. Follow this way, killing the guards along the way, until one of them drops a keycard. Once he does, open up the door there to complete objective five and end the mission.

Mission 3.1

Agent

None

Secret Agent

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At the start of the mission, pull out your Falcon 2 (scope) and take out the guard. Ignore the guy in the CIA trenchcoat, he's the basic equivalent to a

civilian, and if you kill any of them, you fail the mission. Quickly run into the hall and take out the FBI Agent, and if he's not in the hall, he's just outside the hall to the left. After he's dead, run quickly to the other side of the road and take out the guard patrolling around the dumpster. Run between the two little fence things to avoid the Police Robot, which just so happens to be invincible. Take out the two guards in the sewer here, making sure there are no FBI guys in the vicinity. Then go to the sewer area that's slightly higher (to the right) than this one and take out the guard there. Go forward and duck under the ceiling and run on down the pipe to grab your equipment in the white suitcase. Objective one complete.

Run back the way you came, and take out the two guard that showed up. Go back out to the street and cross it again, heading back towards the beginning of the level, and go into the little passage on that side of the road. Take out the guard that may be patrolling there, then go forward (again ignoring the CIA Agents) through another passage and take out the FBI Agent first, then all the other regular guards. There are some guards on the fire escapes, so take them out quickly. After the area is cleared, run up a couple levels on the fire escape and throw your Remote Mine on the first blocked up door. DO NOT DETONATE IT. Objective three is complete.

Run back down and back through the last passage you just came through. Push the little dumpster over as close as you can to the barrels and the barrels up. If the dumpster was destroyed, grab the little white suitcase from inside.

This paragraph is irrelevant to you if you didn't blow up the dumpster, so skip it if you want. In the suitcase was a BombSpy. Deploy the BombSpy and fly out to the area where the fire escapes were, but take the little path to the left. You're out on the streets, so go straight until you reach a little passage on the left. Go in it, get the guards attention, then detonate with your BombSpy (with Z). If they all died, you'll have created an alternate diversion, completing objective two. If they did not all die, go to the next paragraph.

Run back to the sewer area the way you did earlier, quickly again so as to avoid the robot. This time go left, and follow it till you reach the spot where the last little hole is in the wall to the left. Double-crouch and go into it. Pull out your Reprogrammer and open the red grating above your head. If the robot sees you, back up until it goes away. When the coast is clear, look up at the yellow taxi above you and reprogram it. Then get back out into the sewers and go back out to the fence things and wait for a text box to pop up to say the Vehicular Diversion has been created. Objective two is complete. Now run back down the streets and take out the guards there. Run into the area that has a yellow "Parking" sign above it. Mission complete.

Perfect Agent

None

Mission 3.2

Agent

None

Secret Agent

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At the start of the mission, you'll hear two guys cloak. Run up to the door in front of you (big and rusty looking) and turn to your right. Take out the guard there when he uncloaks, then quickly turn around for when the next guard uncloaks. Note: The guards in this first room ALWAYS uncloak in the same spot the first time, but if they cloak again it's random. After you kill the second guard he'll drop a keycard. Go pick it up and go through the door. There's a guard with his back to you. Drop him then hit the panel he was standing in front of. Go through the door to the left. Take out your CMP150 and run between the two walls of glass to the right and face the room. Four guards will all uncloak for a second and run through the center of the room. Fire with your CMP and drop as many as you can. After that go hunt down the last two if you think you can make it ok health-wise. If you don't, run to the other side of the glass and slip into a very small alcove next to the door. The guards will come to try to get you, so take them out. After you've taken out the fourth guard, he will drop a keycard. Pick it up and go through the door and quickly take out the guard on patrol here. Be ready for some fast shootin', then go through the next door. Quickly turn right and take out the guards. Make sure they don't make it to the alarm, or else you fail. Make sure the room is clear of all three guards, then go around and press the panels on the wall with a little green light on them. There are four panels like that. Once they're all deactivated, Objective one: Deactivate laser grid system is complete.

Go check the door on the far side of the room, but don't open it. Instead take the guard out through the glass so you don't need to deal with him later. After that, run up the stairs that are near the door you came in. Follow the narrow path up here, ducking to get under the low parts. When you pass under the second low part, look to the right and wait for a guard to come through. Take him out, then wait a few seconds to see if you alerted another guard. After it's clear, turn around on the path and drop your CamSpy. Do not go in, though. Instead, sit it just outside the room get out of CamSpy view (by tapping A) and drop down. Go through the door near the alarm and up the stairs. Up there, turn right and take out the two guards there. Then go up and take the two guards around the left corner out. Go through the door the first two guards were and pull out your Door Decoder. Place it on the panel in the wall and immediately pause the game. Switch to your CamSpy again in your inventory. Go in and let the cinema play the whole time. While the cinema goes on, your decoder is working but guards are not moving. When the cinema is done playing, Objective two: Holograph meeting conspirators is complete. When you get back to first-person view, run back into the now-open safe and grab the item on the right. Objective three: Retrieve Dr. Carroll Backup is now complete.

After that, pull out your Remote Mine. You don't have a mine, but you have the detonator. Detonate your mine then pull out your CMP. Run out of the room and quickly turn left, then right, then left again. You've now completed the level!

Perfect Agent

None

Mission 4.1

Agent

None

Secret Agent

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Let the cinema play out until the guard that's walking around is past the first slanted beam. Once he's there, exit the cinema and line your Falcon 2 up for a headshot on the guard on the left. After him, take out the other guard and the guard behind you. Grab all their MagSec 4's and grenades. Turn around and follow the path by the beams and take out the patrolling guard that may or may not have seen you. Switch to your MagSec 4 and set it to 3-round burst mode (secondary function). Double-crouch and VERY CAREFULLY take out the auto gun here. You can safely take it out without it seeing you, so do that. After that gun, switch to your grenade and quickly strafe around the next corner while facing left and throw a grenade at the auto gun around the corner. Once the gun is gone, pull out your Falcon and take cover behind the canyon wall. Use your manual targeting to take out the guard on the right side in the tower. The other guard in the tower should run down to the ground level, so take him out there. Run up and grab all the ammo, but don't hit the panel that's in the tower. Instead, run back down from the tower and look down the big tunnel. Fire ONE shot at the guard, then let him run for backup. Take out him and the two guards he called, then look to the left at the fence there. Pull out a grenade and throw it to the left of the helipad on the other side of the fence. Make sure don't go through the fence, or else your grenade will go too far. When the grenade detonates, it will blow up two proximity mines. Run to the helipad, making sure to stay to the left side, and grab the Rocket Launcher there. Follow along the left wall until you reach a small hole there. Duck into it and grab the shield there. Go out the hole and to the right. One of our two guards will be there, so take them out. Run up to the corner and look up on the wall. You'll see an auto gun hanging on the wall, so blow it up. Run back around the back of the building and to the other side. On that side there are two more auto guns, so take them out. There also may be a guard there, depending on whether you got him earlier or not. After that, go up to a guy standing by a vehicle. Shoot the vehicle till it explodes, which will kill the guy, who will drop a keycard you need to pick up. Then turn around and run back to the left side of the building. Jump down the hole/ladder and go through the door there. Pull out the Explosives you have in your inventory and run up to the terminal and place the explosives on it. Turn around and run back out of the room as fast as you can, making sure not to get hit by the intermittent lasers that are here. Objective one complete.

Go back up the ladder and through the hole you used to get here. Run back through the fence and pull out your R-Launcher. Run down the big tunnel to the left and face left. Quickly strafe out and fire a rocket at the auto gun there, then back up and pull out a gun (Falcon 2 is preferred, since the

MagSec 4 is pathetically inaccurate) and shoot the guards that come at you. Quickly run across the narrow path and turn left. RUN AS FAST AS YOU CAN, so that you don't get hit by the auto gun hanging over the door there. Take out the two guards there and then the auto gun. Shoot the end of the barrel of the auto gun so that it doesn't see you. After that's taken care of, run to the building with the big satellite dish on it. Hit the red panel next to it to lower it, then throw your Comms Rider onto it. Objective two complete.

Three guards will come out of the door where the auto gun was, so take them out. One of them has dual MagSec 4's, so grab them and use them. Hop onto the hover bike sitting in one of the alcoves here by tapping B next to it twice. Ride it back up that big tunnel, taking any guards you see out on the way. When you get back to the fence, jump back off your bike and go through that little tunnel again. This time go past the second medal door on the level you're on. On the wall next to it, press the panel to get the lift moving. Get on the lift and ride it down. The hanger has now been accessed, completing objective three.

Here, you can approach this two ways. You can either do it the long way and take every guard out in the hangers, or you could run by them as fast as you possibly can. It's actually safer to just run by them as fast as you can, but you can do it either way. Run to the other end of the hanger and run up the ramp there. Follow the catwalks (for those of you running, still shoot at the guys as you run by, but don't stop) until you reach an elevator. Call it and ride it down. Follow these catwalks and jump down off them at the break in the railing or the next ramp, then go through the open door on the left wall. Congratulations, you've just completed a difficult level on Special Agent.

Perfect Agent

None

Mission 4.2

Agent

None

Secret Agent

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Exit the cinema, and walk forward and around the corner. There's a guard up ahead, so take him out. Stand there and see if anymore guards respond - they most likely will. Take them out, and when the coast is clear, so stand by the lift on the left and wait for it to open. Ride it up, and when you get to the top, turn around and throw a Proxy Dragon (secondary function of the Dragon) into the lift. Take out when you exit the lift, to left and take out the guard around the corner if he's there. Then follow the path and take out the two guards standing by the door. Pull out your Dragon and go through the door. Look up and to the right. Two or three guards will see you and run to that point over in the corner. Take them out, then turn around. There's

another lift here. Throw another Proxy Dragon in front of the lift (make sure it doesn't fall off the edge). Be ready with your Falcon if any stray guards come through the door. After your Dragon explodes, that means you took out another guard. Get in the lift, grab his Dragon, and be ready. There may or may not be a guard at the top of the lift. If there is, take him out. Run along the catwalk until you reach the corner just before the dead end. Throw another Proxy Dragon over in that direction. You're aiming at the last section of wall with a light over it. When the Dragon lands, shoot it with your Falcon 2. Run through the hole the explosion made, and take out any guards in the immediate area. If there aren't any guards there, you'll deal with them later. Go left and through the guard, taking out the guard here if he is here. Run along, past the slanted door and through another big door. There should now be a big door with a slit of glass on the left and right sides of the hall. Take out any guards here if there are any, then shoot the guard through the glass slit on the right of the hall. Go through that door, and the next, taking out the biotechnician there. Hit the first red switch to the left, and put on your X-Ray Scanner to look at the white pod that gets raised up. Keep ready with your SuperDragon (make sure it's set to it's secondary function, Grenade Launcher), and while you're looking at the pod, you'll attain a scanner lock. When you're done scanning, you've completed objective one.

Turn around and go back the way you came, taking out any guards along the way with your grenade launcher. Shoot the grenade so it will land near their feet, so it doesn't bounce back and hit you or anything. Run past the hole you made earlier, and go up the ramp. Go through the door to the left at the top of the ramp and grab the shield that's on the table. Go back out the room and go straight down the ramp. Take out the two guards on either side of the hall, and keep going down. When you get to the end, there's a big door in front of you and two small doors on the left and right. Go through one of the small doors and follow the room, taking out any people you see. You'll see one guy holding a uniform. Kill him, grab the uniform, then put it on using either the pause menu or the A quick-menu. Objective two is complete.

Put away your gun so that you're unarmed. If you see any guards along the way, and no other guards are near, get up behind them and knock them out so you can have their ammo. Do not use a gun, though. Run back towards that hole you cam through earlier, and run past it just a little bit. There's a slanted door on the right of the hall. Go through it, and shoot any guards you see in here. Switch back to unarmed and go through the door at the end of the room. A guard will say, "So, you got here at last." "Everyone's been waiting for you...". Go through the door and punch him. Pull out your SuperDragon (set it to Rapid Fire) and shoot the glass in front of you until it shatters. Kill the scientist inside and grab the keycard he drops. Objective three complete.

Switch back to your grenade launcher and take out the 5 or 6 guys that come through the door you just entered the room from. After they're gone, run back out to the main hallway and turn right. Go through that door and into the next slanted door you see on the right. Zoom in and look behind the slanted pillars. You'll see a guard behind one on the right and one on the left. Take them both out. There is an enemy behind the second brown divider thing on each side. Take them out and go through the door at the end. Take out the four enemy troops in this room carefully, as it is the last room in the level. After you kill the fourth one, grab the keycard he dropped and go through the door at the other end of the room. Then go through the next door to complete objective four, and finish the level.

Perfect Agent

None

Mission 4.3

Agent

None

Secret Agent

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Make sure you have a hold of the alien's bio bed before you start (grab it with 'B'). Go through the doors and back out to the main hallway (this mission's layout at the beginning is identical to that of the last level) and turn right when you get there. Take out the two biotechnicians and go through the door straight ahead of you. Take the ramp down and drop the alien off in the room Joanna automatically lets go of him in. Run back the way you came and get back to where the two biotechs were. Go through the door on the right and go down the maintenance hatch ramp there. There are three guards in this room, so dispose of all of them. Go through the door on the right of the room and follow the catwalks, killing the two guards along the way. Right through this door, there are a few barrels with a little alcove blocked off by bulletproof glass. Either shoot the glass with a grenade or push a barrel over by it and blow it up. Either way, once you blow up the glass, grab the shield inside. Go through the door after the catwalk and follow the hallway a long ways, killing all the guards along the way, till you reach an area with a few lockers. Jonathon will yell at you and start talking to you. Objective one has been completed.

Make sure you have out your SuperDragon set to grenade launcher. Turn around and fire a grenade into the middle of the four guards that show up, then run back the way you came. When you get to the area with the doors that open automatically, take out another clump of four guards. Run back to the catwalks and follow them to the door. Before you open the door, have your SuperDragon (again, on secondary mode), pointed downwards a bit, so that when you open the door you can take out he four guards with ease. Open the door, and, hopefully, take out four guards with ease. Let Jonathon go do his thing while you guard the door that leads to the catwalks. If the door opens, shoot a grenade to take the guard there out. When Jonathon says he's done doing his job, he'll tell you to stand back. Back away from where he was working and he'll blow a hole in the wall, similar to what you did in the last level. Go through the wall and take out and take out the guard on the catwalk straight in front of you before he can get you. Objective two is complete.

Go down the ramp and go behind it. There's a door there. It leads to where you left the alien. Pull out your alien medpack (do this all as quickly as you can) and put it on the alien. Guard the alien, watching the two doors, until the medpack finishes. When it does, you'll go to a cutscene and learn the alien's name is Elvis. When the cutscene finishes,

objective three will be complete.

Go back out to the hanger. Kill any guards that may have shown up, and go to Elvis' ship (it's really obvious what it looks like). Stand there and Elvis will start talking. When he does, run up to the catwalks and follow it to the left. Run over to the computer and wait for the upbeat music to start. When it does, press 'B' on the terminal, then run over to the other one. When both terminals have been activated, objective four and the mission will be complete!

Perfect Agent

None

Mission 5.1

Agent

None

Secret Agent

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At the start of the mission, deploy your DrugSpy. Go out from where you area with it and take out the guard in the little alcove to your immediate left. Then go take out the guard in a far alcove across the building wall. He would've sounded the alarm if you didn't sedate him. By this time, the patrolling guard will have seen his comrades fall, and go to check them out. Sedate him with a dart from your DrugSpy, then go down the cave. Take out the stewardess in blue and her two guards. After that, press 'A' to go back to control Joanna, and grab everyone's ammo. Grab the stewardess' suitcase, and put on the disguise that was in it. Switch to unarmed and go into the building. Get the desk clerk to say "Good afternoon", then turn around and go into the elevator that's in a little alcove. Get in it and when the elevator doors close, pull out your Crossbow (make sure it's on 'Sedate'). Sedate the two guys sitting at the table who would object to you grabbing the suitcase on the opposite end of the room. Grab the case and switch back to unarmed while riding the elevator down. Go through the door, ignoring the guards. Objective one is complete.

Take the right turn. Get up behind the guard on at the top of the escalators and knock him out. Ride the escalator that was to the guards right, which is the one that was straight ahead of you when you came down the hall, not the one to the right. Knock the guard patrolling down there out, as well, grabbing his ammo. Pull out your suitcase and walk over to the conveyor belt thing, and place it on the square thing on top of it. By placing the case here, you've completed objective two.

Follow the hall in the room, which will take you past a guy that will say, "You shouldn't have come here, girl!" Run past him quickly and follow the hall. Take the right turn in the hall and disarm (secondary function of Unarmed) and run up the narrow steps in front of you while

pulling out your Dragon. Kill the two guards in the room upstairs as quickly as you can, then press 'B' on the terminal in the room. This subverts the security system, completing objective three.

Go back down the stairs and get the guards attention. You can approach this part of the level two ways. Either camp and take the guys out in the security room you just came from, or you can run and let them come after you.

Scenario One: You camped: So you've camped in the room, luring guards in and carefully picking them off. After you deem the area safe, run out of the room and go straight. This leads to the cargo lift. Hop on and ride it on down.

Scenario Two: You went head on: Run straight, shooting at guards along the way. You'll get to an elevator door, or in this case a cargo lift door. Throw your Dragon back the way you came as a Proxy Dragon, and be ready for guards that come with your K7 Avenger. Get on the lift and ride it on down.

Exit the lift and take out the two guards standing by a panel on the wall. When they're dead, blow the panel up. Parts of the laser grid will start to pulse on and off for you to run through. Some guards will see you, so either take them out before you get to the lasers or shoot them as you go through the lasers. Either way, you'll get under Air Force 1. Climb up the ladder here, and you've boarded Air Force 1, completing objective four and your mission.

Perfect Agent

None

Mission 5.2

Agent

None

Secret Agent

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Right off the bat, there's two ways to go, depending on how you finished the previous mission.

Scenario One: When you beat the Air Base, you ended the level by going through the laser grid system and up a ladder: This is the good place to start out. I'd honestly suggest that if you didn't come up the ladder that you go back and beat Air Base on Agent and went up the ladder. It makes this mission easier. Anyway, go through the door straight ahead of you and punch the guy in the room. You'll grab his keycard. Hit the red switch to turn it green. This raises the red cargo lift behind you. Grab the suitcase that's on it. This is your equipment, completing objective one.

Scenario Two: You took the "people elevator" and boarded Air Force 1 via the shuttle entrance: Personally, I'd suggest going back and beating Air Base on Agent and going up the ladder by the laser grid, but if you insist on going this way, here's how to do it: Run straight through the door ahead or you, and keep running that way, going through all the doors and ignoring all the bodyguards along the way. When you reach a dead end of the halls and doors, look around the little corner. There's a red grating on the ground. Look down at it and press 'B' to open it. Go down the steep stairs and through the door in front of them. Again, walk down the halls and go through all the doors. When you get to an area with a pilot looking guy and a lady (the guy will say, "Hey that's not..."), so punch them out. You'll run past a hoverbike, then go through the next door. This bodyguard will notice you're an imposter and pull a Cyclone on you. Go up and disarm him and knock him out so that he drops a keycard. Grab the card and hit the red switch by the wall. It will open a red grating behind you. Grab the suitcase that comes up to complete objective one.

Run back the way you came, and you'll pass a hoverbike. There's a red switch opposite it you need to hit so you can have the bike in the next level. Run through the next door, and punch the lady and the man (if you came from Scenario One. If you came from Scenario Two, you've already KO'ed them). There are two doors with a small alcove in between them. There's a dumbwaiter in this alcove you need to ride up. Hit the switch next to it and ride it up. When you get out, there's a door straight ahead of you. Open it and quickly run up the stairs and loop around to the left. There's a door at an angle, so go in it. IN there is the president. He'll say, "Who are you young lady?" and then you'll get into a conversation. After that, a cutscene will cut in and dock with Air Force One. This completes objective two.

Pull out your Laptop Gun and leave the room. GO back down the stairs and through the door you came through earlier. Take the left door and take out the two terrorists in there. Run through the room and open the next door on the left. Zoom in quickly and take out the Mr. Blonde, then go into the room a little more and take out the other one guarding the opposite door. Ignore Trent Easton, he won't do anything other than laugh at you. Go through the door on the left. Take out the three guys you'll encounter in here, then go down the little flight of stairs in the corner. Run through the door, take out the enemy, then open the elevator-like door. The President will run in there, completing objective three.

Run back the way you came, all the way back to the dumbwaiter area, taking out any bad guys you see along the way. When you get back to the dumbwaiter, there is a tunnel to the right. Go throw you Timed Mine at the end of it, and when it blows up, you complete objective four and the mission.

Perfect Agent

None

Mission 5.3

Agent

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First off, if you dropped the hoverbike in the previous mission (AF1), turn around from where you start and hop on with a double-tap of 'B'. If you didn't, you won't go as fast. Turn the way you were started and go to the right side of the big rock thing. You'll see two guards out here, so zoom in and line up for headshots (since they have their backs to you). Grab their K7 Avengers then look head a bit to the left. You'll see the escape pod. Go up to it (if you're in the hoverbike, you'll have to get off for this part. Then you can get back on) and press 'B' to activate it, starting it beeping, which completes objective one.

Turn around and go back the way you came, following the right wall. Take the passage on this wall and take out the three guys in here. There should be a piano lying on the ground, so if there's not, follow one of the walls until you reach a passage that does. Go through it and go straight, killing the guards here. At the other end of this area, there are three passages. Take the middle one. Get off your hoverbike (if you have one) and go down the ramp/passage to your right. Take out the four guards surrounding a big hole in the next room with whatever you've got (preferably a K7 Avenger), then look down the hole. You'll see a guy standing in a white shirt. Kill him to complete objective two.

After this, run back up the path and head right and into the caves. Follow that path along until you reach the bottom, where some droids will say, "Stop where you are!" and start shooting at you. Blow them up by shooting them with your K7 Avenger, being very careful not to blow one up too close to the president, or else you'll kill him and fail. After you've taken out the four droids, switch to unarmed, set your function to Disarm, and go disarm Trent, the guy standing right next to the president. You'll take his DY-357 LX and keep him from killing Mr. President. Go back through the caves and take the first right path you see. Kill any guards in the area with your K7 Avenger and run somewhat straight out of the cave until you see Elvis' ship. Run ahead of the president, as it makes him run faster. Go stand by the ship and wait for the president to come stand there. When he does, you've completed objective four and the mission.

Secret Agent

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First off, if you dropped the hoverbike in the previous mission (AF1), turn around from where you start and hop on with a double-tap of 'B'. If you didn't, you won't go as fast. Turn the way you were started and go to the right side of the big rock thing. You'll see two guards out here, so zoom in and line up for headshots (since they have their backs to you). Grab their K7 Avengers then look head a bit to the left. You'll see the escape pod. Go up to it (if you're in the hoverbike, you'll have to get off for this part. Then you can get back on) and press 'B' to activate it, starting it beeping, which completes objective two.

Go right, to the left of this big rock, and take out the guard in the distance with you Falcon 2. Go pick up his gun and go around that rock, taking out the NSA Agent here. Go up to the now crashed Air Force One and look around on this side in the shadows. There is a white suitcase lying on the ground there. When you pick it up, you have completed objective one.

Turn on the newly acquired PresidentScan if you want, and go around the other side of the plane. There's is a Mr. Blonde here, but he can't see you, so get him with a headshot. Up to this point in the level, you should have

been using your Falcon 2 (scoped) since no one has really seen you. Now, though, switch to your Sniper Rifle (the Mr. Blonde had it) and go back to the escape pod. Go towards the big rock from the beginning of the level and zoom in, taking out the two NSA guys and the Mr. Blonde. Grab their guns and go around the rock, look to the left, and take out the next search team (two NSA guys and a Mr. Blonde). Look at the right wall, around the big rock, and you'll see a path. Follow it, pass the piano, and look out into the next open area and take the guys there out. When you deem the area clear, go forward and take the middle of three paths. One leads to the caves, one leads to the cliffs, and the other leads where you want to go, and that one is the middle one. On the path it will branch right, but don't go that way, keep going straight. After you're out, take the little path that leads downward and into a big room. Take out the four guys in the room out carefully with you K7 Avenger. When the room is clear, go to the hole and look down. You'll see a guy standing around in a suit. This is the Presidential Clone. Shoot him to complete objective three.

After this, run back up the path and head right and into the caves. Follow that path along until you reach the bottom, where some droids will say, "Stop where you are!" and start shooting at you. Blow them up by shooting them with your K7 Avenger, being VERY careful not to blow one up too close to the president, or else you'll kill him and fail. After you've taken out the four droids, switch to unarmed, set your function to Disarm, and go disarm Trent, the guy standing right next to the president. You'll take his DY-357 LX and keep him from killing Mr. President. Go back through the caves and take the first right path you see. Kill any guards in the area with your K7 Avenger and run somewhat straight out of the cave until you see Elvis' ship. Run ahead of the president, as it makes him run faster. Go stand by the ship and wait for the president to come stand there. When he does, you've completed objective four and the mission.

Perfect Agent

None

Mission 6.1

Agent

None

Secret Agent

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Important Note about this mission: If any of the guards manage to sound an alarm, don't worry too much. You'll just get guards in different places so it may be a bit more dangerous for you.

At the start of the mission, take a headshot at the guy standing just after the first door. Go around the next corner and take the guard out there. Go up to the next door and look through the window on the door. Take a headshot and let his companion come and kneel next to him where he'll say

something (personally I'd listen to what he has to say, since some of it can be quite interesting), so when he's kneeled, cap him in the head. Switch to your Laptop Gun and go around the corner and take out the two sentries' there. Go through the door on the left and take out the guard there along with the security camera just around the wall in front of the door. Put on your handy-dandy X-Ray Scanner and look at the cylinder. Some of the switches will be red colored, and some will be green. Hit the four green switches then take off your Scanner and run down the stairs. At the bottom of the stairs, turn around and take out the camera, then go to the end of the tube thing and press 'B' to complete objective one.

Go back out of the room the and head left. Go through the door there and up the stairs to the left, then up the next flight of stairs straight ahead of you. Take out the two guards here and had around the corner. Do not kill the guys in this room! Instead, walk up to one of them and tell them to shut off the autopilot and GPS system. Back away so that you've got a good view of the other two, and be ready to shoot the one that says, "Die, you traitors!" He'll bend over to grab a gun, so shoot him. After that, go up to one of the two remaining guys and tell them to shut something off again. When he does that, objective two is complete.

Run back the way you came and down the two sets of stairs. Look through the window on the door to the left and kill the guy you see there. Be ready to take out any other people that come, then once you think the coast is clear, go follow this path, past the first door on your left, and onto the next, killing anyone you see along the way. Go through that door, taking out the guy on the other side of the door, and go through the door he was guarding. If any alarms were sounded earlier, there will be four guys in this room you'll need to take care of. If not, they aren't there. Go into the room and grab the shield sitting on one of the boxes. Then go to the panel on the right wall and activate it, completing objective three.

Go up the ramp to the catwalk here and put on your X-Ray Scanner. Look along that wall until you see a square, which is a switch. It's kinda hard to see, but it 's on the opposite side as the panel you just activated. Hit it to unlock the big door, which was what you were looking through. Go back out of the room the way you came in and head right. Kill any guards you see along the way, and follow the halls until you see a small flight of stairs to your right. Throw an N-Bomb down there to take out the two guards down there. Make sure not to be in the radius of the explosion, so back away when it goes off. Once the explosion dissipates, go down the stairs and go right. Take the next door that has the window blocked off with metal. Follow the path, taking out any guards along the way. Before you go through each door here, look through the window on it and take out any guards you see. You'll reach another set of stairs, so go down and quickly whip around to either the left or the right, taking out the guard there, then turn around and take out the other guard. Follow the path till you get around to another set of two guards. Take them out and go down the stairs and through the doors, taking out the three guards along the way. After them you'll go through another door and see Elvis. Run back the way you came, and get back to those stairs you threw the N-Bomb. Go back up them and go left, backtracking the way you came. When you get to the door to the room that had the shield in it, go through and up one of those ramps that lead up. Open the door/wall and go through. Go right and through the doorway, which will complete objective four and end the mission.

Perfect Agent

None

Mission 6.2

Agent

None

Secret Agent

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At the start of the mission, put on your IR Scanner so that you'll be able to see the cloaked people. Switch to your Shotgun and set it to double-blast (secondary function) and go through the next two doors. Take out the three cloaked guys in here, then go forward and get the attention of two other cloaked guards and kill them. Go up the ramp to the right and through the next two doors, and kill the four guards there (you need your IR Scanner to see them when they're cloaked). Ignore the Skedar lying on the ground. He's dead, regardless of what your auto-aim tells you. Take off your IR Scanner here and run down the path, killing the three guards that look like the Pelagic II guys. After all three of them are dead, run down the dark path to the left, killing any guards you see here. Check the little alcoves along the way for a little dark lantern thingy. Shoot it and take out the guards that are behind this newly opened door. Follow that path, and again look in alcoves for a lantern. Shoot it to open the door, and repeat this until you open a door that leads to a big room with one Mr. Blonde and two other guards. When Elvis reaches this room, he'll run up and activate the teleportals, completing objective one.

Run back the way you came, taking out the two guards that will be cloaked along the way. Now you're back out in that big hall with a door to your left. Go through it and take a left. Go that way and there will be a shield at the dead end. Grab it and go back, and take what was the right turn from the door. Go through the next door and then into the big thing on the wall making wavy movements. It will teleport you to another part of the ship. Elvis will give you his FarSight, but keep your Shotgun out. Go to the next room with three guards in it and a big hole with a pipe leading over it. Cross the pipe and go through the next door and take out the three guards in here. Go right and through the door. This will take you to a hallway that winds downward, with guards around several of the corners. Take them out and follow the hall. After you go through the door at the end of the hall, you'll be in a big room with the Cetan Weapon. Elvis will run up to a workstation in the room and start to deactivate it, and you must protect him. Little Skedar will come and attack, so use your CMP150 set to Follow Lock-On, and when he's done, go back the way you came. That completed objective two.

Go back to the place just after the windy hallway and go through the teleportal there. Pull out your FarSight and look through the door ahead of you and take out the two guards in there. You've completed objective three.

Go in there and you'll cut to a cutscene when you go up to Dr. Carroll. After the cinema is over you've completed objective four. Two quick objectives, huh?

After that, leave the room through the opposite door you came in.
Go right and you're back towards the beginning of the level.
Follow the halls out, and when you're out you've completed the mission.

Perfect Agent

None

Mission 7.1

Agent

None

Secret Agent

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At the start of the mission, wait till you hear gunshots from around the corner. Once you do, whip around and kill the Skedar warrior there. Then turn around and go down the ramps and take the left. Go through the door on the right of the hall and follow the catwalks until you reach a door on your left. In the room are two CI (Carrington Institute) Guards. Wait a sec for a guard to come through the door ahead of you and take him out. Hit the panel next to the door to activate the auto gun, then turn around and leave the room the way you came in and jump down off the catwalks. Go around the back of the dropship and into the passage on the left with two CI Guards in it. There's a friendly auto gun there, so activate it by hitting the switch around the corner. Go through the door you see there and take the left turn, then the door on the right, taking out any guards you see along the way. Through the door you'll see another auto gun, so in the hall to the left there is a switch on the corner. Once you activate the third and final auto gun, you've completed objective one.

Go though the opening in the hall to the right of the auto gun and follow it on back out to the hall the two ramps earlier lead to. Go aback up those two ramps and go around left, ignoring the door you pass, and go up the elevator there. When the elevator stops at the top, get off and go right. Go into the door there and take out the two guards holding hostages in there (Note: Do not spray the room with bullets or else you may hit the hostages. One burst from your AR34 is all that's needed to take out the guys in this room.). One of the hostages in this room will drop a Devastator, so grab it. Go back out the room and out of the alcove and to the left. There's another door in an alcove right next to that one, but before you go in this room, use a Combat Boost. Pull out your AR34 and wait for it to be all the way up. When it is, go in and kill the terrorist straight ahead of you and then the one behind the counter to the right, again using Burst Fire from you AR34. After both rooms are cleared, ride down the elevator to the left. Go left from the elevator and into the first door on your right. There's a wall in front of you, so go right and you'll see three enemies. Empty a clip into them, but if you don't take out all three, it's no big deal. You only needed to take the one out closest to you for sure. Leave the room and go right, entering the next door on the right wall. Kill the terrorists (there are two, but if you only see one it's OK) and when it says

objective two complete, hit the computer terminal on the table to the left. This will shatter the glass case that is housing the RC-P120, so grab it to complete objective three.

Pull out your RC-P120 and leave the room, and head towards the ramps leading down to the hangers. When you see an enemy, cloak using the secondary function of your RCP. Run quickly down, going straight down the hall from the ramps. You'll see a brown ship in here, so get around the back of it and pause it to pull out your Data Uplink. Download the virus to the ship to complete objective four.

Cloak with your RC-P120 again and run back to the halls. You'll see a clump of guys running at you, so if you run out of cloak before you're past them, empty either a clip from your AR34 or your K7 Avenger. After you're past them turn around and fire a Devastator round at them, then go through the door to complete the mission.

Perfect Agent

None

Mission 8.1

Agent

None

Secret Agent

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At the start of the mission, just barely peek your head out so you can see the Skedar on the same level as you. When he runs and turns his head, run at him and get right up behind him to kill him with a Knife Slash. Pick up his Mauler and set it to Charge-Up Shot and kill the Skedar around the corner. Pick up his ammo and turn back around to where you killed the first Skedar. You'll see three things on the floor on the level below you, so shoot them till all three are gone. This completes objective one.

Turn back around to where you killed the second Skedar and take the big lift to your right down. Down there Elvis will give you a very handy AR34, so switch to that. Run up the ramp to the left and then go right, where there are two lift things that come down later. Stand around there and take out any Skedar that you happen to see, and when Elvis says, "Time to head upwards. You take this lift, I'll take the other one.", ride the open lift up. Go through the yellow door there and take out the two Skedar there. Grab their Maulers then go through the door on the right, take out the Skedar there and grab the shield on the table. Go through the other door in the room and kill the Skedar on the other side of the next room. Switch to your Mauler and make sure it's on Charge-Up Shot. Go through the door at the end of the room and take the hall to the left, then go through the door there. Kill the two Skedar in there and wait for Elvis to show up. When he does, he'll do something that

completes objective two.

Go through the other door, (the one you didn't come in) and go right. Take out the Skedar through this door and follow the path that leads upwards, and follow it till you reach a blue door on your right. Go through it and go left, killing any Skedar along the way. Go through the door there then go right through that door. Kill the Skedar there, then look right. Kill the Skedar in that room very carefully, then look up. Connected to the blue cylinder are two brown things. Shoot them the quickly run back the way to came, and when it blows up, you've completed objective three.

Get back out to where you were in the dark tunnels and go left and up the path to the left of that hall. Follow it along till you reach another blue door, so go through it and take out the two Skedar in that room. Run up ramps to the lift up there and ride it up. Then ride the lift that lift takes you to up to. Up here you'll see two regular Skedar and one slightly bigger Skedar with duel Maulers. Kill them all and grab both Maulers. Pull out the other one (so now you have duel Maulers out) and stand facing the door you came in. Elvis will come in and say, "Look out, Joanna. I think we made them angry.", so take out any Skedar that come in after him. When they're all dead, it will say you've completed objective four. This ends the mission.

Perfect Agent

None

Mission 9.1

Agent

None

Secret Agent

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At the start of the mission, turn on your R-Tracker and switch to your Callisto NTG and set it to its secondary mode, high-impact shells. Run straight forward through the door in front of you, and immediately back out. A Skedar has just uncloaked (you can hear it) and come charging at you. Blast him till he dies. Proceed though the opening and turn left or right. A Skedar with a Reaper is at the other end of the room. Double-crouch and take him out at long range. Run forward and another Skedar will uncloak and charge you. Kill him.

Check your R-Tracker to see if the black pillar in the room is a target pillar. If it is, Joanna should say, "This seems to be one of the special pillars." If it is not a target pillar, blow it up with a round from your Devastator. Switch to your Target Amplifier if it was a target pillar and throw it onto the pillar. Switch back to a gun, and proceed

to leave the room, picking up the fallen Skedars weapon. Head right down the path. Listen carefully for the sound of a Skedar uncloaking behind you. Blast him and immediately turn around to see if a Skedar uncloaked. If he did, blast him. If he didn't, continue on down the path and he will. After he's dead, walk on down to the corner. Another Skedar will uncloak either around the corner or behind you. Shoot him.

Proceed on around the corner and pop your head out into the new hall and back away quickly. Two Skedar will come charging you, so you need to kill them. Do so, then go back to the corner and check your R-Tracker. If there is a dot nearby and to the right, go right and around the wall and run around the black pillar. Here you should double-check that that pillar is indeed a target pillar. A Skedar will uncloak for you to kill. Kill him, then throw a Target Amplifier on the pillar.

If there was no dot there, go right and blow the pillar up with your Devastator. Then go back straight out and take the right turn and kill the Skedar there. Around the next corner, there are two more Skedar with Reapers you need to take out. Check your R-Tracker to see if the little black pillar at the end of the previous hallway is a target pillar. If it is, then throw an Amplifier on it. If it's not, blow it up with your Devastator. Go past where those two Skedar were.

To the right there is a rather large pillar. If it's a target, throw and amplifier on it. If it's not, blow it up. Then head around to the left and up the stairs. On Agent difficulty, there was a shield here for you. On Special Agent, there is not. Go around the fallen pillar and down the opposite side of the stairs and left. There is one last pillar here. Check to see if it's a target. If it is, Amplifier. If it's not, blow it up. There are two cloaked Skedar in the room, so be ready for them at any time. Having placed all three target amplifiers, Objective One is complete.

After that's taken care of, you'll have used your three amplifiers, and you'll start to hear the Maian fleet destroying the target pillars. Head back the way you came, and past where the two Reaper-armed Skedar were. Go right down that passage and then left at the end of it. There is a canyon there. If you were quick, there will be a bridge over it. If you weren't quite fast enough, you'll have to descend down the ladder there. Before you either go down or cross the bridge, you'll pick up two Phoenix's. If you have to go down, blast the two Skedar down there before you go down the ladder. You'll notice a big rock where the ladder you need used to be, so you must destroy it. Blast it with your Devastator and make sure it lands so that it will blow up. Now, there's your ladder.

If you needed to go down the ladder, go down it, and go left. Make sure you do not fall. Keep going left until the left and right sides of the canyon get to they're closest point, then you can walk across it. Follow the edge until you reach a ladder. Go up it. Switch to your duel Phoenix's, set them to explosive shells, and walk to the edge of the level you're on. Look a little to the left of the ground below you (you'll drop down to it later) and fire a few explosive shells there. You'll kill a cloaked Skedar. Drop down and head right. There's a narrow passage to the far right with a ramp that leads down. Go down it.

There's a Skedar soldier around the corner you'll need to take out, so take him out and walk past his body. There's another Skedar on a lower level than you for you to take out, so do it. Drop down there and there is a shield for both Agents and Special Agents. Get it and head back the

way you came and go through that same narrow path. Look to the right and put on your IR Scanner. There should be a white section on the wall. If there's not, look around the area and you'll find it. Shoot it with your explosive shell Phoenix's and go through.

Follow the passage and take out any little baby Skedars you see along the way. There is a door on the right side of the hall. Open it and go through. There is one baby Skedar here, along with a brown-ish thing you can push around. There is also a little brown-ish square on the floor. Kill the baby Skedar, and push the brown-ish thing onto the square on the floor. This will activate the bridge, completing Objective Two. Go back out the door and go right. Cross the bridge, and put your IR Scanner back on. You'll see little Skedar charging you, so you need to kill them. Follow the dark passages until you see a door to your left and a ramp leading up to you right. Go through the door, and strafe around the corner. You'll see a regular Skedar with a Slayer. Take him out (make sure no rockets hit you) and get his Slayer. Pull out the Slayer, and switch it to Fly-by-Wire mode. Fire a rocket and steer it around the corner to take out the other Skedar. Go grab his Slayer, and look up with another weapon (either Phoenix's or Callisto). Shoot the Skedar on the path above you.

Now you will need to run past the spinning pillar and to the left corner of the alcove. A message will pop up telling you to make a sacrifice to the God of War. Pull out your Devastator and look down at the little altar thing. Press 'B' to make the sacrifice.

Back track to the door you came it and go through it and up the ramp. Follow the path that was above you and go through the door. You're in the Inner Sanctum (Objective Three complete). Go through the doors until you reach a room where Joanna exclaims, "Oh no! A Skedar army in suspended animation!". Ignore the room and run through. Go through the doors until you see a room with a big ol' Skedar. This is the Skedar leader.

Commence to blasting him with explosive shells with you Phoenix. After a little bit, he'll run over and kneel down in front of a big pedestal with five prongs on it. While he's kneeling, shoot at the outer four prongs. Keep firing till they all fall off. Most likely you won't be able to take all four out right away, so you'll have you shoot him more to get him to kneel down in front of the pedestal again. Once all four prongs are gone, shoot the big one in the middle. Once you shoot it off, he'll die, and you'll completed your mission.

Perfect Agent

None

Mission S1

Agent

None

Secret Agent

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At the start of the mission, immediately cloak and run to the left, take the right turn, then go through the door in the alcove to the left, ignoring all the guards along the way. Go around the corner in the room, pull out your Skedar Bomb, and run through the automatic door (the wall opens up...) and place your Skedar Bomb in the elevator. Objective one is complete.

Turn around and leave the alcove area and go up the stairs you see. Run over to the elevator on the left side (as if you were coming up the stairs) and wait for the elevator to come down. Kinda hide in the little opening between the wall and elevator so no guards see you. Ride the elevator up till it stops. A guard will be there, so shoot her with your Charge-Up Shot and close the door to ride the elevator up one more level. Kill the guard that should have his back to you, then make sure the level here is clear. Run into Cassandra's office and disarm her (secondary function of Unarmed). You'll start talking with her, but when she starts to move, follow her. Stay slightly ahead of her so as to take out any guards along the way. When you leave the office to right and through the door there (not the elevator door) and go up the stairs. Go through the door up there and quickly take out the two guards here so that they don't throw an N-Bomb and "kill" Cassandra. Run up those ramps there, making sure that Cassandra is with you, and go outside onto the roof. Then run up the ramps to the helipad to complete objective two and end the mission.

Perfect Agent

None

Mission S2

Agent

None

Secret Agent

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At the start of the mission, get the attention of the scientist in front of you and knock him out, grabbing his Falcon 2. Then go through the door and knock the guy there out. Grab his Falcon and the Psychosis Gun that's on the table. Pull out your Falcon and run back to where the gurney was and push it up near some glass and blow it up. The glass will shatter, so go through it and switch back to Disarm. Run up to the door in front of you and disarm him, pause the game and pull out the Dragon you have. Throw it in the room with the guy there on Proximity Self-Destruct mode and let it blow him and a couple other guys up. Pull your Falcon 2 back out and kill the remaining guys in the hall. Grab their Dragon's and pull it out on Rapid Fire mode. Go right after you get out to the main hallway, going through the door and killing any guard

you see along the way. Now pull out your Psychosis Gun and go into the door on the left. You'll see a guard there with duel DY-357 LX's, or Trent's Magnum , so "infect" him with your Psychosis Gun. Now he's on your side (and I'll call him Bob for the purposes of this walkthrough) and will run around killing your enemies. Leave this room and head right, past the slanted door you came out of and into the next one you see. Zoom in with your Dragon and take out the guys sitting around at their desks as carefully as you can - try to kill them while they're still sitting down. After they're all dead and you've grabbed their ammo, go through the door at the end of the hall. Kill the two scientists standing around behind the glass and grab their Tranquilizers and Psychosis Gun ammo. Now blow up the gurney the alien is lying on to complete objective one.

Go back out to the main hall and go left up the hall. At this point Bob should still be running around with you killing baddies. When you reach the top of the hall, go right and kill any guys you happen across along the way. Keep running down, ignoring the doors until you reach the end of the hall with a big door. Go through the door with Bob and let Bob take the fire from the enemies in this room while you run straight across the hanger and up the ramp to the catwalks, then go left and through the door there. Bob will die, but that's OK. Go through the series of doors till an alarm sounds, but keep going though one more door then look for a small hole on the right. Go in the hole and look wait for a guy to come at you from below. Once he's dead jump down there and go around the left side of the boxes. Go get on the lift, killing any guards that come at you. Once you're up the lift, go right, killing the guards on the catwalks up here. Go through the door there and infect the guy through the door that has his back to you with the Psychosis Gun. Pull your Dragon back out and go up the ramp to the right, letting your buddy draw the fire away from you. Follow the catwalks along until you reach an elevator. Ride the elevator do and kill the guy down there. Follow along that way, and kill another two guards. Go through the door and you'll be in a room with two scientist guys. Kill them and shoot down one of the brown wall/partition things to your left. Go through the opening you made, kill the two guys over there, then activate the computer terminal in the room to complete objective two and end the mission.

Perfect Agent

None

Mission S3

Agent

None

Secret Agent

None

Perfect Agent

None

Mission S4

Agent

As you turn around, you have about three seconds until he shoots.

Run away behind the wall and snipe him out.

Secret Agent

As you turn around, you have about three seconds until he shoots.

Run away behind the wall and snipe him out.

Next match, you face Johnathan Dark.

He has bad aim, so you can run right up to him (he is hiding behind the wall) and pop a cap.

Perfect Agent

As you turn around, you have about three seconds until he shoots.

Run away behind the wall and snipe him out.

Next match, you face Johnathan Dark.

He has bad aim, so you can run right up to him (he is hiding behind the wall) and pop a cap.

You final challenge, Trent, is nearly perfect.

Run around to the wall and use careful sniping tactics and you should easily win.

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Some closing notes.

This FAQ still has some more updates:

- > Combat Simulator
- > Cheat Walk-Throughs
- > Perfect Agent Walk-Throughs
- > Weapons, Items, Etc, Lists
- > If you want to contribute, e-mail me

> Thanks to my man nbknmo@area51hq.com, he's a great walk-through writer

and a great friend

> I'm trying to get away with making this FAQ as small as possible. Most of the other FAQs posted would waste lots of paper and take forever to download, I'm trying to give you what you need (that means no lists of the control styles, characters, or stupid crap like that!).

> Check back soon for more. Until then, later.

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